

LBK-mallen

Aim

The aim of this document is not to balance each codex. It is simply a way to punish players for taking the absolute "best" in their codex. Thus, it will hopefully produce a greater variety in armies.

Usage

Of course you can think of many possibilities to use this document. However, when written it was intended to be used in the following way. Each list in a tournament can get penalties (explained below in armies). When fighting a tournament game, players compare their penalty. The player with the larger penalty get to subtract the difference from his/hers points earned in the game and the player with the lower penalty get to add the same number to his points earned in the game.

To vary the influence of the penalty system from tournament to tournament, one could i.e. vary the maximum amount of points earned in each game (20, 16, 10 and so on) or simply put a multiplier on the penalty value.

Clarifications

AP = total points in army, i.e. 1750 or 1500 etc.

When calculating how many models of certain type the army can include to get penalty, fractions are rounded in according to standard i.e. in a 1850p game, the number of vehicles with total armour of 31 in a Space Marine army to receive a penalty will be: $AP*8/1750 = 1850*8/1750 = 8,4 = 8$. In a 1400p game it will be: $1400*8/1750 = 6,4 = 6$.

Where a single choice gives a penalty it does not matter how many more is included in the army, i.e. in a Chaos Space Marine army which includes two Lash of Submission you still only get one penalty.

Armies

Weak armies*

Some "weaker" armies can exclude the second penalty point in their total komp score, i.e. if an Eldar army get 2 penalty points for having both Eldrad and a unit of warlocks on jetbikes it will still only get 1 penalty point in total. Armies with this rule are marked with a *. Note that it is only the second penalty that is excluded.

Black Templars*

1 "Accept any challenge..."

1 $AP*8/1750$ or more of the following: vehicles with total armour of 31 or more (front + side + rear) and units of Landspeeder. Count each Land raiders (any type) as two. Do not count Drop Pods.

Blood Angels

1 Mephiston

1 $AP*2/1750$ or more Blood chalice

1 $AP*7/1750$ or more of the following: vehicles with total armour of 31 or more (front + side + rear) and units of Landspeeder. Count each Land raiders (any type) as two. Do not count Drop Pods.

Chaos Daemons*

1 Fateweaver
1 AP*13/1750 or more blood crushers

Chaos Space Marines *

1 Abaddon
1 Lash of Submission
1 AP*3/1750 units of Obliterators (3 always gives 1)

Dark Angels*

1 AP*9/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear) and units of Landspeeder. Count each Land raiders (any type) as two. Do not count Drop Pods.

Dark Eldar*

1 Asdrubael Vect
1 AP*3/1750 (3 always gives 1) total of Ravagers
1 AP*9/1750 or more of the following: vehicles with flicker field and/or night shield.

Eldar*

1 Eldrad
1 Warlocks on jetbikes
1 AP*8/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear), units of War walkers and Monstrous creatures.

Grey Knights

1 Draigo and/or Coteaz
1 AP*3/1750 or more Dreadnoughts (any type) with psybolt ammunition
1 AP*6/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear), and Monstrous creatures. Count each Land raider (any type) as two.

Imperial Guard

1 Psyker battle squad
1 AP*6/1750 or more total of Vendettas, Hydras and Manticores
1 AP*9/1750 or more vehicle with total armour of 31 or more (front + side + rear)

Necrons

1 Imotekh the storm lord
1 Solar pulse
1 AP*8/1750 vehicles with total armour of 31 or more (front + side + rear) and Monstrous creatures. If Canoptek spyders are present in the army, also count each unit of Canoptek scarabs to this number.

Orks*

1 Kustom force field
1 Ghazghkull Thraka
1 Nob bikers + Warboss on bike
1 AP*8/1750 or more total of vehicles with total armour of 31 or more (front + side + rear) count each vehicle with death rolla as two

Sisters of Battle*

1 both Saint Celestine and Uriah Jacobs

1 AP*3/1750 Exorcists (3 always gives 1)

1 AP*9/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear)

Space Marines*

1 any of the following: Lysander, Calgar and Vulcan

1 AP*8/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear) and units of Landspeeder. Count each Land raiders (any type) as two. Do not count Drop Pods or Landspeeder storm.

Space Wolves

1 Logan Grimnar

1 two or more units of the following: Lord on thunder wolf mount, Wolfguard battle leader on thunder wolf mount and Thunderwolf cavalry

1 AP*3/1750 units of Longfangs (3 always gives 1)

1 AP*5/1750 or more units of Grey Hunters and scoring Wolf guards

1 AP*8/1750 or more of the following: vehicles with total armour of 31 or more (front + side + rear) and units of Landspeeder. Count each Land raiders (any type) as two. Do not count Drop Pods.

Tau Empire*

1 AP*3/1750 units of Broadside Battlesuits (3 always gives 1)

Tyranids*

1 Catalyst

1 AP*3/1750 or more units of Hive Guards (3 always gives 1)

1 The Doom of Malan'tai + Mycetic spore