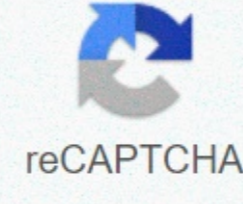




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Warhammer 40k imperial fists list

After a big debate in the Pesti subforum, I tried to include a handful of ideas together on the list of two battalions. This list includes a small selection of Vanguard elements for early pressure and control deck, some mobile objective thrusters that are driven in surprisingly decent Impulsor gunboats with car bolt rifle Intercessors, and some Stalker Intercessor support alongside backfield armor in the form of Mortis contemptors. The list is visible to the lack of a siegebreaker cohort transmitter and Centurions to use seismic devastation. I'm not sure I need that tool. ++ Battalion Transmitter +5CP (Imperium - Space Marines) [593pts] ++ **Chapter Selection**: Imperial Fists + HQ + Primaris Kapelen [4 PL, 77pts]: Primaris Chapter Master [5 PL, -2CP, 92pts]: Stratagem: Chapter Master . Plasma pistol and strength fist + units + Infiltrator Squad [5 PL, 110pts]: 4x Infiltrator, Infiltrator Sergeant Intercessor Squad [5 PL, 85pts]: Stalker Bolt Rifle . 4x Intercessor . Intercessor Sergeant: Chainsword Intercessor Squad [5 PL, 85pts]: Stalker Bolt Rifle . 4x Intercessor . Intercesor Guide: Chain Word + Heavy Support + Detached Order [4 PL, 72pts] . Firearms, camo sauce. 2x Eliminator with Sniper Shot and Camo Sauce Eliminator Squad [4 PL, 72pts] . Firearms, camo sauce. 2x Eliminator with sniper and camo armor ++ battalion transmitter +5CP (Imperium - Space Marines) [1,407pts] ++ **Choice chapter**: Imperial Fists + HQ + Primaris Librarian [5 PL, 98pts]: Force sword Primaris Lieutenants [4 PL, 69pts] . Primaris Lieutenant: Master-crafted auto screw rifle + units + Infiltrator Squad [5 PL, 110pts]: 4x Infiltrator, Infiltrator Sergeant Intercessor Squad [5 PL, 99pts]: Car Bolt Rifle . 4x Intercessor . Intercessor Sergeant: Power fist Intercessor Squad [5 PL, 99pts]: Auto Bolt Rifle . 4x Intercessor . Intercesor Guide: Strong Fist + Elite + Invictor Tactical Warsuit [6 PL, 136pts]: Fragstorm Grenade Launcher, Heavy bolter, 2x Ironhail Heavy Stubber, Twin ironhail autocannon Invictor Tact warsuit [6 PL, 136pts]: Fragstorm Grenade Launcher, Heavy bolter, 2x Ironhail Heavy Stubber, Twin ironhail autocannon + Heavy Contempt Support + HeavyOr Mortis Dreadnought [9 PL, 160pts]: . Cyclone missile launcher. Two twin heavy bolts Contemptor Mortis Dreadnought [9 PL, 160pts]: . Cyclone missile launcher. Two twin heavy bolts Contemptor Mortis Dreadnought [9 PL, 160pts]: . Cyclone missile launcher. Two twins of heavy screws + Dedicated transport + Impulsor [90pts]: 2x Storm Bolters, Ironhail Heavy Stubber, Ironhail Sytalon Array ++ Total: [11CP (2 spent for Chapter Master), 2,000pts] ++ Edited by Lemondish, 25 October 2019 - 01:27 PM. Today we are working on the next step in the Imperial. Tactics! In the previous post we covered the beginner's guide to imperial fists. Today I want to help you take your Imperial Fists to new levels with this Advanced Guide! Our Imperial Fists Tactics Initial Guide has followed the following 4 philosophies: Small Budget, Cool Models, Variety of Models and Flexibility for Future Purchases. That's what we'll have in mind when we expand our army to 2,000 points. However, the small budget is much less concerned that it has moved to 2000 points, but forgeworld units are still not in use. The original list was released rule 2 for 1,000 points a game, but went to rule 3 at this higher level point. Crimson Fists and their tactics are presented on the second list. Original list: Imperial Fists Patrol 986 Tor GaradonIntercessor Squad x5 w/ Stalker Bolt RifleIntercessor Squad x5 w/ Stalker Bolt RifleAggressor Squad x3 w/ Auto Boltstorm Gauntlets & Fragstorm Grenade LauncherTerminator Assault Squad x5 w/ Teleport Homer, Thunder Hammer & Storm Shield Inceptor Squad x3 w/ Assault Bolter Eliminator squad w/ Bolt Sniper RifleHellblaster Squad x5 w/ Plasma Spalionice Tor Is dola with his wargear i nemože to be Relics It was 4 Non-Sucead Character Units From dark imperium box set: 1 Captain u Gravis armor Primaris lieutenant sa power machete Primaris Lieutenant sa Mastercrafted Auto Bolt Rifle i Primairs Ancient. Anyone can carry the free relic they gave to your army because they had a military space marine. Hypnoth's eye is basically the same as Lieutenant Aura for diverting one to the wound. So it's a great relic to stick with the captain, especially if you wanted to make him a chapter teacher for complete reussions that need to be hit. That's why they add it to the list. First, we need to add command points. If you want to get to other denials, we're missing at least one unit in the following forces. An elite for pre-security, a quick attack for a remote transmitter and heavy support for a spearhead transmitter. The battalion would require additional staff and troops. Start collecting Vanguard Marines will be added to the 3rd heavy support unit as well as the headquarters to the spearhead. But with 10 infiltrators, you have the resources to take a full battalion for five additional command points in your army. A weapon that is not difficult is good to have, as your army must now leave the devastation of doctrine. The chaplain has been added to recitation of the focus on plasma weapons. The Suppressor Squads have an extra bonus to stop overwatch for when your Terminators want to get stuck in. Make necropolises jealous Imperial Fists Tactic here uses exploding 6s to hit. The tactics of the Imperial Fist chapter allows the unmodified 6 to count as 2 hits. Stratagem Bolter Drill does the same, so 6 hits would be 3 hits. Use of grey shield trait Indomitus Crusade specialist broadcasts, once a game, can acquire a chapter of tactics from the Crimson Fist. This will allow unmodified 6 strikes to count as 4 hits. It is likely to affect the Inceptors in the reserve, as it does not target them nor is there an aura. You can skip the argument by having the Train boards on your desk when you activate the army. Our new list: Imperial Fists Battalion 1180 Captain and Gravis Armor Tor GaradonInfiltrator Squad x5 2x Intercessor Squad x5 w/ Stalker Bolt RifleAggressor Squad x3 w/ Auto Boltstorm Gauntlets & Fragstorm Grenade LauncherTerminator Assault Squad x5 w/ Teleport Homer, Thunder Hammer & Storm Shield Inceptor Squad x6 w/ Assault Bolters Supresor Squad Imperial Fists Spearhead 3 90 Lieutenant u Phobos armor w/ Oculus Bolt Carbine i Grav-chute 2x Eliminator Squad w/ Bolt Sniper Sniper RifleHellBlaster Squad x5 w/ Plasma Incinerators Imperial Pesnice Spearhead 428 Kapelana w/ Storm bolter2x Thunderfire Cannons2x Whirlwind w/ Stormy Launcher Massing What if your Poet Crimson for Imperial Fists Tactics. The tactics of the crimson fist have changed since we first covered them up here and have since become mostly Imperial Fists Tactics. Losing the cover-ignoring will hurt a little. While you may gain a Crimson Fists bonus, you will find that they don't appear all as often. For example +1 to hit your Thunderfire Cannons will be important if you move and target units of 10 models or larger. Or if you've just stood still, you're already hitting on 2+. Eliminators who use hyper frag bullets when firing at 8 man units will benefit from this, but ideally, these Eliminators are shooting at signs where this bonus will have no effect. On the other hand, the Aggressors will appreciate this bonus twice. Shooting into the hordes and getting past that -1 hit by a fist in the melee. The attacking terminators could then use Fury first for the Hammers, who crashed to 2+. So let's play on their strength. It is not possible to take into account the original list because Tor Garadon is named character for the Imperial Fist. Get the boot, but the rest of the list stays. Relic Powerfist is a spilled captain in place of Tor Garadon is one option, but there is another Powerfist relic from the special Wargear issue that went to Primaris Captain. Smash Chaplin could do with a Crimson power fist that could have been a damage 4 with better power and ap over Benediction of Fury. If you said you'd lose your chance of death wounds. Crimson Fists Battalion 1029 Captain in Phobos Armor Primaris Captain w/ Plasma Pistol and Power Fists2x Intercessor Squad x5 w/ Stalker Screw RifleIntercesor Unit x5 Car Screw Rifle, 1 Auxiliary Grenade LauncherAggressor Squad x3 w/ Auto Boltstorm Gauntlets & Fragstorm Grenade LauncherInceptor Squad x3Eliminator Squad Bolt Sniper RiflesHellblaster x5 Incinerators in plasmalmpulsor w/ 2x Storm Bolters, Shield Dome Crimson Fist Battalion 971 Captain w/ Jump Pack, Power fist & Storm shieldChaplain w/ Jump Pack & Storm bolter 2x Scout Squad x5 w/ BoltgunScout Squad x5 w/ Sniper RifleTerminator Assault Squad x5 w/ Thunder Hammer & Storm Shield, Teleport HomerCenturion Devastator Squad x3 w/ Hurricane Bolters & Heavy BoltersThunderfire CannonWhirlwind w/ Whirl Vengeance Launcher Like the Imperial Fist. The Crimson Fist could make Necrons jealous of all exploding hits. Only the tactics of the chapter would be chosen in reverse. If you wanted to build on that, the larger size of the team would be better used by Bolter Drill. Maybe for the price of centurion devastators. In order to take over the hypnoth's eye on the phobos of the captain, it is necessary to use the champion Blades Stratagem. The fist of Terre could take over the sergeant instead of the captain if they wanted to hold him back, depending on the other relic combinations they'd like to extract. Mastercrafted could be another option for a captain or a Sergeant Powerfist upgrade. Imperial Fist Tactics Pistoleros: Imagine shooting from a hip rifle in one hand and a gun in the other. For a Crimson Fist surrounded by an enemy, you would show surprising accuracy at 2+. A Close Range Bolter Fire Stratagem can be used on Centurion Devastators in case they lock themselves in combat. The use of the car bolt rifles means that each member of the team will fire 4 handguns shots. Melee Characters have been added in favor of the tactics of the Crimson Fist chapter. That probably won't come into force. It's even less in the mood, with both relic Powerfists not suffering a penalty for a blow, and the captains have already scored 2+. The lack of heavy weapons will mean that this army will not benefit so much from the Imperial Fist Super Doctrine. Provides multiple screening units and 13 initial command points. Unfortunately, these are designed to be spent on 3 additional relics, if not more before the game. Centuron destroyers are devastating. A small team of 3 people has more benefits for the Crimson fist without being a magnet for bullets that would be behind the imperial fist. Of course, the imperial fist could have used them better in the Besieged Cohort. Even after Nerf, the sixth unit can cause nearly 20 fatal wounds compared to the vehicle. Never take into account the actual storage that the vehicle would take or bonus damage due to heavy screws. This was our next step up guide to playing with Imperial Fists and Crimson Fists. It doesn't cover everything, it's not meant for a competitive game. That's how you get a list of free military plans for you! If you want to give you a nightly team for free to make a list of the army that is dedicated to you, click this link to schedule the time with one of our team members: To talk to the Nights play table team and discuss this battle report with them join the game conversation for gamers If you do not know what Warhammer 40k is and how to play it check the video that we made here just for you: For those who already know how to play the game and would like a free guide, which teaches you how to paint professional minijature, Advanced tournament tips from 40k World Champion, how to give you vie time to play, i free methods to get cheap miniatures idite here: If you'd like a breakdown of the advanced tactics and strategies for all 40k armies, painting tutorials from a Golden Demon winner, secret battle reports and tone more consider to be a Nights at the Game Table Member today. Click on this link to find out more: As always thanks for reading! 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