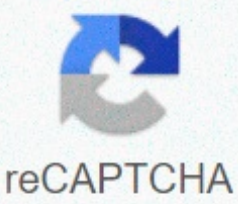




I'm not robot



Continue

## Warhammer 40k rulebook 8th edition pdf

Welcome to one battlefield we never thought we'd see. Welcome to a place once believed impossible. Welcome to 42nd. Warhammer 40,000 8th Edition (a.k.a. Warhammer 41,000: Age of The Emperor rumored) is the latest edition of everyone's favorite war game, which picks things up where the Gathering Storm campaigns (AKA 40k End Times, meaning we live literally after year 40,999 now) are omitted, and are published on June 17, 2017. The new edition will advance the story from 5 minutes to midnight to 4 minutes to midnight, And given the campaigns that preceded it, Imperium set the entire region of the universe on fire, Magnus trolled furries half to death, Cadia fell (and didn't get up), the new Eldar god was born, Roboute Guilliman got off his stasis-frozen ass and joined forces with Cypher to go on a journey to see dad. , will become real. He will be succeeded by Warhammer 40,000 on October 9th. Major Updates[edit] The main man is Pete Foley, who leads the design team for the 8th Annual Academy Awards. The two rule writers are Jervis Johnson and Robin Cruddace (Emprah help us), the two writers behind the 7th Century. The fundamental rules have been completely redesigned, with the active involvement and input of the community (e.g. extensive gaming by the guys at Frontline Gaming and others), an entrance that GW actually seems to have \*breath\* listened to, and as a result this broken mess of the game may actually become more balanced and fun. All current codes and add-ons are completely incompatible with the new rules, all receive a new code. Looking back, it also probably explains why Forge World hasn't restocked or updated any Imperial Armor lately. I hope that means the armies that lived at Imperial Armour will get the proper codices this time around. Horus Heresy will continue to use the seventh edition rules set until Forgeworld updates its books, although given that the Horus Heresy Book Seven - Inferno came out last month, this looks highly unlikely. Horus Heresy still basically lives between the 4th and 5th editions, so it's not too big a change anyway. From Warhammer Fest Horus Heresy now gets its basic rulebook based on the 7th (with a few new special rules) that is compatible with all their existing books instead of moving to 8th place. It has also been confirmed by LVO 2020 that Forge World's 40k lineup will be succumbed to By GeeDubs proper. Imperial Armor indices will cease production, at which point the main company will eventually release a brand new set of regulations that will finally make them 100% approved for the game. Now your annoying friends can't complain about you bringing in your fancy FW units anymore. 3 Play (Open, Narrative and Compliant) is imported from sigmar's general's era manual, with a narrative game that has a different points system than Matched play. It's less of a big deal than it was for AoS because there it basically made the AoS playable itself (for many not all players yet), while 40k already had at least a nominally balanced points system. A separate points system for narrative play should be interesting, to say the least. Open Play has three missions: Destruction, Detention at all costs and death or glory. The narrative has six missions: Meat grinder, Ambush, Patrol, Blitz, Sabotage and Rescue Matched preserves six Eternal War and six Maelstrom war missions (but with a redesigned objective deck) and now has six maps of deployment over the original three. One universal mission, Only War, is also present and designed to be compatible with all three game modes. The ground



rules are free. In addition, all armies and models received updates to the rules of bare bones in the form of 5 indexes (2 for Imperium armies, 1 for Chaos and 2 for Imperium armies) on the first day to keep things functional until new codices come out, which is likely to be mostly hah and more fractionally specific tricks and rules like Sigmar's Battletomes and Grand Alliances books. The full hardback book also includes advanced rules (including such eskeoterics as terrain rules and rules for battles with more than two players), missions and stratagems (see below) and a bunch of fluff. New factions will come, although it is unclear whether this will be just variants of what we already have or something completely new. As much as GW has been shaking things up lately it could be both. There is a new generation of space marines called Primaris Marines, a new addition (as in no replacement) to Adeptus Astartes. These NuMarines are of real proportions, as in the 8-scale high. Good news if you're one of those converters who's been making trussal Marines for years. For what it's worth, some bits like Pauldrons and helmets are the same scales as, and interchangeable with, old models. The approved chapter returns as an annual publication, the first issue of which is slated for Christmas 2017. A bunch of factions get name updates to be more trademark friendly (similar to Astra Militarum): Quesitor Imperialis, Aeldari, Drukhari and Tau. It's aelves all over again. Rumors[edit] One of the new factions was suspected of having fallen, possibly branching into their own codex as opposed to how Deathwatch and Genestealer Cults did after Deathwatch: Overkill. If so, they would at the same time provide an excellent way of representing other rogue sea forces not given to Imperium or Chaos. This has not happened since this writing: Only chaos has fallen for space marines who may be allies with the Imperium Army since the chaos Sea Code. Given the release of the Death Guardian Code and the upcoming Daemon Mortarion miniature, Nurgle Daemonkin could also be on the table. The Death Keeper Code is here and it's effective nurgle daemonkin. Another rumor says the Iron Men will be among the new factions. The appearance of UR-025 in Warhammer Quest: Blackstone Fortress has unexpectedly lent a degree of credibility to this one. Rumors of a new 8.5 release with an update to the main rule book after a psychic awakening and codex 2.0 release. There have already been some nuances of 8.5 going on with the re-release space marines codex, introducing Vanguard units from Vigilus Ablaze alongside some new units and additions for the first founding chapters. Although not quite as extensive, there is also a re-release of chaos marines codex introducing its Vigilus units. It's fair to say that the arc of psychic awakening may be pausing the way for the re-release of craftworlds and dark eldar codice in the window, and others are similarly revisited as time goes on. Fluff Updates[edit] Daww, Eye of Terror and Maelstrom have had a baby! That's basically what happens to the whole Imperium. (With the look of Cthulhu!) Imperium[edit] General[edit] The upper half of the Imperium, separated from Terra & Sol, is designated as Imperium Nihilus (also known as the Dark Imperium), and as bad as things are on the terran side of the Big Rift, things will really shit on the other side (especially since the rift is blocked by Astronomican). At this rate, Big G may have to deal with the Imperium Secundus style of not exactly secession, with him now on the other side of the mess... Assuming there's still enough Imperium to secede. Armageddon was lucky enough not to be cut off from Terra when Cicatrix Maledictum opened, but not lucky enough to be a slap in the way of the Bloody Crusade, a vast army of Khornate daemons pouring out of the gap, setting up the Armageddon system for a massive three-way route between Imperium, Orks and Chaos, and quite possibly the biggest conflict he's ever seen. Ghazghkull and Yarrick are almost guaranteed to be at the center of it. Hell, maybe even Angron will be there for his personal round 2. Oh yes, and Armageddon being Ullanor has something to do with why orks are all there. Make it what you want. To stem the tide of traitors, Xenos and Chaos, Roboute Guilliman declared indomitus a crusade against the enemy Imperium. In addition, with the help of Belisarius Cawl, he perfected the Emperor's original plans to create space Marines to create a new generation of super soldiers known as Primaris Marines (compared to the Mk II space marines), harder, better, faster, stronger than ever before (which he hopes will turn out better than ever before (which man hopes will turn out better than ever before did the last time anyone tried), along with some swanky new armor and guns. Just how Guilliman plans to get these new Marines out fast enough to be useful when the entire galaxy is going to hell right now is an open question. The proper creation of ordinary Astartes takes more than a decade, and accelerated development is still as risky as hell even discounting the last time someone tried it for sabotage. However, according to Arch-Wharmagos Cawl secretly created them by the Guilliman Commission before he was poisoned by Fulgrim, it was 10,000 years! Despite Big G offering new primary Marines to everyone (even hinting at brand new chapters from them), not all chapters are happy to see them. Some call Guilliman only for interfering with the emperor's work, others are concerned about the effects the new Astartes formula could have in combination with some of the more eoteric strains of gene semen. However, the Marines in the primaries were OK by Adeptus Custodes, and even chapters they never particularly liked Guilliman or Ultramarines are stupid enough to go into fire reinforcement. Especially when custodies make it clear what they will do to you if you refuse a gift from the Emperor. The Indomitus Crusade lasted about 100 years before Guilliman was forced to return to Ultramar to protect him from the Death Keeper invasion. The good news is that by skipping the plot forward a hundred years we have avoided repeating oh this ultra game-changing crusade will begin at any moment... The bad news is that it means we're skipping all the interesting stuff, too, like watching giant 9-foot FNG throwing itself into the deepest shit ever, or watching a decimated chapter like Blood Angels barely save themselves and throw themselves back into the status power of the campaign quo. The possible approach could be something akin to the War of the Beast, with a novel covering events from the Indomitus Crusade, it could actually allow Black Library writers to do some character development as well as explore evolution from the final years of the 41st , and it can be a great opportunist to see other recurring characters from the Black Library such as Ciaphas Cain, Eisenhorn, Ravenor, Alaric from the Grey Knights , Honsou, Marduk from Word Bearers, Shiria Calpurnia, Navradaran from Adeptus Custodes, Magos Omnid Torquora, Speranza crew and many others and how they passed during the Noctis Aeterna and Indomitus Crusade. Forces scheduled to arrive to defend Cadia have been repurposed to other nearby planets to prepare for a possible next wave of chaos attacks. When this does not come immediately, some guard commanders begin to consider the possibility of a counterattack and Cadia (or what's left of it, anyway), although at the moment it would be little more than a symbolic gesture since the pillars are completely broken. However, given Cadia's relative proximity to the Nachmund Gauntlet, this counterattack could provide Imperium vital access to the Imperium Nihilus. Too bad it doesn't solve the problem of the House of Traitor Knights currently occupied by gauntlet itself. It is mentioned that during the Dark Ages of technology, the biggest driver of human expansion was the recruitment of advanced genetic manipulation techniques. When the era of diviseness struck, massive gene wars broke out between what effectively became a completely different kind of people. It has been officially confirmed that the Emperor has at least some ability to influence events outside of Astronomican, because he said he can communicate with guardians to a limited extent and protects them from harm (the rules-wise it is +1 for custodies of inane savings in the field of forged armies). There's no information on why he can't do that to every low security guard out there, either because ordinary people aren't tuned to work with Emps psychic potential or because he's a jerk. Between that and the Rise of the Primarh (where Emps communicate with Guilliman, no ifs or buts, and speaks quite clearly), there is now absolutely no doubt that the emperor is still alive and aware of the galaxy around him. It is currently unclear whether everything from his ascension to the Golden Throne happened despite his wishes (as was the case in the previous canon) or whether all this was part of a plan so intricate that even Tzeentch would have received planning envy from him. Given his recent portrayal in horus heresy novels that suggest he predicted events of 40k until Guilliman's revival, the latter is a real possibility. In the western part of the galaxy appeared the seventh fortress blackstone. No one is sure how it managed to go undetected for so long, but now basically everyone in the galaxy is stumbling by themselves to try to claim it. This is perhaps easier said than done, because unlike the previous six this Blackstone fortress is fully active and does not lack visitors. At least one sentient Man of Iron still exists, having disguised himself as the Legio Cybernetice robot for millennia. His motivation and program are currently to find other beings like himself, but anyone speculates on what he plans to do if he finds it. The Emperor's psychic power continues to grow even as his physical body remains in a state of inanimateness. The gods of chaos suspect he wants to form an Unliving Army that could strike them inside Warp himself. Even Roboute Guilliman privately wonders if Lorgar and Ecclesiarchy were right about the emperor's deity all along. If the Emperor wasn't divine to begin with, he's certainly a god now. By the time Awakening, this culminated in the increasingly frequent appearance of what could only be called the Imperial Daemons, which can fuck up Chaos only with their presence. Space Marines[edit] To accommodate the founding of primaries of space marines and compensate for problems with Codex tactics that have occurred over the millennia, Roboute Guilliman has made several major changes to the way chapters and companies are set up. Instead of using the old tactical/devastation/assault division seen in the past, the teams are now set either as Battline (Tactical Squads and Intercessors), Fire Support (Devastator Squads, Devastator Centurions, Hellblasters and Aggressors) or Close Support (Bikers, Assault Squads, Assault centurions, Inceptors and Reivers). In addition, Battle Companies (2nd to 5th Company) can have up to a total of 20 teams in the chapter adhering to the Codex: 6-12 Battline teams, 2-4 firefighting teams and 2-4 close support squads. While each of these companies is still nominally fixed per 100 people, in practice their number can be much higher because they can also draw additional teams from reserve companies if necessary. This allows Battle Companies to put forward a far more flexible squad schedule than they could in the past, while allowing for the existence of chapters of all primaries that could not use the types of teams that other Astartes typically employ. In accordance with the new squad type classification, the 6th and 7th companies are now fully Battline teams, the 8th Company consists of a Close Support squad, and the 9th Company is formed by fire support teams. Vanguard Space Marines of all kinds are integrated into the 10th century. Guilliman ultimately plans to replace codex Astartes entirely codex imperialis when the latter is complete. Ultramarines[edit] 2. Sicarius was lost in Warp at the beginning of the Indomitus Crusade: While the Codex claims its fate is unknown, the novel Dark Imperium (which canonically unfolds as the crusade ends) has since been proven to be alive and well. All other companies are still run by the same captains as before. Acheran was later killed during the War of the Beast, so it's likely Sicarius continued his old position. They say Cato Sicarius is no longer the glory he once was. Many suspect his time stuck in Warp has done much to teach him the difference between being champion and leader. Tigurius was nearly killed by the psychic backlash to the opening of the Great Rift, but managed to get out of his coma in time to gather ultramarine in the Plague Wars. He was also able to divine position of the Hand of Darkness and give this information to Eldrado (later leading to his recovery by Yvraine and Ynnario). During the Plague Wars, Telion ended up running his entire scouting company in defense of their training academy when she was attacked by the Death Guard. After the Plague Wars, Guilliman oversaw the restoration of ultramar before having to go to other imperial war zones. After that, ultramarines are able to reclaim 3 of the 7 worlds occupied by the forces of chaos near Ultramarra, all while dealing with Ork WAAAGH! After intense debate about the implications of adding pre-selection to space Marine chapters and talking to Archmagos Cawl about the viability of turning existing Marines into marine primaries, Marneus Calgar volunteered to be the first to overturn the Rubicon Primaris procedure. Despite briefly dying during surgery, he was successfully transformed into a space marine primaries. Varro Tigurus later undergoes proceedings. Tyrannical war veterans have officially received Guilliman's blessing in recognition of their pinning of adaptability in front of a dangerous enemy. Since then, many ultramarines heirs have created similar thyritic hunting forces. Before reuniting with Guilliman, the XIII Legion was known as the Born War, as the first members were drawn from those regions in Terra that were the last to undergo the emperor in the unification wars. Calgar was badly injured in the War of the Beast and is recovering. Dark Angels[edit] Ezekiel and other librarians on the Rock were struck by a psychic vision in which Luther built an entire legion on Caliban and survived the destruction of the planet, leading them to believe that there are many more Fallen than they ever knew (a bit of a reconciliation of old and new hair, where originally the Fallen numbered hundreds, there are now thousands of them). The rock is attacked by the Daemon army led by Daemon's Prince Marbas, the former Fallen Angel. The conflict envelops the base of the asteroid, but seemingly serves no purpose other than to cause carnage. Azrael later discovers that Luther disappeared from his cell, realizing that the attack was just a diversion. Because no one else in the chapter or all of Unforgiven knows about Luther's survival, he keeps it to himself. Given how bad things are looking for the Dark Angels now that their darkest secret of all is missing and having recently suffered heavy losses after they and several unforeseen chapters were ambushed by Darkmor, Azrael orders an emergency summit of all unforgiving Grand Masters (lots of dudes, whole chapters get lost in the warp just trying to reach him), but Roboute Guilliman is tearing down the party. His fears of an imminent verdict against Unforgiten are put aside when he learns Guilliman has arrived. Primaris reinforcements, as opposed to censorship about their actions. So most unforgiven get their marine primaries at the same time. Guilliman also gives permission for Unforgiten to continue using Deathwing and Ravenwing in its structure in recognition of their service to the Emperor. Generally hostile to newcomers, the Inner Circle has not yet considered it appropriate to share the secret of the Fallen with their primaries reinforcements (with the exception of their librarians who are already rare enough and undergo the strictest testing anyway, plus what they can, you know, read minds), mainly because they have not gone through the same indoctrinations or heard the same apocryphal stories that the rest of the chapter has. While it is likely that one of them will be declared worthy to eventually join Deathwing, the newcomers know only a sanitized version of their history for now. Of course, it is quite possible to give your primary master keyword and inner circle abilities through inner circle stratagem, so you can write your own hairs While many of the new Marines pre-election have served the chapter long enough to reach veteran status (see new lieutenant complete with robe), The Chapter has not yet launched any of them &lt;Deathwing&gt; in Deathwing or The Inner Circle. As mentioned, the exception seems to be the pre-election librarians, who have the keyword DEATHWING in a pinch. There are no mentions in snowflakes to explain why; perhaps there is not much use in trying to keep readers' mind hold on to the 20s keep your secrets In the novel War of Secrets it turned out that whenever the primaries witnessed something related to the hunt for fallen angels, his memory was erased by the Apothecary. However, the novel's protagonists managed to get through the process by injuring themselves, thereby triggering the Belisar furnace to burn all the injected mind-erasing chemicals. Thus, the chaplain examiner introduced them to what was called the Pre-Election Circle, whose role was on guard for both fallen angels and Mechanicus (for signs of herete). The pre-election round was not yet (yet) part of the Inner Circle, as only Azrael could decide whether to be inducted primaries to the Marines. It's no longer the case since the latest White Dwarf update. The aggressor was finally deemed worthy to be introduced to Death (though he noted that he had been extremely diligent in trying to figure out the mysteries of the chapters before that), while one of his brother-captains had to go through the Rubicon primaries to save his life. Being a Marine in the primaries now is no barrier to being introduced to Deathwing, just a willingness to play alongside Dark Angels who need secrecy. However, this won't stop players from saying GW is too lazy to make Terminator armour or bikes. Like only two so far. Before the fall of Cadia and &lt;Deathwing&gt;who followed, all the masters of the company were members of the Inner Circle. Today, as with NuMarines coming and the victims stacking up, that's no longer the case. The rock is now located in the galactic north at Imperium Nihilus, where the Inner Circle can be more easily coordinated due to a lack of reliable communications. Ezekiel has another vision, this time himself, Asmodai, Azrael, and some other Dark Angels joining forces with Kaldor Draig to enter the Eye of Terror and rescue Epimetheus from the Black Legion. Pandorax 2: About the terror of Boogaloo? Following the above, Asmodai deals with the Rectors: in exchange for their help in capturing a member of the Black Legion who can give them epimetheus' location, he gives them a relic in a locked box that he claims is rightfully his to give and rightly theirs to receive. Intriguingly, he mentions that the box is unlocked with specific genetic markers, but will open to them as easily as it would open for him. In light of this, it is possible that the relics are heirs of the Dark Angels despite their significant deviation from unforgivable doctrines (not to mention their dubious devotion). Rumor has it that somewhere in the Imperium Nihilus Palc they gather in large enough numbers to be classified as their own Legion. Azrael suspects Luther is responsible for this and plans to move against them. Captain Balthasar of Dark Revenge fame was killed, and his successor Lazarus somehow manages to become the first company master to cross the Rubicon primaries despite being too wounded even for a fearsome sarcophagus. (It should be noted that he was introduced to the Inner Circle, becoming the first Marine in the primaries welcomed to the Circle.) Blood Angels[edit] The Blood Angels and their heirs (apart from those poor bastards) were pretty badly fucked up by Tirin's (these poor bastards were still dealing with their own bugs) with grblings who ate large portions of Baal's moon. However, the combination of Cicatrix Maledictum tampering with the bio-ships of the Hive Fleet and Guilliman's fleet that took out the remaining Tijnans in Baal after Warp calmed down led to the Blood Angels successfully repelling the invasion of Tirin's. Meanwhile on Baal Prime, the Ka'bandha manifests itself with a horde of Daemons from Khorne - the idea of destroying anything blood angels other than himself is unbearable to Bloodthirster. The Knights of Blood, unable to control Manu because of the ka'bandha's influence, are sacrificing themselves to buy time for other Baal Prime defenders to evacuate. An exhausted and drained Dante managed to barely beat Swarmlord in a duel. Guilliman tells Dante that he is one of the few people who can call him equal, and makes him commander of the Imperium Nihilus. Now they're space vampires. command of half the galaxy, albeit half of it. Despite the enormous amount of pressure this would entail, it is said that Dante was never hopeful and vowed to clear Imperium Nihilus of Chaos. None of the primaries blood angels have shown signs of succumbing to black rage, but in the end it turns out they weren't actually immune to it -- they just weren't active enough long enough to kick it in. They are susceptible to Red Thirst, although they have better control over it than their shorter relatives. Blood Angels lieutenants fill one of two offices: Sanguinius' sword acts as a frontline commander to lead the charge, while the Bloods manager is second in command and will become acting captain if the incumbent succumbs to Mani. Seth is quite skeptical of the whole pre-election thing, partly because he considers them blasphemous against the emperor's actions and the agents of Guilliman, loyal to him before Chapter and their gene father, and partly because he sees them as less faithful to Sanguinius's legacy because of their apparent resistance to Mana. Someone in the Inquisition is angry enough at Seth to send Evorsor to kill him. In an incredible display of restraint, Seth beats the killer just within a millimetre of his life before sending him back to the Inquisition as a warning, along with the captain who roped in the assassination attempt. Corbulo, on the other hand, is all hot about them, seeing the whole pre-election thing as a cure for black rage. However, the attack on the Alpha Legion base in which the Marines pre-election unleashed a degree of violence extreme even for the Angels of Blood seems to have left him to reconsider the possibility that they could be a cure for Mana. Our favorite lamenters got their own NuMarines and are slowly rebuilding after a battle with the overwhelming horror of Tirin's, suggesting that somehow they managed to survive by running into the Kraken. Anyway, things are finally looking good for them, by which we mean they must not die out because it would be a relief. When the master of the Blood Angels chapters die, the Sanguinary High Priest and high chaplain take up the temporary common rule until a suitable candidate for the role is found. This was established as a precaution after one captain succumbed to Black Fury almost immediately after he rose to the rank of Lord of the Chapter. Due to the heavy losses taken in defense of Baal, the Blood Angels now maintain an extra large (as in nearly 500 strong) reconnaissance troops, formed in part by tribesmen who fought tirins alongside the Blood Angels and survived. The final stages of Red Thirst seem to cause physical mutations in addition to mental changes; When the inhabitants of the Amare Tower were released to fight Tirinsh, they turned into dapping, claws, with blood-red skin that walked on the knuckles like a monkey. Baal Primus is now completely lifeless as Baal Secundus is terraformed back into his paradisaal state before a long night at the behest of Guillicon. Mephiston crossed the Rubicon primaries, dying once again as Lord of Death. Imperial Fists[edit] In retaliation for the Iron Warriors' attack on the Phalanx, the Imperial Fists are fighting alongside several Knight Houses to capture the recently fortified inrhold world of Iron Warriors. The phalanx was badly damaged between the events of the fall of Cadia and the attacks of the Iron Warriors, but managed to survive. It is now circling Terra for repairs and purification of infected parts of the ship. The guards took this opportunity to plant agents on Phalanx in case the Fists turned to chaos and tried to turn the weapon on Terra. Vorn Hagen is dead, just two editions after being introduced. Although it is said that he'll defend Terra (probably from the Khornate reaming that followed the rift). The fact that it came with as much pomp and attention as former chapter master Vladimir Pugh's passing only notices how influential he really was. White scars [editing] White scars are severely depleted by the chaos of the Red Corsio-led attack; Just the arrival of Kor'sarro Khan's forces from Damocles Bay prevent them from being wiped out completely. Not long after that, reinforcements of the Indomitus Crusade can save the chapter. With the number back, they're embarking on a major campaign against the Red Corsio culminating in the space station invasion seized by Huron Blackheart. Jubal Khan and his honor guard reach the heart of the space station; although they are able to detonate the reactor, the collapse of the corridor prevents them from evacuating the station. Their fate is unknown, but it is increasingly likely that Kor'sarro Khan will be promoted just as Shrike was. It turned out jubal survived, but the Red Corsiust tortured him horribly when he recovered; despite the best efforts of the Apothecary, they are not expected to be able to fight again. He is now in a strategic hub in the fortress-monastery chapter, acting as a strategist for the Chapter. After refusing to invade the Red Corsio on Chogorix, Kor'sarro Khan passes the Rubicon primaries. After learning about it, Jubal Khan has a private conversation with Kor's and gives him Cyber-Berkut Anzuq. Some within the chapter suspect this is Jubal's way of holding a tighter cord on Kor's sar because of his recklessness since Anzuq records everything he sees. Chogorix was hit hard by the presence of Maelstrom, as well as the aftermath of Huron's invasion. Mountain beasts began to mute, multicolored fires burning across the plains and even ritual scars on The tribe's best warriors seem to reflect the shape of the Great Rift. White scars have therefore taken extensive precautions to ensure that their initiations are not insured. Worse, much of the Yasan sector in which Chogorix is part remains under the control of the forces of Chaos, giving them a staging to help the mutant hordes and cultists left on Chogorix. Rumor has it that Jaghatai Khan entered a webway portal from which he never returned not because he wanted to follow Dark Eldar, but because he saw it as an opportunity for freedom without restrictions on the endless plain in which to make war. This view is bitterly opposed by most White Scars, but only Khagan himself can be said to know the truth. After suffering defeat to the HIV fleet hydra on Haadekh, the White Scars take revenge on the volcanic world of Horatian Utukh. Equipped with enough firearms to burn the Tirinshans before they could regenerate, the White Scars lured the Tijnans to unstable fields of rock and lava until it collapsed under the weight of all the additional bioforms created by the deadly surges of the leader's organism. Captain Jurga of the 1st Century. The Black Templars [edit] The Black Templars take it on themselves to defend the Worlds of the Imperial Sanctuary from the forces of chaos led by The Bearers of words, with several Crusades launched to drive traitors back. Despite the heavy losses, they are able to hold the fucking line!. Helbrecht took a break from pursuing Ghazghkull; The primary was able to convince the High Marshal that his oath to kill the Orc warlord blinded him to a more imminent threat from The Ruined Powers, and he soon declared his crusades to protect the worlds of ecclesiarchy of the Church from chaos. The Crusade in Maelstrom finds new allies. Star phantoms, libators and new Black Templar Marines join a crusade to catch pirates and the chaos of outlaws. The Crusade also recovers the lost knight STC from the Forces of Chaos. The Black Templars moved on from incorruptibility while at the same time having their own character who had a model in the 3rd century. Rip Castellian Draco. Salamanders[edit] Salamander's lesser-known gene quirk gives them limited ability to see infrared emissions. This fiery sight can be used with specialized materials for the manufacture of ornaments and tactical markings that only Salamanders can see. The Salamanders, in the full chapter of the force, are fighting the invasion of the Largos system by bloodthirster Khaz'hkuli. Their new Aggressors (equipped with burners, of course) are emascuous as the key to victory. Salamanders soon become known for their effective use of the Aggressor. Salamanders fight and defeat Death Keeper and Deamon Prince Jedi life in the Ybrannis system, preventing millions of infected foodstuffs from being distributed around Imperium. On the hive world of Parshamesh, salamanders prove vital in gathering Parshamesh PDF to exorcate dark eldar raiding parties. After the Genestealer cult innerwyrma infects the agri-world of Slathergraft, Captain Agatone leads the strike force from a third company to the planet, only to find it abandoned. Descending underground, the strike forces find the world's population enslaved by parasitism and the culling of the entire underworld of every living creature and Genestealer. Although successful, only Agatone and a quarter of the strike force survive to return to the surface. The Salamanders are teaming up with the sisters of the Order of Our MartyrEd Lady to defeat the mixed war strip of iron warriors and Marine death guards on the word Shen'Tzi Vo. Luring the war lane into the kill zone, the Salamanders and sisters launch nuclear munitions and prometheus, burning heretics and loyalists alike. Although many loyalists survive, the war tape is not so lucky and they are eventually driven out of the world. While fighting the rebellion alongside the Korps of the deaths of Krieg and Voltorn cuirassiers on Hesper II, Captain Shoehn'ol clashes with the Death Corps over how to deal with the rebels. Shoehn'ol wanted repatriation and punishment for the rebels who repented, while the Death Korps wanted to kill them all and let the Emperor take them down. Things came to a head when the Death Korps shelled the hab-complex while the Salamanders underwent search-and-capture surgery. Although the Salamanders were unarmed, Shoehn'ol marched to the Leviathan's death gitaivac command to oppose their leadership. After leaving, onlookers saw something they could never imagine: real terror among Kriekshi officers. The Death Korps will fight exactly as the Salamanders wanted, and the two forces parted in cold conditions. A group of Salamanders have scooped into the world of Warsylaska thanks to the Great Rift. Suddenly, the Nurgle cult emerges and spreads an infection that leaves only the sacred places of the planet spoilsess. Salamanders leave the safety of sacred places to take the fight to the cultists. As the Great Rift and sleaches retreat, and the Imperial Guard and Arbites can mobilize, the cultists are a spent and broken force. Unfortunately, none of the Salamanders survived the sage, and the planetary governor raises Cathedrum nine heroes in the eyes of Salamander's last victory to pay tribute to their sacrifice. While it has been stated that the Salamanders have never been confirmed to have successor chapters, it has also been suggested that some chapters such as Black Dragons and Storm Giants may have originated from them. A few tweaks are the circumstances behind Vulcan's disappearance in order to reconcile old hairs with discoveries from the novel Horus's Heresy and The War of the Beast; The new story is that according to the Salamanders Vulcan led them about a millennium after Horus heresy (that is, just at the time when the War of the Beast happened), at the end of which Tome of Fire left them and went on a special mission of sorts. Persistently low chapter numbers are rethinking; now hold 7 companies as homage to the 7 warrior houses of their old Legion; Although each is larger than a company that complies with the Code, their scouting company is said to be less than half the size that would be in other chapters due to Nocturne's small population and a particularly meticulous selection process. During the era of apostasy, Goga Vandire's right-hand man, Cardinal Perigno, declared the Prometheus cult heretical. After his decree, three rows of Sisters battles attacking five company chapters in the world of The New Craze along with numerous fanatics. The Salamanders fought only in self-defense, and when news came of Perign's execution by the Inquisition, church forces disbanded. Despite fears that Vulcan's relics are impossible to recover with a large cleft, Vulcan He-Stan has not given up hope. In fact, he learned that a clue to the location of the Unaddd Flame may have been hidden on an unknown planet called Zero. Raven's Guard[edit] The chapter's strength strike force led by a mix of inceptors, grav-parachute-equipped Reivers and assault marines deployed by the Thunderhawk led by Kayvaan Shrike is able to liberate the mining world of Safinyus just weeks after being captured by the Night Lords. Raven's Guard, to a surprise, doesn't use vanguard's primary Marines well. Kayvaan Shrike also appears to have crossed the Rubicon primaries, becoming the first known example of emo Bekkie Primaris Marine. For the first time in centuries, Kayvaan Shrike calls the conclave of the entire leadership of the chapter, only to give each of them secret commandments and order them to scatter throughout the Imperium. Only Shrike knows the true goals of the missions he handed over to the chapter's shadow captains. In the world of Xalladin II, Kayvaan shrike learns about the rising tensions between iron hands and imperial fists while the threat is Waaagh! Boneskar stays. Shrike reveals that iron arms are searching for a lost relic used to power the Xalladin II planetary shield, which removal would leave the population vulnerable. Shrike secretly destroys the relic and reveals himself and raven's guard to force two chapters to reject Waaagh! After the conflict, neither Iron Hands nor Imperial Fists are able to pin the destruction of the relic on Shrike, but doubts abound. Iron Hands[Editing] under attack of chaos shortly after the formation of the Great Break. The ensuing defence is fast becoming the biggest armoured battle since the Battle of Tallarn, but the immense firepower of the Iron Arms mobile fortifications ensures their victory. After that, Iron Hands launches a campaign of scorched earth that leaves many nearby worlds destroyed but without chaos. They manage to discover a possible path through the Great Rift and defeat the forces of chaos defending it, but fleeing apostates destroy portals used to maintain the path before Iron Hands can secure it. The relic known as Brimstone Heart was stolen from Gorgon's Bladed Lotus Cabal Blackshave. The Haarmek clan is pursuing a relic, only to lose it again at the hands of Trazyn the Infinite. Iron Captain Tyrod has been stripped of his rank for failure and must embark on the Silver Pilgrimage. Brimstone's heart was traced to the world of Xalladin II, and the Raukkan clan was ordered to reclaim it at all costs. The heart of Brimstone is being used to power the Xalladin II planetary shield as the Imperial Fists battle to save the planet's remaining population from Ork Waaagh! Two chapters almost come to blows across the relic until it suddenly explodes and removes the planet's shields. Although both chapters are able to repel the Orcas with the help of the Raven's Guard, relations between them are now strained. Iron hands and several of their successor chapters are embarking on an iron crusade to protect the Stygius sector. They currently protect surviving worlds in the Mordian system and provide refineries and shipyards of the adjacent Khravos system. Crimson Fists[edit] Crimson Fists could receive much-needed pre-election reinforcements during the indomitus crusade after Guilliman drove daemon Prince Rhaxos' forces out of Rynn's world, marveled when they learned that many of them lived while the primary was still leading them. As a token of appreciation for Guillimaman's role in bringing his chapter back to full strength, Crimson Fist has since called the day in which they were united with their colleagues in the primaries a Day of Renewal. Guilliman personally praised Pedro Kantor for his services to Imperium, noting that Rogal Dorn would be proud of him. Space Wolves[edit] When codex Astartes was first introduced, Leman Russ somehow managed to convince Roboute Guilliman to let them maintain their traditional structure. Vorek Gnarlfist was named the new wolf lord of The Great Company of Egil Iron Wolf following the death of his predecessor Orven Highgulf at Cadia. Despite the return of the 13th Company, their name-stone remains empty as a symbol of all the Great Companies that have been lost throughout the history of space wolves. Surprisingly, there was some grumbling among some of the Wolves on whether or not their pre-election relatives should be part of the Big Companies; Since they were not born on Ferris and did not know about the customs of space wolves, some wolf masters believed they were part of a trick that undermined their traditions. Grimmur ultimately decides to follow Guilliman's will and accept them, although rivalries between the space wolves of the primaries and their shorter relatives are still commonplace. After that, many space wolves in the primaries agree to the Morkai test to prove themselves worthy of being called Russa's sons. Not all those who think of the test survive. Killer Ulrik suggests that a cure for the curse of Wulfen can be found inside the space wolves of the pre-election, but when several Inceptor packages give up in bestial rage as he fights Dark Eldar it becomes clear that this is not the case. Priest Run's visions are increasingly hinting that Wolf's time is approaching more than ever before. Njal Stormcaller received an audience with Bjorn; Rumor has it he asked to know every detail of the day leading up to Russo's departure. Wulfen Dreadnoughts are exactly what you think - they're Wulfen in the Dreadnoughts. Lukas the Fraudster once bet Krom Dragongaze that he couldn't outsmart the sun. A few hours staring at the sun later, Krom declared the bet a draw when the sun went down that evening. He's blind in one eye to this day. After a duel with Ghazghkull, Ragnar Blackmane crossed the Rubicon primaries to save him from otherwise fatal injuries. Other codex chapters [edit] The Blood Ravens get their own entry in the Unknown Foundations section of the Codex, accidentally confirming that they are gifted to a handful of Marines. It has been suggested that Ordo Malleus may know who their progenitor chapter is, but the records they have are sealed. A newer snowflake confirms that the guards were able to move into a dark empire and give the Blood Ravens some of their genetics, along with staff and equipment to create primary Marines, with the missive to regroup and fill their numbers as quickly as possible (good thing too, since subsector Aurelia is now stuck in the Imperium Nihilus and it is not known how long Ulkair's prison will hold him back). Examining the gene seed of newcomers gives blood raven apothecaries stunning revelations about the origin of the chapter, leading to a decision to ensure that no one outside the top members of the Blood Ravens can find out about it. At one point in the past, two space sea chapters ended up formed by identical names and sparks (Heavenly Swords). In true Administratum mode, the error was not detected until both chapters were erased by the ninth black crusade 200 years later. Although again that the Indomitus Crusade was unable to unleash or even reach many planets that fell in Noctis Aeterna, is an equally important thing that it has given Imperium as a whole hope that it can survive its darkest era since Horus heresy. The black consuls, previously presumed to have been destroyed, were rebuilt by an influx of Marines in the primaries, as was the Scythes of the Emperor. Black dragons were supposed to be reinvestigated by the Inquisition, but it was recalled when the Great Rift formed. The Minotours are forced to make Terra after the Death Keeper attack destroys their stockpile of gene seeds. Angels The Revenant survived destruction by the Maynrakhi dynasty at Imperial Armour 12 after the Necrons opened their home planet and appeared to drown them in lava. When the Indomitus Crusade arrived, they were ready to declare them extinct until it was discovered that several brothers had survived the fight against Necron beneath the planet's surface. Angels The Revenant have since been rebuilt with the Primary Marines. Grey Knights[edit] Some chapters (most notably The Exorcist and Silver Skulls) have been known to inform the Grey Knights of potential recruitment candidates within Aspirant's own pools. The grey knights responsible for finding recruits are called Gatherers, consisting of Grey Knights who are old or injured to take part in battle. Which makes no sense given the current hair states of Astartes are functionally immortal and so are not actually capable of being too old to fight. (There are exceptions like sigismund himself!) There would be only a few reasons for this, one being that it is proof that space marines have indeed been affected for years (albeit slowly, so these knights should be active since the Great Crusade) or while still being powerful in their own right; The age of the collectors and/or crippling injuries have affected their fighting prowess to the point where they can no longer match the Specifications of the Grey Knights, but they are not crippled enough to justify being placed in the Dreadnoughts as well. Anyway, they're like the Emperor's guard's eyes. With the Great Rift open and the Daemoens everywhere, the Grey Knights have their work to do for them. They are especially active during the Plague Wars in Ultramar. Kaldor Draigo notes that its appearances in real space occur more frequently and last for a long time; Forecasters believe it could be a byproduct of the Great Gap weakening the veil between Matter and Warp, or it may be a side effect of Mortarion's return to matter. Anyway, Draigo is ready for round two with Daemon Primarch and we can only wonder what new scar tattoo he'll give mortorion again. Because of the increasingly desperate The Empire, Draigo asked other Grand Masters to consider executing the Terminus decree (also known as the secret box thing)- the first time it had happened. 6,000 years ago, the Grey Knights were successful in expelling Shalaxi Helbane, leading him to be thrown into Slaanesh's palace of punishment for his failure. Grey knight chaplains serve to ensure the purity of the chapter, and are drawn from the purest paladins. Deathwatch[edit] War of the Beast has been reaffirmed as the origin of Deathwatch. A basic overview of the Command Chain of Fort Watch, along with heraldry and brief descriptions of the famous Watch fortresses. Kill-Teams are classified based on their specialties: Aquila Kill-Teams are generalists, able to adapt to any situation within a moment. The Kill-Teams vevenorator balances speed and firepower to counteract fast xeno units. Malleus Kill-Teams focus on killing monsters and destroying vehicles, often with the help of Terminator armor and heavy weapons. Fury Kill-Teams are swarm-slayers who kill hordes of xeno from afar. Purgatus Kill-Teams are tasked with killing enemy commanders and are often assisted by librarians. Dominatus Kill-Teams study the elite forces of their enemies and then equip themselves accordingly to oppose them. Fortis Kill-Teams are a recent addition that focuses on combining different specialties primaris marines into a cohesive whole. Deathwatch librarians most likely come from the Blood Angels, Blood Ravens and Solar Hawks. After learning of the Deathwatch losses after the advent of the Great Rift, Roboute Guilliman delivers the Ultimaris decree, which gives them the use of several chapters worth primaris of space marines. Chaplain Cassius' participation in Deathwatch events: Overkill is being brought in. Adeptus Mechanicus[edit] Several more exotic Tech Priest titles are shared, although anyone guesses what the hell half of them do at all. But with charming names like Data-Predator, Grand Parasite and Mechasapien, it might be best if we don't. Agripinaa adapted to the fall of Cadia by recruiting all nearby refugee boats in Skitaria - turning them into servitors if they did not join willingly. A handful of tech priests escaped the destruction of Gryphonne IV when she became Tirin's show, and vowed to rebuild her Forge World elsewhere. Metallics are under heavy siege by the Death Guardian and its allies; Only the intervention of the Raven House and the War Fleet of Deimos can push the traitors away. AdMech has increasingly been at odds with Necrons since Cawl began working on cadian pigon's reverse engineering. Their study on strange material they called Blackstone (hey, haven't we heard that name before?) has been promising so far, but Necroni are the only ones they don't want to share it. Worse, roughly half of all known Forge Worlds turned out to be inactive Tomb Worlds now in the process of reawakening. Thanatar, Castellax and Vorax Battle-Automata were mothballed after heresy, with multiple orthodox members of AdMech believing that their machine spirits were too close to Silica Animus to be used safely. Belisarius Cawl originally learned a lot about what he knew about gene creation from the emperor himself, back when he was still helping Emps design Black Carapace. (Well technically it wasn't him, but he absorbed the memories of the scientist who actually did it, it's complicated.) It was this expertise that helped him design marines in the primaries, though he had long since forgotten how he taught him in the first place. At least 7 Forge Worlds were lost during Noctis Aeterna, with several others not heard from for some time. Tigrus is now forge the world again, despite being completely controlled by the Orx thousands of years ago. Orestes is now Knight World. This is probably a case of GW having Alzheimer's. Triplex Phall, a coin of the eastern border, managed to defeat both the fragmented fleet of the Kraken hive fleet and the invasion of Typhus itself. Partly because of the large amounts of archeotechnology they've been accumulating that even Mars doesn't have access to. Remember Moirae Schism? It turned out that among the prophecies of the rogue Moirae technicians were predictions about the impending apogee of the Great Rift and the return of Guilliman, suggesting that the rest of their beliefs were not heretical after all. Ups. Astra Militarum[edit] A Militarum Regimentum is the administratum term for all regiments derived from a single planet. Brief examinations of a bunch of smaller regiments. Tanith First (I just get mentioned as well. The new regiments include: Ventrillian Nobles, who donate some of their wealth to Munitorum and Rogue Traders officials to ensure they can only be deployed to the most glorious and adventurously filled war zones. They carry swords as well as lasguns and have a bunch of super heavy tanks they get from AdMech in exchange for rare gemstones found only on Ventrillia. Miasman Redcows, a flamingo specialist native to the orbital station above gas giant Miasma XVI.



They are most often deployed on the front lines, partly to burn the way forward for their allies, and partly because they said the Allies find the smell of their world gases intolerable. Indogan Praefects, expert beast hunters who learned how to fight large nasty monsters after their planetary governor's prized collection of dangerous predators from across Segmentum escaped to breed in the wild. Since then, they have become some of the Best Tirin Fighters of the Guard, Cadian Shock Troopers[edit] After The fall of their home world, those who survived the battle then strengthened other worlds inside the Cadian Gate and managed to hold back the tide of Daemons and Traitorous Marines when the great rift appeared. The cadians' new motto after the crash is Cadia stands!, in honor of the heroic sacrifice of their lord Castellano and the Cadian regiments who gave their lives to keep Abaddon's forces over the history of the Empire. When you think about it, it's a pretty good war cry because Abaddon spent well as he reflected on his epic failure to win convincingly and humiliate Imperium at Cadia in a straight battle and every Cadian war cry is no doubt an irritating derision. Creed's true fate remains unknown to Imperium, although he is currently presumed dead. Cadians who survived the fall of Cadia, were unable to come to the defense of their native world in time, or were busy on another war zone skraisi/drilled countless worlds to instill their martial prowess and proud traditions on their host planets to continue Cadia's legacy. Even though Cadia's down, cadian shock troopers are not going anywhere. So Abaddon typically snatched defeat from the jaws of victory by turning his cadri problem into many problems. Due to his participation in the Gulf Damocles v. T'au crusade at the time, knight commander Pask was unable to reach Cadia before he fell. Pask was ashamed and wept with male tears when he learned of the fate of his native world. He wished he could fight and die with honor with his proud defenders, and then he turned said shame into hate of the forces of chaos. Catachan Jungle Fighters[edit] Despite being the proverbial stone-throwing of the Great Split, Catachan not only avoided being spoiled by chaos, but was able to hold his own against the daemonist hordes thanks to a combination of jungle fighter prowess and the inherent lethality of the original flora and fauna. By the time the Indomitius Crusade arrived, the forces of Chaos had already been driven away- it is noted that when the Crusade left Catachan, its forces were greatly swelled by volunteers from the Catachan Jungle Fighters. According to a story that made its rounds around jungle fighters, Gunny Sergeant Harker first picked up Revenge when he was a new recruit. His platoon was sent to deal with a small group of Orks that turned out to be the Blood Axes ambush; When his lasgun's power cells were fried with overuse, he claimed that the heavy bolter from the remains of the heavy-arming squad was water. Harker was the only survivor. Armageddon Steel Legion[edit] As already mentioned, the Third War for Armageddon was further complicated by the emergence of the forces of Khorne and Tzeentch. Reinforcements are slowly returning, but the impact of Chaos remains a dangerous wild card in the continuing Imperium-Ork conflict. Firstborn[edit] Vostroyan Firstborn still supports their tradition of strengthening regiments outside Vostroya's territory to the best of their ability. Unfortunately, they are on the side of the Great Split where it is not visible astronomically, which means that many of the transporters they send never reach their destinations. The Vostroyans send transporters anyway, hell-bent on never repeating their refusal to send aid during Horus Heresy. Valhallan Ice Warriors[edit] Valhalla was surprisingly able to get on with business as usual through Noctis Aeterna, with the sheer stubbornness of the Valhallan Ice Warriors seeing them through the disappearance of a coherent chain of command. With the help of the nearby HIV world of Skovi, the Valhallans ride from the orca's main fleet before reaching Valhalla. While the losses are predictably staggering, it is still a victory. Tallarn Desert Raiders[edit] Tallarn Desert Raiders recently took on guerrilla tactics, acting as a diversionary force working in conjunction with other parts of the Indomitius Crusade. In addition, their escorted mobility allowed them to thrive even as other regiments were strained by logistical issues related to the Warp storm. The Tallarn Desert Raiders squad helped the Grey Knights battle rotting hordes spawned by the sentient plague eater of lives. As a token of appreciation, the Grey Knights carve Commander Tallarn's names into their armor... before euthanizing a lot of them, just to be sure. Mordian Iron Guard[edit] When Thousand Sons and Tzeentch's Daemni invaded the Stygus sector (where Mordian is located), only Mordian managed to drive away the forces of the architect of destiny. They remain ready for the inevitable next attack, aided by Iron Hands after refusing to withdraw from the sector. Sisters of Battle[edit] As an unexpected side effect of opening the Great Rift, miracles and acts of faith are reported in never-before-seen numbers. Perhaps the influx of psychic power has strengthened the emperor's influence? Among other things, these include the appearance of golden-faced ghosts that can banish the Daemon by touch, flocks of golden eagles, and even the psychic manifestation of the Emperor himself. Obviously Emps was busy in Warp. Adeptus Custodes[edit] Several more specialized branches of Adeptus guards were introduced, such as the Shadow Keepers (tasked with guarding divisive-ere archeotechnology and horrors closed in the Imperial Palace) and the Solar Watch (defending the Sol system, the better to prevent threats from reaching Terra). Amazingly, only some of them have all-gold armor. Adeptus Custodes armor is not painted; The auramit from which it is made is of course classic shiny gold, but alchemy can change it to completely different colors. Despite some initial Because of their concern that the space marines might fail the emperor as they had in Horus's heresy, the guardians accepted the Marines of pre-election as part of the emperor's plan after the confirmation of envoy Imperatus (the division of the guardian entrusted with interpreting and conveying the emperor's will) that they had been approved by the Emperor. During the Indomitius Crusade, they were vital in ensuring that chapters of space marines accepted their new gifts from the emperor, in part because caregivers threatened that those more reluctant would be declared traitors on the spot if they refused. A detachment of guards under shield-captain Heraclast Vadian set out to search for the lost forged world of Morvane, which is thought to have information on how to repair the Golden Throne. Another custody squad sent to cadie's remains; reasons why they are kept secret even among the caregivers themselves, but the presence of the Shadow Keepers strongly suggests that something extremely dangerous is hiding there. Constantin Valdor disappeared under mysterious circumstances after horus heresy ended. Rumor has it he's still alive and in the service of the Emperor. While 30k Guardians are fiercely independent from Mechanicus, they have their own logistics corps with craftsmen making armaments and even Mars-independent tech cults responsible for research and development, it seems that in 40k these craftsmen are adMech-initiated, judging by their symbol on every Dawneagle Jetbike and Venerable Land Raider. Imperial Knights [edit] During the Dark Ages of technology, knight worlds' conservative outlook regarding technological advances and feudal culture led to them being viewed as boondocks of human civilization. Despite remaining a source of amusement, they ultimately had the last laugh when the Age of Divisiveness happened. Both armiger and dominus sample STCs from the Dark Ages of technology, which means they can get rules for Horus Heresy. By the way, armigers are Battletech as fuckers. They don't own Thron Mechanicum, but they rely on brain implants to connect the pilot. Moreover, they are usually tuned to be associated with the true Noble in true knight, who can basically read the thoughts of his colleagues in battle. Knight Preceptor is very rare, primarily due to sic for las-impulsor which is lost on two separate occasions. Originally, the las-impulsor was built on only three Forge worlds called Deuterium Stars; one of them became a traitor in Horus Heresy, and the other two were destroyed. Stc was not found until 3,000 years later, when it was found in territory previously occupied by the Orx. The second time was on the M38 when the aforementioned STC was stolen by the Space Marines of Chaos and taken to Maelstrom. The joint operation between the Black Templars and the Freeblade Moritor Repugnum was to reclaim it, and since returning in mid-M41 Preceptor has been in regular use. Hawkshroud House is in as much danger as Waaagh! Zagsmasha's path crosses their hometown of Krastellan. The situation is so dire knights call for all debts from other Imperium army nobles helped. Several of their old allies along with the Valiant Blades' Marines are on their way, but it is uncertain whether they will make it to Krastellan in time. As conflicts between adMech and Necron become more frequent, many worlds such as Voltoris and Auros IV reveal that they too had necronic tombs hidden on their worlds that are now beginning to reactivate. Many knight houses are forced to withdraw their forces in the fight against the new threat. Beasts native to The Raise are splurge under the influence of nearby Warp Storms. The culling of the Cadmus house takes weeks to be down to manageable numbers, and new fortifications have been erected to keep the mutants contained. When the Iron Warriors take on Randoryn Alpha's Knight's World, The Cerberan House makes a bold defense, but eventually falls. Most surviving nobles are crushed by their subsequent tortures, but their only surviving regulation Sir Hektur can escape when his Knight machine spirit is freed from the engine to reshape and save him. Now Freeblade, he is able to unleash many quantities and Sacristans, earning him the epithet Chainbreaker. Elucidian Starstriders[edit] After the Plague Wars, Ultramar was badly damaged and billions of citizens were forced to become refugees. However, Roboute Guilliman noted that warp tides have exposed new pathways on the most honest edges of the Imperium that can still be unspoiled. In light of the above, Guilliman convened nearly a hundred Rogue Traders at a symposium on Macragge, commissioning them to map new routes and establish new colonies that could be free from the influence of Chaos. Elucia Vhane is itself the estranged daughter of the influential Vhane dynasty, working from a map said to date back to the dark ages of technology. It has been confirmed that Xenos[edit] General[edit] Xenos mainly occupies the back seat of this release, and the primary conflict is Imperium Vs. Chaos Vs. Chaos. In other words, business as usual for Xenos factions. The Old Ones are said to have been the first form of sensitive life in the galaxy. Oktari's war is coming to an end as the massively strengthened Orks and Tirinshans break to attack nearby systems weakened by the opening of the Great Rift. Kryptmann must be angry. Orks[edit] After several missions against xenotic forces that appear to have been fleeing an unknown enemy, Wizard Master Valesnus of Deathwatch sends a request for reinforcements shortly before the astropathic relay of his Watch Fortress explodes in a burst of WAAAGH! energy and auspicator buoy display incredibly massive Orc fleet. By the time reinforcements arrive, the guard fort has been destroyed. Valesnus' body was found pinned to the wreckage with the remains of several brothers from the battle, all of which have a personal glyph ghazghkulla Mag URUK thrake on their chests. Reports of Ghazghkull's activity cause consternation among imperial high command, as it has been documented to be in several completely different locations at once. Warp-based dilation time is a possible reason for how he does it, but there are too many sightings for that to be the only explanation. Indeed, some Orks say he can now witness and influence events from afar using the Great Green. Salamanders' strike force pulled from elements of the second and fifth companies responds to a distress call from the Imperial Naval Base at Thrastos. In their ishustia to make it seem to the Navy, the Salamanders do not notice a fleet of orc warships hiding in a nearby asteroid field. Ork Blood Axe Warboss Borzog, who also survived Salamander's victory over the Orksi on Phaistos, almost wipes out the strike force of Salamander in a brutal castle. The base was overrun, and the Salamanders were forced to limp off several damaged Imperial Navy ships and leave their dead behind. Like Borzog before him, Captain Pellias's dream Peace swears revenge on his enemy. The Orcas know the Great Rift as Gorko smile and claim That Gork's mouth opens to swallow the stars (and spit out all the chaos things he didn't want to swallow). Following an impeccable account of Ork's logic that Gork could swallow and spit on other armies, many greenskinsheads head straight for the Great Rift in hopes of finding some new struggles. The long-forgotten Brain Boyz is mentioned; depending on which Runther tells the story, either some slea slea sleuth caused them to die out or retreat, or they were even more belligerent than the Orks and left to find the ultimate fight with the greatest Orxes they could find. Either way, somehow they were able to comfort pure knowledge in the minds of the Orks. Many orc-besieged worlds trapped behind the Great Schism cannot evacuate their citizens as they would normally, dooming them to invincible wars of attrition. Gork and Mork were clearly quite busy slaughtering daemon in Warp, and when the veil between Warp and Materium breaks they plan to take the entire Orc race to the great battle they call the Great Waaagh! Freebooterz have become more common because of the Great Rift by making more than a few Orks a little percoliar, turning them into greedy lool robbers or Madboyz. Mad While Grotsnik is rumored to be using organs and body parts donated by his customers to be creating a kind of composite super-Ork, Frankenstein-style. To feed his need for more bodies, Grotsnik organized the creation of his warband to Da Corpse Lootas. This pile of Deathskulls, Painboyz, Freebooterz and Grotsnik's own Stitchboyz exists solely to steal dead bodies from the battlefield (and make them if none) for Grotsnik to use as spare parts. Wazdakka Gutsmek's Waaagh! pushes deep north segmentum solara, and is obviously serious enough for the guardians of the terrible host to intervene. Nazdreg Ug Urdgrub was also spotted leading his forces near Valhalla, and after hearing about stormsurge, he set off for Farsight Enclaves in the hope of robbing one for use as Stompa. A brief summary of the War of the Beast. Old Zogwort's Weirdwaaagh! It was swallowed up by a Warp storm, only to erupt from Warp over the world of Morrowgrym Prime. If the visions of imperial astrophes in this system are correct, it was literally sneezed by the Mork - and the hordes of green ektoplast Zogwort were covered with disturbing credibility to the idea. Zagstru's boss Boyz noted that Da Boss has become much more ambitious lately. He recently conquered the Imperial World of Sanctuary which now serves as the capital of his rising Stormwaaagh! Chief Snikrot did not occasionally turn back with Imperium needed to solve Armageddon's daemon problem very well. Lately, more than a few Nobs have appeared dead with their heads on spikes as Snikrot warning against mobbini' up viv humies. After saving Badmek Mogrot from Alaric Prime (and after that milking his tech know-wotz for all they're worth), Kaptin Badruk and his Freebooterz became more daring and dangerous than ever before. Only Da Blacktoof is now capable of destroying the cities of hives unsancted. Definitely Skwadron gets the whole section of the Famous Flyboyz book for himself. Contrary to popular belief, Makari is alive and well. Ghazghkull was decapitated in a duel with Ragnar Blackmane, but mad Dok Grotsnik somehow brought him back to life. Necrons[edit] General overview of the necronic military hierarchy. The creation of the Great Rift triggered the awakening of a number of Tomb Worlds due to anti-Warp protocols. Furthermore, an ancient faction of Cryptek weaponsmiths known as Technomandriti Magistarakha reappeared, long after its alleged defeat to the Silent King in the early days of the war in heaven. Necrons hit Forge Worlds across the galaxy, mostly to gain access to Blackstone on them. As it turned out most Forge Worlds and many Knight Worlds were also built on the Tomb of the Worlds, and so large stashes of Blackstone left behind necrons. Of course, the re-awakened Necroni on said the planets have shown their objections to the current inhabitants exactly as you might expect. Triarch Praetorians have renewed their old vows to the quiet after learning of his return, vowing to unite the old Necron Empire so that the Tinjans would not consume it. The ultimate goal of the Orian divine has been easified; When the stars are right, his physical form will become a vessel for unrivalled celestial power throughout the galaxy, and the thousands of time traps he has sow throughout the galaxy will give him complete control over the flow of time. By the way, he also predicted a great rift. Why do we get the feeling this isn't going to work out the way he expects? When Necroni turned on the Seducers, none of the other Ctans came to the rescue because they wisely became his programs. The shards of the Seducers, meanwhile, fell prey to their own lies, convincing themselves that they were the very ones who controlled the Nekraons even when they were really slaves. Leading into 9th Edition, Szarekh has formed a plan to install specialized columns that completely cut off parts of realspace from Warp. Living things in the affected regions are plagued by growing despair and apathy until they are almost mindless... which also makes them ideal candidates for experiments on reversing the biotransference process. Sautekh[edit] Imotekh's territory expanded greatly, as many tomb worlds were awakened by the creation of the Great Rift invaded by the Sautekh dynasty and forced into his empire. The odds are tau are about to find out how well they had it when they just had to contend with Imperium, Tyranids, and Orks. After the above, Imotekh's forces are intensely grappling with chaos in the hope of putting dynasties in debt to the Sautekh dynasty. Imotekh is still very angry about the Dammos war, and he swore that ultramarine would destroy, Macragge burned, and his leaders dragged before him in chains so they could know the price defied him. Attempts by the Nephrekh dynasty to improve their translocation beams to bring through the Great Rift have been hampered by thousands of sons, who want the technology for themselves. The shiny golden color of necrona dynasty Nephrekh is due to the presence of metagolds, an exotic material that allows the wearer to be briefly transformed into a creature of pure light. The Nihlakh dynasty is increasingly inclined to sending their legions out of their territory, and there are reports that their billions of slaves are tasked with building strange geometric monuments. Trazyn Infinite loses patience with the current wave of wars that destroy relics before he can save them. In the name of preserving the history of the galaxy, he commanded his legions to begin occupying nearby worlds so that he could catalogue them without interruption. Mephrit[edit] The Mephrit Dynasty is currently at war with Craftworlds Alaitoc and Saim-Hann after launching several attacks on Worlds. Novokh[edit] The Novokh Dynasty is at home in an incessant conflict engulfing Imperium Nihilus, as it provides a nice opportunity to indulge in their hunger for battle. Tyranids[edit] The Great Rift has become a stumbling block for Tinjans; Since the Daemons do not have biomass to harvest, and planets lost to chaos are usually sucked into Warp, the Hive has begun to create new generations of hive fleets that can better cope with the pressures of the Great Rift. Short descriptions of the preferred tactics of the main hive fleets: The Behemoth uses a simple crude approach to force, favoring powerful monsters above all else as it smashes its way through any resistance. The Kraken excels at outperforming and outsmarting prey, and also exploits Titans and Genestealers to perform hit-and-run attacks. Leviathan possesses a more advanced synaptic network than other hive fleets and prefers coordinated attacks from land and air. Jormungandr seed planets with litters of Ravensers, Trygons, and Mawlocs to undermine defenses and ambush victims when the invasion begins in earnest. If discarded, they retreat to the tunnels to continue the attack later. Jormungandr's tactics and even color scheme is a pretty big reference to Airachnids in the starship troopers movie. Black, yellow, with red tufts. Even use Bug Meteors. They're probably maleceptors, neurotropes and brain bug zoantrophes. Hydra fluids its enemies with ridiculously massive swarms of Gaunts, which can be produced far faster than those of other fleets of hives. It mainly focuses on planets that recently repelled an earlier invasion of Tirinsh, feeding on both weakened defenders and remnants of a previous invasion. Gorgon deploys creatures with advanced toxic glands full of half-felt spores. These spores are especially adapted to the killing of selected prey of a fleet of hives, an evolution developed by a fleet of hives after defeat to the Tau Empire. Kronos focuses on fighting within range, as the chaos forces he specializes in fighting are too mixed to fight in the crowd. Tirinzid organisms from fragmented fleets tend to develop unique markings, perhaps as a way to distinguish them from their original fleet of hives. The Leviathan hive fleet attack on Baal almost worked, and insects were preparing to eat Baan's moon. However, they were eventually defeated for a combination of the Great Rift that pulls their bio-ships into Warp, Ka'bandha appearing to be robbed by tirins of revenge against the Blood Angels, and the arrival of the indomitius crusade. The wilf of the Leviathan hive fleet engaged in Baal was confirmed as larger even when forces in Octarius, the largest concentration of Tirins so far seen. Swarmlord, as predicted, was killed again in battle with a weary Dante Nevertheless, several Leviathan bioships were actually later ejected from the formation of new debris spreading throughout the galaxy. One debris attacked the Red Corsairs fleet. Another appears alarmingly close to Segmentum Solar, and is said to possess strange new biomorphs. The Deathwatch Apothecaries involved in these battles have a hint that the Tirintids have shown very little mutation despite being stuck in Warp for god knows how long. The Gorgon hive fleet was not destroyed after all, as Tau and IG were too busy fighting each other to notice the hive fleet alliance escaping. It has since been rebuilt and busy poisoning the crops of several agricultural worlds. Several systems fall prey to infected dietary immediately. At least three new fleets of Tirin hives have emerged: Kronos, Scylla and Charybdis. The Tiamet hive fleet builds an organic psychic super structure on one of the worlds it has occupied (something that in itself is very unusual for Tirinsh); No one's sure what he's doing, but he seems to be acting like some kind of psychic beast. Deathwatch Kill-Team stumrts over the structure as they investigate trade fleets that have disappeared near the system (themselves strongly implied to have been seated by Genestealer Cults for use in building the structure), but it was quickly overwhelmed. Since then, one guard commander, Vilinus, has agreed to work with Kryptmann to come up with a plan for everything the Tirintians are trying to do. No one knows why. Because even the failed fleet has biomass and DNA added to the swarm, and that now allows for Nid vs. Nid battles on the table. The Kronos hive fleet appears to be Hive Mind's solution to deal with the aftermath of the Great Rift, and despite its recent creation has grown greatly thanks to Leviathan leaving several weakened worlds for a newer fleet of hives for consumption. Kronos is currently traveling the core along the Great Rift and directing its attacks to areas of particularly intense Warp activity. Indeed, the shadow in Warp projected from Kronos' zoantropes and maleficents is actually strong enough to completely close the smaller Warp rifts. It has been suggested that the Tirinshans may have entered the galaxy as early as the Great Crusade, with records mentioning a legion of flying xeno creatures described in a sense very reminiscent of gargoyles in the Thran sector. Coincidentally, an opuitary fleet of hives called fleet ouroboros hive using mostly flying creatures has been spotted in the sector, and these creatures seem to have unusually primitive versions of typical tyrin biomorphs. One splintered fleet of Behemoths called King Nephilim's Court has recently been celebrated. Its forces consist mainly of synapses of creatures, monsters, and bio-titans, to quickly overcome his opponents by retaining a greater degree of autonomy than other Thyrianin powers. After a series of heavy defeats to the fragmented fleet, Raven House swears revenge against King Nephilim's Court. Genestealer Cults[edit] Genestealer Abominants are Aberrants further mutated by a gene substance donated by the patriarch, which is used to lead smaller Aberrants into battle. On the rare occasions when the Genestealer cult has grown extremely large on a densely populated planet but has not yet undermined its defenses, the existing Purestrain Genestealer may evolve into an additional patriarch to better coordinate the spread of the cult, ensuring that it does not collapse if the current patriarch is killed. T'au[edit] Revised versions of the Tau alphabet and numerical system are given, along with a few Tau Worlds. General descriptions of tau's military forces are described. Tau were working on a new slipstream propulsion prototype that gives them advanced FTL journeys that allow them to explore space in the highest possible seat. This allowed them to initiate the extension of the fourth sphere ... who disappeared immediately. After finding themselves wedged between the newly formed Great Rift, a multitude of dead worlds left behind by the Gorgon Hive fleet and the Sautekh dynasty, the Fourth Sphere ships activated all their slipstream drives at once. Unfortunately for them, it accidentally opened up the Warp rift that sucked up the entire fleet. Warp means that the entire Empire is able to witness the apparent demise of the fleet, and the remaining attempts at expansion have been halted by a combination of Ork attacks, the return of the Gorgon Hive Fleet and the Great Schism that drives many gue'vese crazy. A few years later, a drone was discovered floating in a zone of silence orbiting a wormhole that wasn't there before, called the Startide Nexus. When analyzing its main framework, the Empire discovers that a large chunk of the Fourth Sphere survived and settled in a region far north of the Empire called Chalnath Expanse, apparently located on the other side of the Nexus. The expansion of the Fifth Sphere is ready to reestablish contact with the new colonies. Survivors of the Fourth Sphere estimate that nearly 3/4 of their number could not return to the actual space, and their description of unnatural beings and malicious feelings that attacked them strongly suggests that they were attacked by the Daemon while stuck in Warp. Startide Nexus is the result of them returning from Warp... Well, they don't know, but they're pretty sure it's not friendly. Many of them can barely hide their hostility to the extraterrestrial auxiliary forces accompanying their reinforcements from the Fifth Sphere. Their fate was revealed entirely in the War of Secrets. Short version: Chaos has happened. When the fleet got stuck in Warp, First he targeted Nicassar, then Kroot and other Allied aliens. T'au would also have been deceived, had the Warp entity not appeared and opened a rift for Tau to exit into real space. Commander Surestrike, leader of the Expansion of the Fourth Sphere, concluded that the entity God was created out of the conviction of races capable of psychics. Therefore, in order to preserve the integrity of the Great Good, all extraterrestrial races except for Tau must be exterminated. Ethereal and Shadownsun become concerned after receiving multiple reports of fourth-sphere warriors engaged in unusual brutal acts, such as slaughtering unarmed prisoners and going out of their way to maximize casualties among their non-Tau allies. After one particularly bloody Kroot uprising, all extraterrestrial assistants were removed from the Fourth Sphere contingent. Shas'o Kais marked along the fourth sphere of expansion, albeit out of respect and fear, he was placed in a cirrhogenic stasis, only woken when the most important missions were called. The bizarre breakdown on the track in which he was held allowed his mind to remain active while in stasis, giving him ample opportunity to reach information about the enemies of the Empire and all but perfect his own skills as a one-Tau army. At least one of tau colonization fleets from the Fourth Sphere is near Baal. Blood angels make them fast. One group of tau terrestrial caste breeders on the planet Dha'tan breaks protocol and begins yielding to the fertility god that native tribes worship in hopes of ending the sum. Unfortunately for them, the fertility god in question is Rotigus and the planet soon becomes a fetid swamp world. That means Tau is capable of sorcery, if nothing else. Between this and the fourth sphere warriors are exposed to Warp without the protection of gellar fields, it may be possible to see the first signs of chaos of corruption among Tau. Scientists from Tau tried to make more XV02 suits after Longstrike showed their effectiveness, but so far all the other test pilots have been either incompatible with the neural frame or went brain dead shortly afterwards. Aun'Va was in the process of loading his memories and mind before his death, allowing the resulting AI to pass for him after the real one was killed. The empire as a whole has not yet discovered deception, but since the hologram does not have the ability to force obedience as a real ethereal one, it is only a matter of time before the truth slips away. Already, one high-ranking commander directly refused orders from Aun'Va, joining the Farsight enclaves shortly afterwards. The immense force of space marines chaos and the Death Guard attacked the Startide Nexus in hopes of directly attacking the Tau Empire. Tau, with no real experience of chaos after relatively minor skirmishes to They're getting some very nasty lessons about what the galaxy is up to for them, and they're locked in several wars of attritification against multiple incursions of chaos from the Nurglytha and Tzeetchian war tapes. Even Shadownsuna's desperate prowess certainly can't hold nurgle's chosen Legion for long. More specifically, there are at least four different conflicts between tau forces and chaos. The first is during the Plague Wars, where Tau seeks to colonize the planet Kellik, unaware that the Death Guard has already landed, intending to turn the world into a fetid swamp. Tau forces land too late to stop them, but the conflict erupts anyway as Commander O'Kais refuses to abandon his mission. The second is the Battle of Voriidum Septre, where a force of thousand sons led by the Wizard Amexex Soulrind invades the earth caste laboratory complex to steal a relic made from Voriidun Kristal. They are only stopped before they reach the central laboratories and the battle line is withdrawn with a fight that quickly becomes a stalemate as T'au's defence refuses to back down. The third is the Burning Moon. The only final Tau victory, because hundreds, if not thousands, of Tau warriors are sacrificed in action to contain the Khornate war tape, before several teams of patfinders can fire ground-breaking tectonic bombs beneath Khornate forces and drown them in lava. This action costs Tau dearly in manhood, but still counts as a victory. Let them sink for a moment, the forces of Khorne, notorious throughout the galaxy for their crowding skills, lose to a faction that is practically allergic to crowds. The fourth is the aforementioned battle for the Startide Nexus. Although it seemed it would all be over for Tau, the Death Keeper inexplicably interrupted their attack and retreated to Warp. Tau have no idea why they haven't pressed their attack further on T'au himself, and they're shitty afraid of the possibility of them coming back to finish the job. Farsighted went for some reason to return to Arthas Moloch, the planet where he found dawn blade. After meditating there for a while, he returned to the Enclaves and... That's all we heard from him coming 8. The growing number of psychic phenomena and miracles associated with the Great Rift continues to baffle Tau scientists, and in some cases Gue'vessa is moved enough to rejoin Imperium. Craftworld Eldar[edit] There is a rumor that a new faction of Slaanesh Eldar is in the works... But what they've been doing for millennia, and how Fulgrim will react, probably won't make much sense. Slaanesh Eldar would be a Dark Eldar serving Slaanesh, which is usually immediately fatal for them, except in the shitty works of Multilator. On the other hand, it is mentioned that the Inquisition is known to the previously unheard faction of Eldar; Portrait The member of the said faction looks incredibly mutated, the symbol next to them depicting their sub-factions is Alaanesh's sign, and the portrait itself is marked only as REDACTED. The Death Keeper Code also mentions Nurgle-corrupt, insectively Eldar pirates coming from Saim-Hanna. Do what you want out of it. It has been confirmed that the Eldar Empire fought Necron in the past, although these conflicts were so one-sided that it only made them more certain of their invincibility. The war in the sky is mentioned as the greatest of these Eldar-Nekron wars. Tensions are still high between Ynnari and Craftworlder, with many Craftworld elders denouncing the new faction as wrong at best. Regardless, many Craftworlders have still joined the Ynnari ranks even though the overall organization remains small, and Yvraine itself doubts it will suit even small Craftworld in battle. As Yvraine tried to hold a gathering between the great Craftworlds, Harlequins, three Corsair fleets, Dark Eldar and her own Ynnario to argue in favor of a lasting alliance between them, they soon fall for conflicts until she is forced to work together to stop the chaos of the incursion. Even then, their cooperation does not last long. Every Craftworld has found itself attacked by Chaos at least once after the opening of the Big Split, even those hidden in a webway, and at least two are likely dead. A brief overview of how Craftworld's military forces were organized. The Twilight Bards are finally detailed; they say that the order of the narrator and poet entrusted with the complete Asuryata - the legend of the Lords of the Phoenix. The great rift amplified the psychic powers of Seers, and many Exarchus found they could channel Khaine's power to bolster their already impressive fighting prowess. After clashing with Shalaxi Helbane, Yvraine learned that the last Cronesword was in Slaanesh's palace. If Ynnead can still wake up completely, it won't be using Croneswords unless a miracle happens. It is understood that imperial guard forces accidentally unearthed warp spider phoenix's armour, which immediately came back to life and killed them. Iyanden[edit] Craftworld Iyanden was attacked by chaos... Again. This time, the attack is slaaneshi daemons led by the Guardian of Secrets, and only combined assistance from the army from every major Eldar and Dark Eldar faction in the galaxy kept from destruction. Since then, they have had to deal with two other Daemon incursions, orks, imperial fleets, more Tirinsh and Necronians from the Sautekh dynasty. Iyanden just can't catch a break, can he? After Yvraine brought Yriel back from the dead, an idea began to be created among some of Craftworld's ghosts. In case Craftworld is in danger, the craftworld population can commit Mass. and merge with Iyanden's Infinity Circuit while wraith constructs guard Craftworld. Once the danger has passed, Eldar at the Infinity Circuit can re-grow their bodies like The Dark Eldar, empowering Ynnead and denying Slaanesh souls. The only downside to the plan is that if no Ynnari are around, Slaanesh is free to consume the souls of Iyanden residents. Ulthwé[edit] Eldrad was expelled from Ulthwé for stealing Crystal Seers in Death Masque and for having three Farsers crystallized during the event of the Biel-Tan fracture. Sometimes he works with Ynnari, but now he prefers to travel alone alongside his followers. They now live a nomadic, Eldar Corsairs-like lifestyle, and he offers his wisdom to anyone who opposes Chaos, something like the cocky space elf Merlin. Ulthwé has recently been divided into rival factions following recent civil strife between Eldar; The largest of these still follows Seer Council, traveling with Craftworld to stave off any of the disasters that a major rift is responsible for. Another joined Eldrado and usually appears with the former High Farseer as an unwinding aid, with Eldar joining Ynnario composing a third faction. Although in most cases they fought as allies, it is not unheard of for them to come into violent conflict with each other. Forced to acknowledge their reliance on smaller races to survive, Ulthwé's forces are beginning to help the Imperium and distant enclaves to preserve future allies that could be used to fight Chaos. However, it also leaves its own forces stretched thin, with the soon-to-be combined power of Daemons serving Tzeentch and Slaanesh led by six Guardians of Secrets and Kairos Fateweaver violating Ulthwé's defence. They were driven away by Eldrad and his followers before they could cause more damage. Ulthwé has begun more direct ways of preventing human worlds from falling into chaos by launching covert raids to kill planetary governors too dumb to notice the chaos grips their world. This sometimes results in the loss of eldar's life, such as the Adonis Palace massacre. In the world of Cadmas Tertius, Ulthwé sends a squadron of Crimson Hunter-backed Hemlock Wraithfighters to bomb the towers of the Adonis Palace and prevent the planet's rulers from completing the Slaaneshi ritual. Eldar delegates sent to explain Craftworld's actions were called murderers and sent weapons by the new leadership of Adonites. Calling the fake parlay, the Adonite Navy then blew up several Ulthwé ships before they could retreat as Eldar cursed the myopia of Adonito. Biel-tan[edit] Biel-Tan is still in poor condition following the event of biel-tan's fracture; its solar sails have been shredded, the lost Infinity Circuit has yet to be replaced, and Bonesingers just to keep craftworld intact. Although roughly half of Craftworld's population was killed or joined Ynnario, the rest is still as dedicated to wiping out eldar's enemies as ever. Swordwind also adapted after Fracture, learning to use its smaller numbers to better outperform opponents, although Craftworld remains a shadow of its former self. Internal conflict within Biel-Tan's fleets during craftworld's future has been averted by a mask of frozen stars, which diverts their frustration towards the occupation of clusters of nearby exotic worlds under the invasion of Chaos known as the Three Sisters. When the Biel-Tan force starts helping the Exodus, they are joined by Baharroth and Fuegan. The celebration turns to fear when Karandras appears in the middle of battle, as the 3 Phoenix Lords together could quickly turn into a 6, bringing rhana dandra. After securing exotic worlds, Biel-Tan's forces exterminate the nearby Hive world of Khazhar for harboring cultists responsible for invading the chaos. Since then, many Exodus in awe of craftworlders and Phoenix Lords have joined Biel-Tan to repay debts incurred by protecting their worlds. Saim-Hann[edit] Fluff on the Saim-Hann Society and some of its more colourful rituals, such as their tendency to resolve disagreements through ritual duels. Each clan is free to choose whether to fight for a particular matter, and in some cases the clan can go to war without the approval of the rest of Craftworld. An entire clan of wild riders and part of Craftworld itself were infected when only two Vectorums from death guardians managed to fight their way up and board Craftworld. Although eventually driven from Eldar are forced to liberate an infected part of their home, the resulting desperation causes every member of the lost clan of wild riders to be obsessed with Daemon from Nurgle and turn into strange insect monsters. Fleets of Scylla and Charybdis hives heading for Saim-Hann; as their namesakes also do, they surrounded themselves in such a way that Craftworld could avoid only one by putting themselves in the path of another. Alaitoc[edit] Alaitoc's wide network of Rangers proved to be valuable assets, as they helped alert Craftworld to the many new threats emerging as a result of the Great Rift, although there are no actual known examples. Imperium has gained most of its knowledge of Eldar because it consistently captures and torments widespread agents of Alaitoc, making the whole strategy questionable given how little benefit it provides compared to the trove of information with which it supplies its enemies. Still believing necrons to be the greatest threat to the galaxy, Alaitoc completely destroys the Hyekh dynasty the day he wakes up after a sobering vision from the top of the Seer. something that threatens to engulf an entire galaxy. Illic Nightspear has been in talks with harlequins from The Frozen Star Mask, and they believe they've only scratched the surface of the threat. While Alaitoc is busy hunting Necrone, secret guard Sil'tha is trying to invade the world, only for his Deamonette reconnaissance forces to be hit by precision ranger sniper fire. Other Craftworlds [edit] Yme-Loc is busy in halo stars fighting Deamon Engine factory Warpsmith your-Shellax with its own super-heavy engines Vaul. Iybraesil's matriarchal leadership sends some howling Banshees into the Eye of Terror to find Jain-Zar and tell her to stop hanging out with Ynnari. None return unchanged from experience. While II-Kaithe's Bonesingers are far dealing with Ork Waaagh, Craftworld has been corrupted by nearby chaos-infected stars. Coral-like growth is beginning to grow on craftworld's Wraithbone structures, causing Craftworld residents to break up and launch near-suicidal battles. The Lugganathi Autarchs are angry with their brothers and sisters, Dark Eldar, for opportunistic attacks on Lugganathi's human allies after they were massacred by Chaos. Which is pretty weird, considering Lugganathi is known for hiding a lot of Eldar Corsairs. As Eldar and Dark Eldar pull him out, Lugganathi is unaware that a fleet of Chaos is returning to finish the job. Craftworld Altansar is helping the Imperium at Sangua Terra protect it from Abaddon and The Planet Killer. Dark Eldar[edit] Reviews of typical makeup by Kabal, Wych Cult and Haemonculus Covenant. The appearance of the Great Rift made a number on the webway, but the multitude of poorly defended worlds cut off from the larger Imperium made excellent attacking opportunities among dark Eldara. The haunted blade cult has been particularly amused defending imperial worlds from the onns to raise the hopes of its inhabitants - the better to reuse the shock of the next betrayal. The former Khaine's Gate region is now called the Chasm of Jao, and is still ravaged by Daemons. Unable to actually seal it, Dark Eldar settled for creating layers of subdimensionality between him and Commoragh to slow the tide of chaos. Dilapidated parts of the city and uppy archons territory are preferred to be used as makeshift barricades in this way. After stumbling due to recent clashes between Adeptus Mechanicus and Necron, Dark Eldar discovers blackstone's anti-Warp abilities and begins incorporating it into Chasm. Asdrubael Vect was murdered. After inexplicably sending his Incubus bodyguards, he was killed by Mandrakes working for an unknown employer and every vice Haemonculi made for him in the event of his death was destroyed. Every Archon in Commoragh is stunned, wondering if they'll be the next to die. Harlequins of the Masque of the Veiled Path are organising a funeral for him at the Haunted Blade Cult Arena, with Urien Rakarth promising to show off his latest creations there. At a crescendo funeral, Harlequins release hallucinogenic gases into the arena the procedure takes place, and Rakarth creations, as well as wyches cult damn blades join Harlequins in massacring every Archon who attended. The pain and suffering thus produced resurrected Vect on the spot, and he was declared a living Dark Muse. The Archons were revived loyal to him who showed up at his funeral, and those who were only there to gloat over his corpse were transformed into Grotesques forced to serve Vecta. Vect's hand over Commoragh is now stronger than ever before, and his next turn is to punish Yvraine for her humiliation. Lady Malys had good judgment to take a Cabal of poisoned language from Commoragh to lay low after news of Vect's death spread, thus avoiding the fate of the other Archons present at Vect's funeral. For now, she's still gone to earth, but even her Cabal isn't sure what her plan is so far. It also did not specify whether or not she had a hand in Vect's death, with the text leaning toward No. The mysterious being Lady Malys met and acquired her heart is explicitly listed as Cegorach. Body prophets have taken a particular interest in space Marine pre-election, and Urien Rakarth personally wants to acquire marine primaries from each chapter of space Marines as part of his meat libraries. The White Scars strike force led by Captain Khajaten Khan of the third company is launching a search for Dark Eldar Haemonculus known as the Breaking Prince. Although the White Scars killed many of the Dark Eldara in the Asmari system, Khajaten refused to send his forces online after the prince, citing what happened to Jaghatai Khan. A year later, Khajaten was found dead in his meditation station inside the White Scars-Monastery of Quan Zhou fortress, and every mirror and window inside his easies was smashed. After hijacking several Adeptus custodas, the Inquisitors of Ordo Xenos discover that koven twisted spirals constructed what appears to be a monstrous parody of the Golden Throne. They were killed shortly after reporting their findings. Lelith Hesperax's real goal in joining Ynnaria is predictably selfish: she wants to capture Lucius the Eternal and engage him in the greatest duel Commoragh has ever seen. She knows about his whole resurrection thing, but believes that if his armor is taken from him first, he won't turn into Lucius if he wins. Vect and Urien start creating fake people - Dark surgically altered to look like ordinary people as spies against Ynnaria. Drazhar is close to killing Yvraine on Craftworld Saim-Hanna, but his murderous punch was matched at the last second by Jain Zar. Jain Zar and her howling banshees haul Drazhar to the lost town of Shaa-dom, where Drazhar overtook her and cut her in half. In the ruins of Craftworld Zandros, Yvraine has a vision of Jain Zar's death and prays to Ynnead to revive one of the dead Exarhas who followed her. Exarch puts on Jain Zar armor, and Jain Zar is reborn. Yvraine sets up a duel between the Ynnari and Drazhar forces at Zandros. Jain Zar and



Ynnari are powered by eldar souls falling in battle, and Jain Zar behaeds Drazhbar. After that, Incubi puts on Drazhbar's armor and connects with it, quite confirming that Drazhbar is Ahra. Harlequins[edit] Harlequins' fighting skills are believed to have been developed just before the crash, when many among their audiences would come down on cancelling their excesses. While some masks have incorporated Ynnead into their dances, Cegorach's true intentions for Ynnead and Ynnari are still a mystery. At least a few masks, such as the Frozen Star Mask, are actively hostile to them. Instead of being one individual, Sylandri Veilwalker may be an alias adopted by multiple Shadowseers of the Masque of the Veiled Path. Persistent rumours suggest that Ish could be freed from captivity if Eldar cries for the loss of the Girl Worlds. After his resurrection, Vect is very much indebted to the mask of the hidden path. And with their reputations unpredictable and manipulative even compared to other Harlequins, it's not known what they plan to do when called upon. Ephrael Stern and Pariah make contact with Ynnari, managing to get their help in exchange for finding Solitaire willing to team up with Ynnari. Chaos[edit] General[edit] A catastrophic warp storm called Cicatrix Maledictum effectively split Imperium in half, stretching from the Eye of Terror all the way to the Haxex anomaly by Macragge and the Tau Empire. It's bloody Ruinstorm all over again! However, the rift does not appear to be completely impassable, as there appear to be two small corridors through it. One across the Belis Corona and Eye of Terror called Nachdum Gauntlett, which is currently occupied by household chaos knights who have not been in contact with the Imperium of Horus Heresy. The second is down near the Cirillo Prime and Sautekh dynasties, which is simply called the Temporary Rift Corridor. The exact nature of these corridors is (so far) unclear, although control over them is likely to be a major point of contention in the 8th 13th Black Crusade campaigns. Going strong, but the chaos being chaos means that a lot of war tapes have broken away from Abaddon's main force to plunder nearby undaunted worlds. However, it also means that its forces have spread quite thin and may not be able to hold on to their new territory - but on the other side of the horde of daemon spilling out of the Great Rift may mean they should not do so. The gods of chaos did not take on the appearance of the Marines well in the primaries and began producing their own Marine Mary Sue powered by Warp energy. Nurgle decided that the end of Ultramar would look great as part of his Garden, so he unleashed several of his most hesty plagues there along with the Death Guard and his Daemons. So far, the three star systems around Ultramar are corrupt, Espandor has barely survived, Iax has been overrun by Daemons, and even Macragge is suffering from chaos-inspired riots. Nurgle sends his three top commanders to oversee what has become known to the Imperium as plague war: Typhoid, Ku'Gath Plague and Mortarion. However, he slowed down somewhat after Khorne (with some corrosiveness from Tzeentch) attacked the Scourge Stars. Tzeentch and Slaanesh emerged shortly afterwards, and another skirmish only eluded Tzeentch by suggesting a contest between their champions to decide who would rule the Scourge Stars. Not wanting Nurgle to surpass them, Tzeentch sent a Force of Daemons and Chaos Space Marines led by Mkachen and Magnus Red to attack the Stygicus sector, home to Mordian and Mordian's Iron Guard. Crusader forces were launched to defend the sector, but were quickly overwhelmed; Only craftworld Ulthwe's intervention permits customs officials to evacuate the sector. Disregarding the protests of other gods of chaos, Khorne opened a warp rift over Terra to let 88 cohorts of his daemon attack the Imperial Palace, which was driven away by Guilliman, the Guardians, the Sisters of Silence and the Marines of the primaries. Khorne was troubled enough by their failure to destroy the Bloodthirsters tasked with leading the charge, but the fact that they even managed to attack Terra (and killed at least 2k Custodes) put Imperium on alert (more than usual). Chaos Beastmen are now more prominent, and more accepted, with official GW models with various Gors using Chainswords and Autopistol, bounty hunter Gor Half-horn and Tzaangors with Autopistols and Chainswords. In other words, we may have Waagh! but with sheep. Did someone say Baaah? Daemons are not as immortal as originally thought; if Daemon cannot return to Warp after his physical form has been killed (e.g. because of the presence of the Sisters of Silence or killed by the Emperor's sword), its essence will dissipate, destroying it al more completely. Even Daemon Primarchs aren't immune to this. However apparently there are very few Daemons that cannot be destroyed in this way, due to the fate / casualness / action that requires them to be present for the End. Chaos Space Marines[edit] It has been confirmed that some of the Abbadian Black Crusades were just distractions, used to keep Imperium from realizing that it was slowly destroying the network of Pillars with which Cadian's gate was connected. The method of creating curb marines was apparently given to the Black Legion, among other war tapes. Black Legion[edit] After the opening of the Great Rift, Forge World Raeddon attempts to evacuate its holiest production relics, but is eventually lost to Warp when the Forces of the Black Legion destroy all its spaceports. Planet Aralest VII has been wiped out in a similar way, by a combination of mass cult uprisings and an orbital docking platform that has been dumped on the capital of the world's hives. Just as the war of the beast seems like it couldn't be worse, Haarken Worldclaimer, Abaddon Despoiler's herald arrives with the Raptors hosts and proclaims the world the domain of Abaddon across all Vigilus' vox networks. He declares that the world will fall in 80 days, and in the end, Mr. Spiky Topknop will come to oversee the invasion himself. Of course it didn't work and he's going with his secondary plan again. Alpha Legion[edit] Billions of sleeper agents placed inside the Imperium by Alpha Legion are activated when they look foolishly into the night sky and see the Great Rift. The resulting rebellions lead to the fall of dozens of worlds. It has been confirmed that iron warriors[edit] Obliterators and Mutilators originated from the Iron Warriors, because the Technovirus that creates them was first made in Medregard's lab. Perturabo and Mortarion worked together to allow the technovirus to spread to other machines, turning their enemies' war machines into mechanical nasties. Perturabo spent years studying the defense of Segmentum Obscurus; With the opening of the Great Rip, Daemon Primarch orders a great siege of the most dincuous worlds of Sessum. Night Lords[edit] For the Night Lords, terror inspired by the Great Rift is proving to be the perfect conditions for an unprecedented level of looting and looting. The temporary channel through the Great Rift near the Corinthine system is proving to be a trap of the Night Lords. Imperial ships attempting to pass through a secure corridor are quickly captured by night lords from ambush. Word Bearers[edit] There are persistent if unconfirmed rumors that Lorgar decided to end his seclusion on Sicarius to personally guide Word Bearers. Despite the efforts of Craftworld Alaitoc (which was probably mostly just them getting killed by the Chaos of the Space Marines), word bearers complete the mass sacrifice of humans, Eldar, Orks, and Tau on the planet Gruelbowl. quickly succumbs to the Warp rift. Kor Phaeton himself leads a strike force consisting of multiple treasonous legions to attack talledus' system, the stronghold of Adeptus Ministorum and Adepta Sororitas. World Eaters[edit] The immense power of The World Eaters is on its way to Terra, having been inspired by the recent Khornate intrusion there. At one point in the past, Wyches of the Cult of the Seventh Woe broke into the pits for the struggle of the world's eaters on the planet Gladius. Dozens of Wyches and Traitors kill each other alike, but Khorne is so pleased with their slaughter that he sends a shower of blood to bring the slain fighters back to life. The two factions gain a degree of respect for each other, culminating in an invasion known as Anatheme Quatus's Big Blood Bet. The Emperor's children [edit] As predicted by many fafltguys, Fabius Bile becomes obsessed with capturing and dissecting primary space marines from the moment he first witnesses them in action. Now he's trying to find a way to connect them to the power of Warp to create his own chaos space Marine primaries, and ultimately hopes to clone Roboute Guilliman himself. Death Keeper[edit] A recap of the Death Guardian's history, including Mortarion's early life on Barbarus. Mortarion's father has been confirmed to be an alien. This was strongly suggested that Mortarion took the emperor's murder of his foster father as a reckless rejection of his life's struggles against Barbarus, and that the ensuing resentment was what ultimately brought him to the side of Horus. The organization of the Death Keeper is being discussed; much of it is very similar to the old legion of the organization, although divided into groups of 7 instead of groups of 10. Namely, it is divided into 7 Plague Companies, each consisting of 7 Sepsis Cohorts. They are in turn divided into 2 Maladictums, which themselves are made up of 7 colonies. In practice, they all tend to deploy as smaller war tapes known as Vectoriums. Short descriptions of each of the plague companies are given; each is led by a commander-in-chief who acts as the host of one of Nurgle's most desecuty diseases. Predictably, Typhoid is the commander of the First Plague. Typhoid and the First Plague have focused most of their activity around what was once the Cadian Gate, generally making life miserable for imperial forces trying to hold it. Typhus and Huron Blackheart's duel over the world of Danasar. Typhoid wins, but allows Huron to survive as a show of Nurgle's generosity. The Death Guard defeated the Iron Warriors to take control of the Temple of ascension, and the duel between mortarion and Perturab lasted seven hours. During the war in the rift, the Ka'bandha was exiled by mortarions using the skulls of seven Khornate champions. Foul Blightspawn and Biologis Putrefiers are plague Marines in charge creating new strains of disease for the Death Guard. Foul Blightspawn creates new diseases through blasphemous alchemical surrender, which are then entrusted to Biologis Putrefiers to test any unfortunate victims they can find. Plague Surgeons were once death guardian apothecaries. However, instead of treating their brothers, they are now strengthening the diseases they carry. Like their loyal colleagues, they also harvest gene seeds - from both the Death Guardians and any loyalist space marine they might encounter. Chief among their number is one Nauseous Rotbone, Mortarion's personal physician. Foulspawn gets a mention; While Nurglea was fine because of chaos spawn's antics, Mortarion didn't. However, he couldn't kill him without angering Nurgle, so instead he banished him to the Plague Planet. It has continued to grow since that time, and is now the size of a small mountain. Even after becoming Daemon Prince, Mortarion still despises witches and psykers. The only reason he now allows them in the Death Guard is because he is forced to acknowledge their special powers as gifts from Nurgle. 1,000 sons[edit] The Recap of the History of the Thousand Sons, the Burning of Prospero, the Africion Rubric and the Siege of Fenris. It has been confirmed that Tizca still exists on the planet of the wizard, although it is now mutated into a twisted mockery of its former self. A thousand sons still have their cults, albeit with a very different focus besides simply specializing in a particular psychic discipline. These include the hunters of the Knowledge Cult's surrender and the reality warpere cult of mutation. Several different Thousand Sons war strips were also introduced, along with their own color schemes. A further description of how each cult was organized strongly suggests that Thousand Sons significantly increased their numbers from Horus Herezi; With some extrapolation, their number can be estimated at about 65,000 Astartes (Rubricae and Living) on top of any cultists and Tzaangors who could serve them. A kind of great ritual invocation takes place near the Cayan Gate, under the supervision of the Cult of Prophecy. The dust in the column marine still contains the remaining essence of the Marine. If the Wizard can reclaim this dust and put it in a new armored suit, the Marine section will effectively be resurrected. In at least one battle, this was used to devastating effect against the Sisters of Silence by throwing a massive cloud of curb dust at one of their fortifications, followed by the descent of a bunch of empty armored suits like meteors. Dust reanimated the suits into the new Rubrics, and the Sisters were killed. After meeting Yvraine who discovered rubric could be annulled, Ahriman determined that the knowledge he needed to learn how to do it was hidden in Commorrhag. Mutalith Vortex Beasts formed when dozens of unnamed beasts eventually merge into a single atrocity, although some very unhappy Tzeentch champions eventually turned into one of them as it seemed they would become Daemon Princes. Helbrutes of the Thousand Sons aren't really made of the Sons of their own because of Rubric's inability to power them. Instead, they lure members of other legions/war lanes with promises of power and bind their souls to machines. At that moment the unconscionable pilot is skinned and burned with a warpfire while still conscious and able to feel it before being embedded in the sarcophagus. Magnus set out a plan to hyper-accelerate humanity's development into a psychic race, gathering psykers from across the Imperium to Sotariurs promising them security from imperial persecution. Although his initial ritual was disrupted by the Grey Knights and Dark Angels, the plan itself has not yet been thwarted. The other Renegades[edit] Khorne Daemonkin are still a thing. Crimson Slaughter also gets a mention, as do other Renegades created from the abyssal crusade. Huron Blackheart seems to have struck new deals with The Ruined Forces, as the Red Corsials have been reported to be attacking imperial property far beyond Maelstrom, with Huron himself reported as being in two different Segmentums at the same time. Chaos Daemons[edit] Surprisingly, the only thing that prevented a complete victory of chaos after the opening of the Great Rift was the persistent refusal of the gods of chaos to work together and press their advantage. Their fixation on the Big Game allowed other races the chance to renew their resistance. The scattering of primaries was originally Tzeentch's idea, because he predicted that if left to his own devices, the emperor would completely conquer Chaos. More information about the war in the rift and the clash of champions that ended it: Tzeentch sought to set the rules of challenge, and was immediately opposed by the other three gods of chaos. The only concession Khorne makes to the absurdly long list of fate architects' provisions is his agreement to limit the number of fighters. Slaanesh's champions initially claim the advantage, but after failing to stop nurgle's strength progressing it quickly turns into a to-s-up. The war in the rift ends inconclusively. Although Tzeentch technically won the Chaos Gods champion competition through the tricks of Kairos Fateweaver, Khorne's shout of rage destroyed a hellish plane that was supposed to be the winner's prize. Be'lakor was seen fighting alongside legions from all four gods of chaos, and is said to have pledged his help to several renegrised sea chapters. He is believed to be planning something, but no one knows what it could be. Khorne[edit] They remembered Daemon-Killa! The Blood Legion of Khorne is being examined. Among other species, legions of red tides have overrun their enemies with bloodthirsty, while brazen thunder legions focus on mobility with bloodthirsty and meat gods. Tzeentch[edit] Tzeentch's Scintillating Legions are described. Types of these forces include flamer-centric Conflagration Legions and unpredictable Legions of Anarchus. The organization of one of the confederations of legions present in the Siege of Mordian is detailed, along with a rundown of the congabbing line that comes with leading. Kairos' left head allows him to see into the past, and his right head allows him to look to a possible future. However, both are blind to the present and can only judge in time his current position by pages written in his Tome of Destiny. Nurgle[edit] Each subtype of Nurgle's plague legions embodies a specific aspect of decay, from the Legions of Infectus that first seeded his filthy diseases to legions of epidemics that spread and proliferate like their namesake. An overview of Septicus' plague legion is given. Horticultural Slimux from Age of Sigmar's Blightwar boxset is officially unveiled at 40k. His surrender remains unchanged, since Nurgle's first is Plaguebearer and his head gardener. A new character named Rotigus is being introduced, a great wizard of the uninformed revered by the uninformed as a fertility god who has gained great favor with Nurgle in recent days. Sometimes he answers prayers, always in a predictable Nurglite way. It is sometimes referred to as rain kabah because of a sickening storm known as the Nurgle Flood hovering over it. Two more Nurgle Vjesniks are presented: Spoilpox Scriveners and Sloppily Bilepipers. Spoilpox Scriveners are tasked with making sure the Plaguebearers keep counting their score. Those kugabearers found performing particularly sloppy work are infected with Chortling Murrain, a disease that causes constant laughter, and are forced into the role of Sloppily Bilepiper, essentially a court jester of Nurgle who can make mortals and daemons equally literally laugh themselves to death. Bilepipers don't last long in their new position, because when Chortling Murrain went into remission they turn into a set of cheerful guppies for another Bilepiper to use. Once Nurgle tried to create smallpox that crushed meat. Instead, he acted like a disinfectant. His daemons have refused to talk about it since. The latest strains of zombie plague cause nurglings to develop inside their victims; When the zombie was destroyed, the Nurglings broke out and swarmed everyone nearby. Nurgle has devised a new sled that allows his forces to bypass Gellar Fields. Gellarpop infects both those individuals who maintain Gellar Field generators, as well as the generator itself, subtly influencing them to weaken The field provides and ultimately transforming the starship generator is part of a biomechanical hellscape full of mutant horrors. Slaanesh[edit] Slaanesh's Legion of Excesses is much more eclectic in their focuses, which corresponds to the arbitrariness of the Dark Prince. The most obvious example of this is the Legions of The Courante, who treat the battle as if it were some kind of bizarre dance right down to the choreographed manoeuvres. Another example of the Daemon Legion is shown, this time by Siltherine Hosta who participated in Cadia's fall. Hell's enraptures are introduced as a variant of the ordinary Slaneshi Herald, playing a harp made of gut and muscle type. Crunch Updates[edit] Core Rules[edit] Not AoS 40k: From what we've seen so far thanks to GW actually releasing its design process through Warhammer Community, many overhauls by 8 October. However, a lot of inspiration is drawn from older editions of 40k, to the point that some of the new mechanics are recognizable from the 2nd edition. Despite what the doomsayers will tell you 8th is not just Sigmar with guns - they are trying to take what good that AoS had and overhaul the 40k we all love with it. More Less Different Random: Implementing phase rolls that decide what your units can actually do for the rest of the game seems to have gone (and good riddance!), has also gone random dispersal for explosions and deep kicks or random outflanking, but instead many weapons now carry an accidental number of bullets/hits or accidental damage in order to compensate for the absence of templates (see below) and woundbloot on vehicles and monsters, and the charges are still an accidental range despite literally everyone wanting to return to fixed, meaning the result of any action can be even less reliable. This could be good or bad, depending on your taste. No templates: Templates are gone, just like squats. Weapons like flamers (except orc burnas) will simply fire d6 automatic kicks just like widespread weapons in the Sigmar era (they no longer ignore coverage). Blast weapons like Leman Russ work similarly by firing random numbers of shots, though they don't automatically hit. This change is skubtastic. Those in need of a change say it speeds up the game, because it took too long for the sprayers to get rid of it, and the explosions only hit 1 or 2 models anyway because people are always expanding for maximum coherence. Those against it argue that this change leads to violations of the rules or violations of common sense, such as guard conscripts forming in musket lines (however thematic for some guard regiments). More controversially, the Flamer changes mean that certain (Example: Inferno Cannons) are arguably better at antiair aircraft than crowd control. However, as some weapons were given the equivalent through bonuses for attacking units with a specific number of models or inflicting wounds on multiple units at some distance from the original target. Far fewer reworked special rules: The cut-off and standardization of statistics, and adding movement in itself, will eliminate a lot of hacky old special rules. On the other hand, the special rules are now unique to the army or unit. Based on the faction focus material we've seen so far, 40k will see a lot of unique special rules that are basically the same rule with different names and slightly different text, similar to the 3rd Century. To give you an idea of how this will work, Nurglings will have a special rule unique to Nurgle called Hideously Resilient that allows them to ignore real wounds of 5 or 6, rather than having (now nonexistent) Feel No Pain a special rule commonly found in the underlying rule book. The Ork, Tyranid and Blood Angel units that would have FNP will have exactly the same rule text as Hideously Resilient, only with a different capability name similar to ASSFAGGOTS and an occasionally different roll requirement. It is the same with other common rules such as hatred, overheated and deep strike. This means that any attempts to write rules that interact with these common, basic mechanics will be even more hacking than the special rules of the 7th edition because they can no longer apply only to a common special rule by name. Bookkeeping reduction: The amount of equipment or rules for a single use is reduced quite drastically, and by removing the random qualities of warlords and psychic powers there is no need to accompany them (as they are already written in the army list). On the up side it speeds up the game and eliminates the need to use a lot of chips or notes, but the compromise is that there is another layer of tactical decision-making shaved from the game - timing things like the use of combined weapons or Waaagh! activation used to make or break games, and now it's gone. Datasheet overhaul: With the intention of eliminating the need to carry about half of the library's books, the unit's datasheet will contain almost all of the information it needs to function, including rules for weapons and capabilities. With a few exceptions. Units with a ton of options, such as tactical squads, will only have statistics for the most common choices in their datasheet, and the rest of their choices will get rules elsewhere. An explanation of common or military specific rules may also be omitted. Therefore, special rules and wargear lists do not disappear completely from the rules and codices, but active reliance on them will be greatly reduced. Independent character overhaul: Characters can no longer join units or team up with other characters to form a super-unit. GW's words: The age of the prefix-star is over. Instead will have effects covering all units with a specific keyword a certain radius. Also, ICs with fewer than 10 wounds cannot be targeted in the shooting phase unless they are the closest enemy model (except for units with sniper and similar rules), so there is less concern now about losing a special snowflake due to the rails. In the end, ICs have a rule called Heroic Intervention that allows them to hoard and attack charging enemies even if they themselves are not charged. On the other hand, it is possible (even with command rerolls) for the team to keep him in contention, but an independent figure to drop the charge roll, leading to situations such as Khorne Berzerkers making it into the crowd while Kharn takes a smoke break. You can only record a character if it is the nearest model, even if it is said that the character is standing in the open, and the only closer unit is rhino locked in battle (which you obviously can not shoot). Calling overhaul: No more infinite Daemons in concerted gameplay. If you want to call units, you now need points set aside to spend them in advance, and calling only will be separated as your own form of scheduling, with a deep impact or outflanking. (Basically calling is a special form of reserve where you don't have to choose what's in reserve until you actually call it, allowing you to change your roster mid-game). Think of it as Schrodinger's box, The Cat is either dead, alive or secretly baneblade and you and your opponent don't know until the waveform collapses and the box opens (or the unit called in this case). Points and power levels: Units now have a power level (anyone who makes an obvious joke gets a mini down the trachea) to approximate their average efficiency, and are intended as a fast and casual balancing method for Open and Narrative Play. This system is similar to that of 40k competitor Warmachine. Don't worry, however, the points system we all know and love still exists in Matched Play if you want to use it and is just as detailed as before (although it's probably with the usual tweak in the value of points that come with each new release). However, in a slightly odd move, the points are no longer in the datasheets for the units, but are described in detail elsewhere in the regulations. Part of the thinking behind this is so that 40k can use the same Living Rulebook approach used in the Sigmara Era through releasing updates to address balance without forcing anyone to buy a brand new Codex to do so. It may be a little blunt, but on the other hand it means no one has to worry about being saddled with an outdated Codex again, so the long-degradatory Codex Creep could finally be over. The power levels seem to average points for unit/20, rounded - so the captain in the Gravis Armor is 148 points or Power 7, while the Inceptor squad is 159 points or Power 8. Points change in a coordinated game through an approved chapter and other updates, but the power level is not. As more than a point of decreases in price, the total P2P ratio changes (about 19.5:1, but individual military ratios may be different). Victim overhaul: When a unit loses models, instead of pulling out all the guys closest to the attacker, the control player decides which one will be removed. This means you will almost certainly get far more mileage from your special weapon, and tactics like a hidden fist of power are once again viable. In addition, it probably means that musical-early shenanigans like Nob Bikerz were are gone. On the negative side of the lateral enemy unit kill weapons specialists without having to chew through the meat slad in the front is no longer a viable tactic, taking a lot of depth from close to firefighting tactics. It also presents the possibility of scoring more hits than there are models in the unit, making flamers and explosives a much greater threat to small units that rely on multiple wounds to stay in. On the other hand, they are a much smaller threat to large units, because you can't use smart positioning to guarantee you'll get more hits - your shot volume is random and not manipulated through skill. Flamers and most weapons with the template have lost ignores cover, although the capability still exists (and is not mentioned as such, under the new policy of avoiding naming rules whenever possible, and if you have to name it, giving the same rule a different name every time you use it). Different weapons templates now have different ranges, which is nice. No positioning mechanics: Without vehicle armor, lack of templates, and manual wound assignment, there is little or no benefit to cracking enemy units from their hips or rear. Military-specific rules also seem to lose any semblance of positioning rules, as the Knights change from a 4++ from a fixed 5++ everywhere. That would speed up the game a little bit, but at the cost of modifying the entire tactical layer. Expect deep impacts, outflankers and hyper-starting units to be used very differently than they are now. No more Fire Arcs: All vehicles and fortifications measure MOOSE from their hull. Another scum, that means Valkyrie can fire his weapon if he can draw a line at something with the tip of his wing. Twin-Linked Buff: Twin-related weapons no longer roll into cubes; Instead, they are now doubling the number of shots they would otherwise have fired. It makes vanilla Land Raider go from schizophrenic to dangerous and makes a lot of Orc vehicles with really scary though unless they also get the accuracy buff Orkz will notice the difference the least because they get the greatest benefit from the old twins connected. Land Raider Crusaders will become battlefield rapists; Assuming they stay the same it will be like a metal box with a tactical sea squad taped to each side! Expect some buzz from dakkafexes and spines as well. If you previously thought playing against tau broadside spam was disgusting, you haven't seen anything yet. Combi-Weapons Buff: Combi-weapons is no longer a single use for specialized weapons; instead, they can shoot as normal or specialized weapons, or even shoot both at the same time (but with -1 guess). They are now effectively a flat upgrade compared to basic weapons or their specialized equivalent of weapons, as they can be switched with impunity between any role. However, expect some kind of compromise to come, most likely an increase in points if the battle sisters' leak is readable (it claims to charge 19 points for combi-melt). Otherwise, units like Sternguard will end up ridiculously outnumbered, and there will be no reason to take ordinary special weapons over combined weapons. Characteristic overhaul: No more rules for high BS/WS, these statistics are expressed as hit rolls now so no one can have a better hit chance than 2+ without special rules. Also, other statistics are no longer limited, so you can have values of strength, toughness or wounds greater than 10. No more D Characters: With the power of statistics no longer limited to 10, the weapon that previously required a destroyer special rule to hit everyone now probably just have really high power and/or cause a lot of wounds. For example, the Knights' Reaper Chainsword now has six damages - more than enough to destroy the infantry and leave even heavy vehicles injured. Save Modifiers: Gone are the AP values of weaponry, and now we're getting back a mechanic who hasn't been seen since January 2nd. The save modifier changes the target number needed to save armor to work (e.g. with the -2 modifier, a volume that would otherwise have a 2+ save would now act as if it had a 4+ savings instead). This will be a nerf for AP5 weapons like the Bolters and flamers, which can now stop ork and Gaunt armor and will hit 5+ armor 66% as hard as before, same as AP4 vs. 4+ and AP3 against 3+. In exchange, any armored piercing weapon will be much more effective against heavier armor, with heavy screws that can better threaten tanks and MEQ/TEQ outdoors, and hot lasguns are better against TEQ than MEQ. Terminators will generally be more fragile if they don't change the way Invuln saves business. In essence, there will be far fewer hard counters and all weapons will generally be more versatile, eliminating some of the need for careful selection of weapons and targets. Dumbing down the game? Sure. Balancing the game? Probably. Overhaul of the motion phase: The motion Stat is back, and Running is rolled into the motion phase by being able to roll to add a little extra distance at the expense of recording and charging. Some fliers will have a minimum distance of movement with maximum movement if they can't move the minimum distance or if that distance would force them off the battlefield, they're destroyed. Movement-based rules such as Slow and Purposeful and Fleet are likely on their way out, as fast and slow units will no longer need specific rules to represent it. Deep striking equivalents set at the end of the movement phase; Although they can't move or progress further and count on them to have moved for that turn, they can still shoot or charge normally. Phase mental overhaul: Instead of each of your psykers contributing to a diced pool across the military as in the 7th, each psyker will once again have the ability to reliably cast their own powers. Any psyker model will be allowed to throw away as much authority as their individual entry states, and instead of taking advantage of Warp Charges at 4+ or checking leadership, the control player rolls 2d6. If the value outweighs the amount needed to cast power, they succeed, and any enemy psyker within 24 will have the ability to reject it. Of course, models can deny the Witch only once per turn for every level of mastery they have. Stronger forces will have greater Warp Charge value and therefore will be harder to throw away. Each faction with psychics will have its own unique psychic powers, and all psychics know Smite by default, which has a Warp Charge value of 5 and now causes D3 mortal wounds to target the nearest target within 18 (a significant difference from AoS Arcane Bolt), or D6 fatal wounds if you roll 10 or more on a psychic test. That being said, cheaper psykers like the Column Marines rising Wizard or gray knights have a weakened version of it that causes fewer wounds. Generic fundamental rulebook disciplines like Biomancy and Daemonology are gone. The dangers of Warp now occur at double 1s and double 6s during mental tests. This causes D3 fatal wounds to psyker, and if it dies as a result of the power that manifests itself it does not go off and all units within 6 of the psyker take d6 mortal wounds. You can choose the psychic powers you want now, instead of rolling for them and hoping to get the right number. In a coordinated game, Psychic Focus means you can't throw the same power more than once per turn unless that power is Smith. Expect psyker armies to be about spamming the most profitable smite. Overhaul shooting phase: In addition to not being able to fire after advancing or falling, models can't fire if there's an enemy Model 1 or less away from them, which combines with new attack rules to make close combat more dangerous. Heavy weapons no longer fire if fired in motion, and instead get an apartment -1 to hit the modifier if shot in motion (which applies to vehicles as well). Cover saves now add a bonus to the armor save instead acts as a blanket save, and in certain cases applies only to certain types of units (eg Infantry may have from crater cover bonus, bonus, vehicle cannot). Split Fire for all! All squads can now use different weapons against different targets. No more situations when your bolter marines have to hose down a Land Raider with an ineffective shot just so one dude with melt should take a shot at him. This comes down to individual models - your crisis suit can shoot rocket pods at that bored vehicle while flaming some nearby infantry. Each model can fire all its own guns (with some exceptions). Only one model per team can use a grenade at a time (and they can't fire anything else). Everyone else has to choose between firing all guns and their guns without a gun. Guns are exempt from anti-shooting restrictions when the enemy is too close, when in fact the gun user can fire at the nearest enemy target even if they are locked in combat. This is a massive game changer on dual-pistol wielders such as Cypher, and also gives units such as Assault Marines a little extra boost when approaching an opponent. It could also make Plasma guns worth taking after all these years. A change in the way cover saves works means some weapons can reduce savings to the point where the cover bonus is cancelled, so don't be tempted to think you have a chance to survive a lascannon shot just because you're hiding behind a piece of rubble. Weapons that currently ignore coverage will not be affected at all by the cover bonus. This can have the effect of making units that need a cover saving the least able to take advantage. However, between these changes and those on how the AP works, heavy infantry becomes one that relies on and benefits from covering the majority, with 2+ and 3+ armor more vulnerable to being caught in the open by heavy bolters than a lighter infantry can, while light infantry will be able to stand on fire from open-air bolters, but plasma guns will be able to blow anything in cover better than burners can. Assault weapons can be fired after advances, but take a -1 penalty to do so. It makes guns like burners, meltdowns, and the like much nastier than they used to be. Plasma weapons are back on the 2nd edition of the style of two firing modes: one that is weaker but safe to use (although in this case it is still the S7 AP-3), and one that hits harder and deals with greater damage, but risks killing the user (no armor savings allowed for that version hot, and instead of removing the wound kills the model directly). Turns out if you give an archmagos for ten millennia he can actually figure out how plasma works. Fluff vets may rage at the fact that apparently chaos space marines use similar rules... despite the old snowflake or the old crunchiness or the old crunchiness for them. (Back in 2nd, Gets Hot is a specific rule for CSM, but their plasma weapons had a better fire rate). Marine primaries incinerator has -4 AP +6 within range via a regular plasma gun. Keep having to state that when overcharging, this hit roll of 1 kills users without any savings, even if they are a character! EVEN IF THEY'RE A VEHICLE!!! Watch the fuck if you're thinking of loading any captain/Chapter Master/Razorback weapon because there's going to be a 1/6 chance of them ingeagring from it. Overhaul of the attack phase: The initiative is gone. Who strikes first like in the Sigmar era. This actually gives an opportunity to attack-based armies (Orks, Dark Eldar, Tyranids, Blood Angels, Thunderwolf spam, Khorne armies). After the charger, players alternate activating fighting units, a la Heroclix. The challenges are gone. You also no longer receive additional attacks for multiple close combat weapons or charges (unless the unit has the appropriate capability). Daemonettes and Eldar CC units, among other high-1 units, have a special rule that allows them to almost always strike first even if they don't get a charge unless both units have the same kind of rules in which case it depends on whose turn it is. (Keep a resemblance to always strikes first at the end.) The units now have the ability to go back and walk away from an engaged fight in the motion phase (it's basically the old 5th Edition Space Marine Combat Tactics, but for everyone!), BUT they sacrifice the ability to advance or charge in that direction (and shoot unless the unit in question has the right keyword). It gives guard armies a chance now. However, falling back doesn't work if you're surrounded so it's not safe. The first profiles show that WS4+ hit in CC, which makes the melee fight quite aggressive. Actually, WS1.5 appears to be 6+ - 2+ now, followed by a lack of scaling - both the captain of the space marines and Guilliman have now hit 2+ in the melee. Expect anything with WS6+ to be reworked in some other way to improve its crowd capabilities, such as an extra A or S, or improving its crowd weapon (space Marine captains seem to be getting +1A for their WS6, but we don't know enough to say much more at the moment). Consolidation during activation allows 3 moves, which can bring you to fight with a new enemy, if you choose. Melee Weapons Rebalancing: Crowd and power weapons have made up again now that they all use different AP values and unwieldy no longer exist. Power Swords now have more penetration than axes (which should have been the case at all since they have a longer blade), but they don't provide power bonuses. Power Mauls are about the same, more Power for less AP, and Power Fists now have only -1 to hit and cause more wounds on Sx2, AP-3 (that's right, Power Armour now helps against Power Fists). Melee weapons that once acted as basic CCWs (e.g. chains and choppas) now give one additional attack. Morale overhaul: Leadership rules are changing; It's almost the same as The Age of Sigmar's Battleshock: Roll 1d6, the amount of models lost and compare it with your leadership value. If the result is higher, you remove the difference in the models. To some extent, commissaries deny this effect by limiting morale-related losses to 1 model per unit. This is a revamp of their Execution Summary rule, and your opponent can never choose which model gets the blame. Overhaul of reserves: Although SMER's such as Deep Strike and Outflank no longer exist, unit and fraction-specific rules will serve a functionally identical role, although those adapted to a specific unit or fraction (e.g. when Trygon is deployed by exiting the underground, another TiinSa unit in the hull slot can be deployed with it to represent them using the Trygon tunnel.) In addition, Matched Play adds a Tactical Reserve limit - at least half of all units in the squad must be placed on the battlefield, and any units not deployed on the battlefield by the end of the third turn count as ingested. In other words, no, you can't just beam an entire army of Deathwing Terminators at once. Capability keywords and allies: While allies are still available, keyword capabilities will only affect certain models. On the one hand, this means that the hyper-synergistic superfriends cheese is gone. On the other hand, that means half your army is effectively on a separate plane from the other half if you use allies, and never the two of them will meet. Play Mode Overhaul: As mentioned above, the General's manual 3 game modes reaches 40k. The open game will replace Unbound, and it's even freer than the Sigmara Era: the text of the rules amounts to just grab some official Citadel miniatures and do whatever you want. For narrative and concerted play, armies must be battle-forged, so that they no longer overlap between combat-forged and unrelated. Squad overhaul: Dekurions and formations are gone. In their place, the classic Force Organization Chart returns, except that there will be more than a dozen different squads to choose from, including a classic combined squad of weapons, and as the codices begin to emerge each army will also get its own special versions (probably returning Decurions/Formations as soon as the editor sleeps on the switch). These new squads give command points (see below), with moves requiring more selections of units that give more command points. Flyers are now a special type of unit for battlefield rules, so they no longer compete with other types of units in their old slots. Contrary to 7th Edition's efforts to turn all dedicated transports into fast attack choices and eliminate the slot as a whole, DT's have been retained as their own category in the 8th Century. Is this opening the way shenanigans like guard teams able to take Tauxox Primes as DTs? We can hope for that. Er, no, only Scions and Commissars can hitchhike the lift to Prime unfortunately, but this does not prevent you from compromising as a dedicated transport; they simply won't be able to ferry units around the board. It is possible to take a unit with less than the minimum number of models, but you still have to pay it as if it were at a normal minimum size. In addition to a new moral system that emphasizes 1-model units like never before, transports can now carry as many squads as you like, providing a potential reason to take a unit with models you paid for but didn't find. Wound overhaul: Everything gets more wounds, with some units having twice as many as before, but at the same time more powerful weapons like the Lascannons can pour multiple wounds with each hit. The need to track the double-digit wounds that bigger things will have is likely to see a surge in sales of pocket notebooks. On the other hand, players can continue to follow them with dice, as before when things used to have 6 wounds at maximum; just use larger cubes, e.g. With the addition of the new Damage stat, some weapons - as previously noted - will have the potential to remove more wounds from individual models, while flamings and the like will carry multiple blows with one wound for anti-hordes, while gaining some utility for lightly armored units with a low number of units. The overkill damage doesn't spill over into other models, so dealing six damages with lascannon to the Tac squad won't cause five Marines to die of shock over what happened to their friend who took a hit. As a result, expect the target to favor weapons with a reasonable number of attacks and medium harm, since overkill is now a waste in most situations. Every weapon in the game will have the potential to carry (at least a little) damage to whatever they hit, although playing guns through their strength will kill things far more effectively. Rolling To Wound is still based on the firmness of the target, but it is greatly simplified. Instead of the entire 10x10 chart, To Wound is now determined by a simple table based on whether the power is twice (2+), higher (3+), equal (4+), smaller (5+), or half (6+) than the toughness of the target, that's... Actually, it's a hell of a lot better. There's some debate about whether it's actually simpler or better, with Bolter and Lasguns now hurting T5 on the same roll, and Pulse guns and heavy bolters treating orks and cultists as exactly as tough, though perhaps new rules and unrevealed details will avoid those shenanigans. As you may have already guessed, Instant Death is gone. Not that the character can't die on a multi-damage hit, but no longer will your T3 HQ pop on some jerk with a lucky projectile shot on turn 1. Mortal wounds are now a thing, sitting somewhere between rending, instant death, D damage. Mortal wounds bypass wound rolls, automatically doing one wound without a permissible rescue of any kind (although secondary rescues replacing the old Feel No Pain are still being applied). Another difference is that wounds resulting from death wounds are the only species that spill over into other models. Vehicle overhaul: Hull points and AV are gone, and vehicles now use the same profile system as everyone else, bringing them more in line with the likes of Monstrous Creatures. Yes, bolters and lasguns can hurt the Land Raiders and Knights in theory, but when those vehicles have literally dozens of wounds on top of high toughness and rescue (according to GW's inaccurate estimates, it would take about 539.7 sea bolters or 648 guard lasguns to bring down something like Gorkanaut), you can leave him alone. Number of bolts of bullets to bring down Morkanaut: 486 hitting at 3+, wounding at 6+, being saved at 3+, crash the model with 18 wounds. Lasguns require the same number of hits, as bolters and lasguns are now both AP-, and the power difference between them only matters against the under-8 toughness model, but the keeper



tends to hit at 4+ so they need 648 rounds. The new rules generally favor attacks over ap over strength, as shown below, with D being as good as attacks provided your target has enough wounds to take over the damage. Eldar requires only 194 Shuriken Catapult shots down Gorkanaut, because of Blaststorm. This number can be further reduced with reasonable use of Doom. Number of Lascannon shots operated by space marines and space guards for comparison: 13.89 (13 31/35) and 18.51 (18 18/35). This is primarily due to the Lascannons dealing 3.5 damage per frame, but also significantly because the vehicle has the armor to save now and Lascannons has an AP-3. Again with Heavy Bolter: 54 and 72 shooters, after accounting for 3 shots per gun. Now that models with two Heavy Bolters are shooting both, not Twin-Linking, it's obviously 27 and 36 for either of them, such as Inceptors or Centurions. Hellblasters will take 81 hits (that is, 40.5 shooters at range 15) without being too high, or 27 (13.5) while overchaeshted, killing, on average, 4.5 (9) shooters. Leman Russ Battle Cannons (so hitting at 4+): 15.43, 11.57 with striking at 3+ (that's the number of guns firing, making both random A and random D). It's just an average, of course; can take you anywhere from 6 to 108 bullets (each of these cases are odds of 1/18, though). Metalguns halfway through the range: 12.07, 16.10 (metla now adds an insensitive die at the expense of a half-range roll, regardless of the target). Have a note that on average they take more punches than Battle Cannon needs; this is due to Battle Cannon's much higher (average) A vs metalguns's higher D average and higher AP. Vehicles can now charge and participate in crowds, replacing Tank Shock. While they tend to have high strength and decent many of them have terrible WS (with the exception of close combat dedicated walkers like Dreadnoughts or vehicles with attachments that make them very nasty when bumping, like Goliath Rockgrinder). This means that it is often ridiculously easy to use cheap infantry for tarpit vehicles that do not fly or have a similar rule (usually because they are very large and on their feet), or, even funnier, tarpitting a non-Flyer with Flyer. While most fliers have an Airborne rule, preventing them from charging or being charged by non-Fly models, the Valkyries have a Hoverjet rule that allows them to ignore it for a turn. One player lost the game to a rival who accused Russo of Valkyrie, and he could not back down because the Russians had already been cornered. Vehicles lost mercilessly, and only a few of them got it back through special rules, so a significant number of them are significantly less accurate than they were on the move. This is not actually vehicle specific; Many other models have also lost Relentless, including bikes and models in Terminator armor. Combined with their newfound ability to get stuck in crowds, this effectively means a dual nerf of vehicles, helping to contribute significantly to the apparent focus of the 8th World Cup. Instead of rolling on the vehicle damage chart, the more damage they take, the lower the statistics of your vehicles (and Monstrous creatures) will become, with different models suffering different penalties for statistics - so far each model seen has suffered penalties for movement, but we have seen penalties for WS, S, BS and A - but always, so far, suffering penalties for three different statistics. As a result, the vehicle repair capabilities of units such as Tech-priests and Tech-marine are likely to become much more important now as they will be able to return the vehicle to full efficiency. Vehicles now have armor that saves on their high toughness and lack of coping, which makes some vehicles quite durable. The Super Heavy Classification has been changed to Titanic with still unknown attributes. Super Heavy Walkers can only get over pedestrian models thanks to Titanic Feet. Traffic overhaul: Units are now disembarking from transport at the beginning of the movement phase before Transport itself moves, and all such units can move, fire and fight without any restrictions. It also appears that open conveyors will allow units inside to fire them at any time and allow them to fire their guns if the transport is caught fighting crowds. However, if the transport is destroyed any unit inside it will die on a roll from 1 January 2017. Multiple units can be driven in one transport as long as it can hold all their models. Increased customization: When Game Workshop teased datasheets showed that a space marine, a space of chaos Tau, and, more interestingly, the TirinSan units had , and stated in their keywords, respectively; Codes for each of these fractions add special rules for each &lt;Chapter&gt; &lt;Legion&gt;of these &lt;Sept&gt; &lt;Hive fleet&gt;keywords, replacing things like Chapter Tactics. Command points and Stratagems: All combat forged armies now receive at least 3 command points, plus additionally from certain signs or from taking certain types of separation. Command points can be used to run Stratagems, which have a variety of useful effects such as getting one restart (1CP), automatically passing a morale check (2CP), or getting one of your units to fight right after the enemy charging unit struggled (2CP). Additional Stratagems are available in alternative scenarios such as Stronghold Assault, as well as in different styles of play, with a narrative that allows six additional Mission-based Stratagems (3 for forwards and 3 for defenders). The Maelstrom of War also has Stratagem which allows tactical goal to be dropped and re-extracted after a generation (2CP). Each faction will also get its own unique Stratagems. Known fractional updates[edit] This list is based primarily on GW's blog prior to publication and should be considered incomplete until further notice. All details can be found on the tactics page of each faction. Chaos Space Marines: Basic CSMs stated that they have some kind of overall buff as many viable soldiers choice. Khorne Berzerkers have a blood rule for the Blood God, which allows them to fight twice at each stage of the fight. Chaos Leviathan Dreadnoughts confirmed as a new unit. The death of the reign of the false emperor seems universal for CSM - it allows additional attacks for any 6+ results that have struck in the phase of combatng units with the keyword: Imperium. Once, additional attacks can't produce more attacks. Failbaddon (and we still feel comfortable calling it that because apparently every single member of the 13th Crusade minus I fucked off after Cadia) leaked its rules: S4 T5 A6 2+ 4+, seven wounds, each weapon that successfully damages it has halved damage (circled, so it can still be ripped off on nothing small hands). The Black Legion unit within 6 inches of reroll failed to hit, the first time Abby had ever really done anything for her army. His weapon is basically the same, Drachnyen's S+1 AP-3 with the same Daemon weapon bonuses as before, Talon of Horus's Sx2 AP-3; both do Damage D3, as well as its talon twin bolter. Also, its Ascendant Chaos Sign allows all friendly heretical Astartes to make the car pass morale checks within 12 inches. They're getting a thousand sons treatment with several new units, weapons, and psychic powers. The new unit we know most about is the Powwalkers, a zombie that ignores the effects of morality and adds another model to its unit for every pedestrian model they kill. Typhoid Special Ability Lovers&lt;Hive&gt; &lt;Sept&gt; &lt;Legion&gt; &lt;Chapter&gt; with +1 Power and Toughness. Other new units include Foetid Bloat-Drones (Daemon Engines with what could be lascannons), Maligned Plaguecaster (Nurglite Wizard), Harmful Blightbringer (plasma inscription equivalent) and The Contagion Lord (cataphractii Terminator's equivalent of the Chaos Lord and what appears to be a giant two-hand chain axe). Plague knives now reroll early rolls of 1 in the crowd. Plague Marines get a new toy called Blight Launcher- attack 2 weapon with 24 range, Power 6, D3 damage, and AP-2. One of their new psychic forces is called Miasma of Pestilence, which forces enemies to take -1 to hit a unit on the power of power. All death guard units seem to share a hideously resilient rule used by Daemons of Nurgle. The obliterations are weird now. And it's probably not good either. Every time they shoot, they get two four six shots on Power 6+D3, AP -(D3), Damage D3; roll separately for each before rolling to guess with the entire unit. Maximum range 24 inches. No longer a long-range shooter (you have wastelands for it). Deep-striking is what they are designed for. Imperial Guard: Commissars mitigate losses in morale tests. Leman Russes has 12 wounds, toughness 8, and 3+ armor to save. There are seven different orders, all of which are automatically activated without the need to roll. Only one with known rules is RFRSFR, which makes all lasguns and hotshot lasguns Guard Fire 2 - that's 4 shots per lasgun at half range! A lot of diddly indeed. Veterans are officially dead - they cost twice as much as an ordinary infantry squad, have been relocated to elites, lost doctrines (no more armor or camo robes) and have a worse lead. What you end up getting is a thin special weapons squad that accidentally fires straight. This is especially annoying because GW has promised to be more useful in this release, not less. This is probably GW's hamfisted way of got you to buy more Zions Scions that can be taken as TROOPS! Meanwhile rough riders miraculously survived cutting from the 8th Edition - they have 2 wounds and can outflank, and are now as cheap as any god-standard infantry detachment. Lehman Russ Punisher is becoming much more useful despite not really changing so much because of the way the wounds are now resolved. Wyvern can potentially roll 24 dice (usually 14) when he shoots, and while he loses rolls on the hit, he still rolls on the wound again; it also saw a big increase in costs, which is probably fine because it was as cheap as all hell before anyway. Uriah Jacobus now has both Adeptus Ministorum and Astra Militarum fractional keywords, acting as an incredibly buffed up Ministorum Priest. Sly Marbo is doing another fucking disappearing act after being reinstated for about two months. I hope it appears in the new code or it will be published as a list of data, and we may not. wait years for it this time. Losing power lines stops you being able to squeeze multiple units into a single slot, forcing you to think a lot more about your slot choices now and weigh your options, not just load until you've had a points limit. On the other hand, Guard players are no longer limited by the attitude go big or go home that the minimum sizes for power lines, formations and decouversions 7. Craftworld Eldar: All Phoenix Lords now have 2+ armor, although none of them can take Warlord Traits or Craftworld Attributes (though they don't punish your craftworld army for taking). Asurmen can now inflict mortal wounds and give inanimate saves to the nearby Aspect Warriors. Jain Zar lets the Howling Banshees always fight first in battle. In addition to using stratagem for this, the move-shoot-move technique from 7th Edition has gone. Starfleet is gone, too. Battle Focus now just removes the -1 penalty for advancing on assault weapons. Hitting the Scorpions' Mandiblasters carry additional mortal wounds at the beginning of the fight phase. Howling Banshees can now pre-charge during the same turn, and are again immune to Overwatch. Warp-Spiders can still Flickerjump impose a -1 hit penalty, but can no longer bounce away when shot on. The Swooping Hawks can go in and out of the battlefield at will, as long as they show up at least once before the third turn. They can additionally fly over enemy infantry and sprinkle mortal wounds over past models. Dark Reapers always hit at +3 with their Reaper Launchers. Wraithguard / Wraithblades are even more durable, have +3 save, T6 and now 3 wounds per model. Wraithlords benefit from +3 saves, T8 and 10 wounds, but now suffer from humiliating statline. Avatar khaine is now a HQ unit and can ignore some fatal wounds, and both forms of Wailing Doom roll D6 for damage, choosing a larger number to score. All Eldars share the key word Eldari and can all be taken in each other's armies without punishment (although many abilities and auras remain mutually exclusive to their factions). Ynnari: Power from death gained great nerf, only &lt;Ynnari&gt; Aeldari infantry or cyclists can benefit from Soulburst, which (for Matched Play) can now only happen once for each action per turn (If one unit uses Soulburst to record a second time, no other unit can fire during any other Soulburst until the end of that turn). In addition, Ynnari units can only Soulburst at the turn of their player. As for using Ynnari as an army, all Asuryani, Drukhari, and Harlequin armies sacrifice ancient doom, battle focus, power out of pain, and raise Crescendo respectively in exchange for strength from death. To declare the detachment Ynnari, Yvraine, Yncarne or Visarch &lt;Ynnari&gt;be declared warlords of the player's army. Because of this, Ynnari squads in the field on their own lose access to all Craftworld attributes, Asuryani, Drukhari and Harlequin stratagems, Relics and Warlord traits. If a secondary squad consisting of Asuryani, Drukhari or Harlequins is flanked by the Ynnari squad, players can then access their stratagems and even use them on relevant units within the Ynnari squad. Chaos Daemons: Every Daemon guy gets his unique ability. Khorne Daemons get an extra offense and power point whenever they charge or are charged on. Tzeentch Daemons get +1 on all inanimate savings. Slaanesh daemons almost always hit first in the fight, even if they weren't you charging, and Nurgle daemons ignore the wounds at 5+. The Change Lords have a 4+ inanely rescuing and 16 wounds. The Daemonettes get an extra offense if taken in units of 20 and a to-wound roll of 6 for them makes their offense have ap-4. Nurglings can be deployed closer to enemy units than normal. Tau Empire: Stormsurge anchors now transmit +1 guess in shooting. Stormsurge can fire on different targets for each of its 10 weapons, ignores punishment for moving and firing heavy weapons, and can get out of combat without giving up its ability to fire. Markelright hits now give a stacking buff that changes depending on how many Markelright tokens the target unit currently has, 1 Markelright token allows re-rolling rolls of 1.2 chips allows models with Seeker Missiles to shoot them on a regular BS, rather than hitting only at 6+. Crisis combat suits can also fire on different targets with all their weapons and share the ability to return without the inability to fire. The drones are now set up with a unit to which they are attached at the start of the battle, but have since been treated as separate units, making them full escape units rather than strange unit/wargear hybrids. No more penalties for Ethereals dying, and invoking the elements seems to be used once per turn by ethereal rather than once per match. Seeker Rockets are now inflicting fatal wounds. Riptides changed to 209 empty and lose team (painful but necessary) and storms are... 150 points (which now makes them a viable choice). (although these prices are before the payment of weapons and other wargears). Dark Eldar: Dark Eldar transporters get a 5+ inaudible lifeline from an attack and can fire heavy weapons after moving without penalty. Incubus leaders get +2 damages to the wound roll of 6, and klavies are S +1 AP-3. Dark Lance is an S8 AP-4 D6 damage. Disintegrator Cannon is 3 shots with AP-3 and 2 damage. Vyches have a 4-inaudible save in attack and force a roll-off against units trying to fall back; If Wych's controller wins, the enemy cannot pray. Drazharg gives unspecified images to Incubi. Imperial Knights: Ion now 5+ is an inaudible save against attacks that are not limited to facing. The basic stats for Knight Errant are 8 movement, WS/BS 3+, Power 8, Toughness 8, 24 (I) Wounds, 4 Attacks, Lead 9, and 3+ Armor Save. Thermal Cannon is Heavy D3, S9, AP-4, D6 damage, rolling 2 dice and picking the highest value when it is in half the range. Battle Cannon deals with d6 footage when used against a unit with at least 5 models. The Reaper chainsword and thunderstrike gauntlet make 6 damages, and the ability to throw the latter allows it to inflict D3 fatal wounds on the 4+ on the line inside the 9th floor. They can also leave the fight with regular infantry without losing the ability to shoot. Stomps apparently modified to act more like regular crowd attacks. Tyranids: Swarmlord's core stats are 9 movement, WS 2+, BS 3+, Power 8, Toughness 6, 12 wounds, 7 attacks, Leadership 10, armor saving 3+, and 5+ inatable save to upgrade to 4+ in crowded. His boneswords are AP-3 and send d6 damage, and he has the ability that allows a friendly unit to move again in the shooting phase (which is very powerful given that most TirinSanid units will have very high motion results and that Swarmlord can use on himself to move 18 at one stage of movement). The catalyst gives the possibility of ignoring wounds sustained at 5+. Hormagaunts have movement 8. Genestealers have a 5+ inaudible save, 8 movement, can charge after advancing, have their attacks increased to 4 when in a unit of at least 10, and have a WS of 2+ when Broodlord is taken with him. In addition, their Rending claws are AP-4 on rolls 6, which means that a full unit of 20 Genestealers will cause 80+ attacks that strike in 2+ and have the opportunity to ignore any armor. The synapse now grants complete immunity to morale to all Tirinshans within range, making it invaluable to swarms. Pyrovores briefly described it as one of the most advanced units in the new edition. Meganobz has three wounds. Choppas are S User, AP 0, 1 Damage and add additional attack (such as space marine chainsword). Big Choppas are S+2, AP-1 and 2 Damage. Warboss inside 3 of the Orc unit trying to escape can inflict d3 punches on them to prevent them from doing so. Nobs can roll d6 for any nearby Orc units trying to escape; Six units don't run. Mob Rule now allows the Ork unit to set its Ld value equal to the size of the unit or the Ld value of a nearby unit, meaning the average lump of Boyza will track the Ld at least twice as much as other line infantry (and do the moral questions that plagued the Orcas in the 7e thing of the past combined with Warboss and Nob abilities). Painboy assigns nearby infantry and bikes 6+ against wounds sustained, and Big Mek with Kust Force Field gives a 5+ inatanatable save. Warboss WAAAGH! Capability allows Allied Orc units within 6 to be charged upon advancement. let's got enables billing failure to roll again. The psychic power of Da Jump allows the Orc infantry within 6 of Weirdboy used to beam to any point more than 9 away from enemy units on the battlefield. According to Index, 'Ard Boyz has been removed. All Orks (except Gretchin) had their power increased by 1 compared to previous releases, but they lost furious charge. Mobs of Boyz get bonus attacks in crowds if they charge in units over 20+. Genestealer Cults: The iconic ambush now allows units deployed with it to take the same turn they arrive in. All the characters have a look out, sir! equivalent called unquestionable loyalty that allows them to avoid taking an unsatisfactory model at 4+. Mass hypnosis makes it impossible for the enemy unit to fire Overwatch, forces them to learn last in the fight even if they were the ones who charged that turn, and adds a -1 penalty to score. Genestealer Cult Battle-Forged Army can take one Astra Militarum squad for every Genestealer Cult squad present, even in Matched Play (to represent brood brothers; however, squads can't mix keywords - they must be either all Genestealer Cult or all AM). Clearance incinerator has 12 range and hits d6 times. Demolition Charge Cache is d6 shot, Power 8, AP -3, d3 damage. Goliath Rockgrinder is drilldozer blade's S 8, AP -2, 6 + d3 attacks, and d3 damage. The patriarch allows nearby units to ignore morale. Space Marines: Pre-election Marines are a thing, as already mentioned; While an individual has better stats and equipment than a normal Marine, they cost significantly more points and have very limited wargear choices, more similar to aspect warriors than the Marines. Centurions have 2+ armor and three wounds. Centurion rocket launcher is S8, AP -2, d3 damage. Grav-Cannon/Grav-Amp combined 24 range, Heavy 4, S5, AP -3, 1 damage (d3 damage if the target armor save is 3+ or better); while still a pretty good option against heavy infantry with multiple wounds, it's far from the unstoppable machine of death it used to be. The Predators are T7 with 11 wounds. Guilliman's roll game is Rapid Fire 3, S6, AP-1, 2 damage; his sword is S+2, AP -3, 3 damage, and at 6+ causes d3 additional mortal wounds. Armor of Destiny has a 3+ inanimate save and allows Guilliman to revive himself at 4+ the first time he has been removed as a victim. All Ultramarines with 6 guilliman re-roll all failed to hit and early rolls. Dreadnought CCWs are S12, AP -4 and 3 damage, and Dread itself is a T7 with 8 wounds. For primary Marines, it has been confirmed that they are getting their own transportation. In addition to discovering Repulsor (known as the hideous Predator and Rhinoceros with land speeder gras-plates for treads), leaked data sheets for land raider variants have revealed that it cannot transport primary Marines. That's right, a raider can transport Marines, jump a packet of Marines, Centurions and primaries (at least in 30k), but primari marines are just too special for that. The same goes for all other space shipping. Adeptus Ministorum: So it seems that someone has finally realized that the Sisters are part of a larger faction, and as such it seems that their book gets a name change, and one hell of a buff! Seriously, while the leak has yet to include skilled values, if power levels are anything to go by, they will remain more expensive than guards, but less so than marines, and all their abilities have stumbled. For starters, Acts of Faith is semi-random, in that you have to roll to see if it's still being performed, and you only get one per turn. You can increase this by getting Ignafier or Célestine, and Acts of Faith basically gives you additional stages. You can move like it's a stage of movement, shoot like it's a shooting phase, fight a close fight like it's that stage or bring the wounds back to the model/bring the dead model back to life as if you were a cheating bastard taking advantage of a distracted opponent. The advantage of the ability to move / shoot / attack twice should not be underestimated, because it means that you can immediately attack the opponent in the crowd, and then split up at the stage of movement to allow other units to shoot them without the chance of the second unit fighting back. The key detail of the word means that units without the ability of Acts of Faith can still have Acts of Faith manifested in them by Célestines or Simulacrum Imperialis carried by Ignafier; Only the law of faith at board level that you get for free through Ministorum at 2+ requires that the Unit have the ability to act of faith, while other sources require only a keyword. This allows your vehicles (Exorcists first in line given the blow they pack) to receive an Act of Faith from Celestine or Ignafier if they are within 6 inches. Because of this, and because of how guns and attack work now, Seraphim stands to be one of the best assault units, as they can fire their hands flamers/Inferno Pistols while in close combat twice before the attack to finish who is left. Assuming they survived their opponent's turn, anyway. In addition to being able to heal D3 wounds through AoFs, Hospitallers can instead choose to resurrect one dead model to 4+. Shield of Faith still gives 6+ Invuln (and Célestine now bumps that at 5+) and it also allows you to Deny, on D6 and with different rules of denial. Instead of rolling to beat the opposing reel, you just have to roll to beat the pitch value. While this means that things like 7+ power can't stop the Faith Shield, it also means you have a 1/3 chance of not being hurt by shared powers like Smite. In fact, no: Since you have to be to beat the result of opponents 2d6, the only way to deny Smite or anything else from 5 warp charges is if they are valid exactly 5 to 2d6 and you 6 at 1d6. Math: Since there's a 1/3 chance of rolling exactly 5, and a 1/6 chance of getting a six, that means there's a 1/54 chance of getting a denial, compared to a 1/6 chance of failing, so you can get once in a few games at most. More direct math: This rule allows you to reduce wc5 power success rate from 45/54 to 44/54, with better performance against WC4. All HQs are much more durable. Célestine is still a tank (there are 7 wounds now), and Kanoznost stumbled to 5 and gave Rosarius as standard (fitting as no player has ever run it without it), and with the removal of Instant Death it means your squishy HQs will not be immediately wiped out by a single plasma gun. The Dominion has been given a new rule, one that allows them to move at the beginning of the game as if it were a stage of movement, and if they are in transport it means that transportation instead makes a move. Combined with AoFs, this means they can move three times in one turn in case you want Eldar to look slow. All the Sisters' vehicles were charge. They guard the Shield of Faith (which Célestines can charge, keep in mind), get a better profile and gun changes have also done immolatee damage good again while the Exorcist is now causing D3 wounds. Celestians have gained form to watch sir! Every time a friendly model of Sisters loses a wound, at 2+ they don't suffer a Wound and Celestians suffer a fatal wound. Given how sisters can now resurrect each other, a small celery squad could definitely pay off as this applies to both attacks ranging in range and crowds. Repentias got nerfed, in that they are only AP-2 while most Eviscerators are AP-4 (probably, so don't spend their AoF on just them, so they fight twice). However, repenky's weaker eviscerators are effectively half the cost of a standard Eviscerator once they factor in the basic model costs. Otherwise they're still great at crowds as they can re-roll failed hits while their Mistress lets them re-roll the failed Shield of Faith relics. Reentered engines retain the place of the weaker CC Dreadnoughts; however, they now have a reel that allows them to make a full series of attacks twice if you dive 4+. Unfortunately, they don't get acts of faith, despite having fluff-wise basically Repentia on steroids. However, not everything is beautiful; Most 'normal' nurses now have WS4+, although they keep their BS3+, and most units that were once limited to 10 are now limited to 5. Nevertheless, these are minor disadvantages compared to fairly significant shortcomings. Necrons: Reanimation Protocols returns to the late 5th ed/6th ed version (Matt Ward codex version), where the models that go down are extracted, and you roll for them to come back to life at 5 +. The change is that now the roll for this is done at the beginning of your turn (instead of at the end of the stage) and models that fail to stand back up can roll up again back the next turn, and turn after that, and every turn until the whole team is wiped out or finally passed. Doctrine Imperatives are connected in the Canteen, and both are nerfed. Castelans are now separated from their data-smiths, but can also be increased to 2+ armor savings and 4+ inatanatable storage. Ranger and Vanguard Alphas lost the wound, and each unit has a 6+ inaudible rescue as sisters of battle. Beta Rules[edit] Something very important that so many people are missing, either because they can't read or have no idea what the words mean, is that it's 8. These (for anyone without common sense or brains) are rules that are not yet official rules and may not be official rules, instead these are rules that are entirely intended for gaming and general feedback, and can only be used if both players agree to use them. They are usually shown in large GW FAQs, and if you use them, at least look at which section of the rules are so as not to confuse the actual rules with unofficial rules (especially when you want to update tact). Armies of the Dark Millennium [edit] New indices and Codex plugins [editing] Indices[edit] Next get you by the rules to keep all currently released armies up to date with 8th Edition; unlike AoS, you are expected to pay for them. In particular, Imperium and Xenos books are divided into two writings. Now largely outdated, but contain usable legacy options in the form of wargear and units absent from the codes. Index Imperium 1: Space Marines, Angels of Blood, Dark Angels, Space Wolves, Grey Knights, Deathwatch and legion of the damned. (Book of space marine) Index Imperium 2: Astra Militarum, Adeptus Mechanicus, Imperial Knights, Imperial Agents and Claws of the Emperor. (Book of Non-Space Marines) Index Chaos: Heretic Astartes (Chaos Space Marines), Chaos Daemons and Questor Traitoris (Knights of Chaos). Index Xenos 1: Craftworlds, Drukkari (Dark Eldar), Ynnari, Harlequins and Necrons. Index Xenos 2: Orks, Tau Empire, Tyranids and Genestealer Cults. Forge World's Imperial Armour books will also get their own indices, designed to be compatible with the indices mentioned above. Imperial Armor - Index: Forces Adeptus Astartes - Space Marines, Grey Knights, Inquisition and Sisters of Battle. Imperial Armor - Index: Forces of Astra Militarum - Imperial Guard, Korps of Death Kriega, Elysian Drop Troops, Titan Legions and Knights. For some reason the Renegades and Heretics are also in this book. Imperial Armour - Index: Forces of Chaos - Chaos Space Marines, Daemons, Chaos Titans and Renegade Knights. Imperial Armor - Index: Xenos - Orks, Eldar, Dark Eldar, Necrons, Tyranids, Tau, Ynnari, Genestealers or other military because none of them have yet been featured in any of the IA books. Codexes[edit] The new codex reintroduced fractional Warlord Traits, Relics and Stratagems and updated initially poor psychic disciplines. They also introduced the mechanics of sub-fraction traits that give additional capabilities to groups within a fraction (e.g. space sea chapters) that allow for greater variance in game styles. Adeptus Astartes: Space Marines: Adds 26 new Stratagems for space marines, including chapter-specific ones. Crimson Fists will get their own relic and WT, and later they eventually get their own chapter tactics. Rules for existing primary units are being expanded to give them more options, and rules have been added for Reivers, Agresore, Redemptor Dreadnoughts and Repulsors. Chapter tactics have been added, and they are crisply solid with an emphasis on improving a particular list in general rather than on advantages aimed solely at certain types of units as they were in the past (e.g. White scars are faster and can be charged after falling back, Ultramarines get +1 on lead and can shoot after falling back (from -1 to BS), Raven Guard are harder to hit at great range Etc. Chapter-specific Stratagems make up for the simplicity of chapter tactics of this release by acting as a way to selectively re-add bonus rules and restrictions if a player decides to spend CP for it, with things like White Scars bikers able to advance, shoot and charge in the same direction, Iron Hands vehicles get an improved PotMS that also removes penalties for advancing and shooting with assault weapons for vehicles, and the Black Templars gaining enhanced Deny witches to 4+ (and don't worry, they still can't take psykers). Some people are still upset that the chapter's tactics were not as delicious as they had hoped, but most of the community is pleased with how the Codex was handled (and judging by the next editions, how most other Codexes will work from now on). Adeptus Astartes: Space Marines II: Slated to expand the first Codex with overhauled chapter tactics, the ability to create customized tactics for successor chapters, new wargear units and options, the second psychic discipline, and the Litanies of Faith to put chaplains on a par with fans given to their fellow dark apostles. Codex supplements: Ultramarines and white scars: Smurfs getting their own supplement is predictable; the same treatment given to white scars on the other hand was unexpected. Either way, they both receive additional relics, psychic disciplines of power and revised rules for their unique units and special characters. GW has suggested that they plan to make a supplement for all the major chapters contained in the Codex proper, which are likely to receive the same treatment (this has already happened with RavenGuard and codex has been published). Heretic Astartes: Chaos Space Marines: CSMs also get new Stratagems (including God and Legion-specific ones), as well as Legion traits that function similarly to chapter tactics. The combination of the new death reign to the false emperor and several fans of their overall crowd ability caused space marines to chaos from spiky loyalists with fewer toys to melee power plants. Plague Marines also received a ton of new options, which in retrospect was a sign of what was to come in the Death Guardian Code. Heretic Astartes: Chaos Space Marines II: Due to the metric thing that should be added in addition to the Vigilius Ablaze campaign, a new version of the Code of Space Marines Chaos has been announced integrating the original with new content, as well as changes to approved chapter points. It's likely to be a model for how armies will be updated from now on and out, much like AoS and its Battletomes. Adeptus Astartes: Grey Knights: Compared to the other two Codex above, the Grey Knights didn't get as many new toys (though they get their own Stratagems, as well as bringing back the Psykers Brotherhood), but they remain effective against the Daemons and their new Stratagems do a fair enough job of alleviating their weaknesses. Yet they are far from the massive piece of cheese they once were in Ward's day. Heretic Astartes: Death Guard: New Stratagems, relics and warlord traits, as well as an infestation of psychic discipline, Legion tactics are hideously resilient and unrelenting advances (Infantry and Hellbrute units do not suffer the accuracy of punishment for moving and firing heavy weapons or advancing and firing assault weapons, while fast firearms get their extra kick at 2/3 range instead of half range). Almost all units get plague weapons equipment options that give a re-roll of 1 to the wound. Primar Mortarion's 24 forces (470 points) flying WarLord with 18 wounds, as well as 4+ invul and hideously resilient saves, heavy crowd damage, a gun with 18 cone attacks, grenades, as well as three psychic powers, explodes to 4+ but does not damage nurgle units, also has attendant Nurglings. Even more impressively it has three auras one to 4+ and decreases to 6+ with the damage done causes D3 mortal wounds to all enemy units within 7, the next allows the Death Keeper with plague weapons (read: almost all of them) within 7 to rewind the wound rolls of 1, the third reduces the toughness of all enemies within 7 for 1. Host more new models; Foul Blightspawn (equivalent primaris lieutenant), Biologus Putrifier (similar), Deathshroud Terminators (bodyguard unit, make the transition from 30k), Plague surgeon (Apothecary), Blightlord Terminators, Myphitic Blight-hauler (quick tank attack, foul stench provides -1 enemy crowd hit rolls on him at fight stage and Putrescent provides 7 cover to save aura allied units), Crawler( mortar artillery tank, does not require sight). Other updates are on Typhoid (a new model, the same statistics with the exception of gun damage upgraded from D3 to 3) and Foetid Bloat-Drone (New Crowd and Heavy Weapons Equipment Options). However, there are no options for the Death Guardian cycling units; True to their fluff, the emphasis is firmly on powerful leg units that progress slowly but steadily, shrugging off enemy fire and then destroying the opponent in close combat with strong crowds, short-range guns, harmful/debuffing auras and unit explosions. Adeptus Mechanicus: Overlaps Skitarii and Cult Mechanicus units into one faction. It introduces new Stratagems for Ad Mech, warlord traits, and Forgeworld Dogmas (Ad Mech equivalent chapter tactics if you will) that gives special rules to all units that share common Forgeworld. Although it adopted a standard 8th code of rules and was generally considered a very well-balanced code, this did not actually add depth to the faction or trailte existing lists and game cuddles. Most notably, their many 30k toys don't get any rules, ironically leaving cog-boys with a fairly limited toolbox. Astra Militarum: The Imperial Guard received the long-awaited royal treatment. It introduces regime doctrines (IG equivalent of chapter tactics), Stratagems, Red, Relics and Warlord traits for 8 regiments (Cadia, Armageddon, Tallarn, Valhalla, Vostroya, Mordia, and Militarum Tempestus), with tips for kitbashing other regiments such as Savlar Chem-Dogs. Conscripts took nerf to their maximum team size (down 50 to 30) and their ability to receive orders, and the cost of plasma weapons increased for BS3 units (e.g. in turn, many poorly performed vehicles, as well as entire Leman Russ and Baneblade families, had improvements ranging from gun enthusiasts to cost reductions. The return of regime doctrines and commandments has allowed for a significant increase in firepower, but survival remains unchanged (read: low). Generic Ogryn Bodyguards are now available as a unit, designed to build using a Nork Neddgo piece from the Ogryn/Bullgryn squad kit. I have to justify the plastic I gave somehow! Meanwhile the Rough Riders have finally been dropped (for now...) , and several old favourite characters, including those teased by GW since May, have also failed to show up. Eldar: Craftworlds: Like most of the above, they got Craftworld Attributes as their counterpart to chapter tactics, as well as a bunch of price drops for many units considered overblown (e.g. The current verdict is that while they are one of the stronger armies so far, they are nowhere near as ridiculous an OP as they were in the 7th century). Tyranids: Community considering Be a belated apology for the 5th to 7th edition, with a return to the 4th edition of the ultimate customization options on top of the new Stratagems, Hive Fleet Adaptations, and so on. A bunch of units such as Carnifexes (themselves divided into three types: the basic customizable version as well as the classic Screamer-Killer and Thornback versions, which get improved rules to make up for their relatively fixed loadouts) get some much-needed buffs, and a wargear not seen since the 4th edition returns triumphantly, all while avoiding the pitfalls made by the 4th edition. Gribblings have a degree of mobility that is incomparable to any of the current armies (with the right Stratagems and military construction, they can easily get the equivalent of three phases of movement in one turn) and are devastating in the crowd, but apart from a few datasheets they didn't get much more in the way of new units. Adeptus Astartes: Blood Angels: It has been confirmed that they will gain access to Scout Bikes, Hunters, Stalkers, Stormtalons and Stormhawks, as well as Cataphractii and Tartaros Terminators. Red Thirst now brings them back to their proper place as aggressive crowd specialists among space marines, and they also get a lot of things to help them get their jump packs out as best as possible. Adeptus Astartes: Dark Angels: Plasma spam augmented by the presence of hellblasters? Check. Support for greening, Deathwing, and Ravenwing? Check. Almost immunity to morality? Check. Between all those and the same support for units previously limited to the vanilla Marines the Blood Angels got, things are looking good for the First Legion. Chaos Daemons: First edition of codex 2018 Again a lot of love for Nurgle, including several new units presented in the Sigmar era. All four gods get their own equivalents of chapter tactics, although leading the construction of one god is still difficult because of the general focus of the military. Adeptus Custodes: Having been a thing in 40k 7th Edition for its last 10 minutes, these guys got the real Codex. Gameplay-wise, HQs and mandatory relics and stratagems of each Codex have been added, as have some new Terminators and Jetbikes, making them a real army instead of being relegated to allies for other imperial forces. And by the Emperor, they have firmly established themselves as a super-elite army, focusing on forces so small that even the Grey Knights could surpass them to compensate with a ton of inane rescues and the best wargear Imperium has to offer. GW also mentioned that all the forgeworld good things carers have in the Horus Heresy line will at some point also get rules for 40K. Heretic Astartes: Thousand Sons: Yep, they got promoted to the full Codex, which is not surprising given all the good stuff they got from the last release. Tzaangor Shamans and Tzaangor Enlightened are added for people who they could field beastman armies in 40K, and the surprising addition of Mutilath Vortex Beast from Warrior Chaos gives them some extra oomph in the crowd, even as it brings their nightmares to life. At this rate, we should start placing bets on the likelihood that Archaon or Skaven will appear in 40K next. More importantly, their diversity of psychic powers is unmatched, allowing them to jump out equally mind bulbs and lovers alike. 'Tau Empire: The spam commander is contained by the hard border of one commander per detachment. Riptides are more profitable, Ethereals get several new wargear options, and the usual additional Stratagems, relics, Sept Tenets, and so on. There is still a problem with several units being overpriced and Kroot still sucking, but on the whole codex is still usable enough. Fluff-wise, fourth/fifth sphere expansion is described with a heavily implied showdown against chaos in the near future. Necrons: Dynastic Codex (i.e. Necron Chapter Tactics) have also announced a new piece of wargear for Crypteks that allows them to act as a flying Techmarine/Apothecary hybrid is shown as part of the Forgebane boxed set. In addition, typical Codex supplements. Drukhari: Different rules for Commoragh Cabals, Haemonculus Covens and Wych Cults. Wyches are actually good now, too. It also gets some unique military capabilities to build to better reflect the structure of the Dark Eldar raiding party. Eldar: Harlequins: Rules for camouflage forms and gave all three flavors of Eldar the ability to use webway portal fortification. No new units, unfortunately, but what's there got buffed nicely and got a bunch of Stratagems ideal for mind-fucks. Adeptus Astartes: Deathwatch: Mixed Primaris Marine units have been confirmed, as are Stratagems adapted to kill specific xenos. They also get Mission Tactics for focusing on units with specific FOC rules. Imperial Knights: Knights have been given plenty of new things, with four new knight types, household traditions, and a whole system to do their Freeblades. Space Wolves: Primaris Marines, the remaining units from the Vanilla Space Marine Corps that wolves didn't get, and Wulfen Dreadnoughts were added along with the usual blend of Stratagems, WTs and relics. Solidly choppy and character-focused, as Wolves should be. Orks: No fewer than six new Ork vehicles, a much-needed fan of Orc shooting, and the addition of Klan Kulturs has done plenty to help for past weakness Orks. And of course, they have all the other doodads that come with having a Codex as well. Genestealer Cults: New models for Genestealer Aberrants have been confirmed, along with a leadership unit for them called Genestealer Abominant. They also got a buggy and biker unit, as well as a bunch of new characters and a female Magus to shape. The iconic ambush has been completely recast, allowing Genestealer channel space hulk and set your strengths as a set of markers whose identity is revealed only after the battle has started. Adepta Sororitas: Scheduled for 2019 The beta version of the Codex is available in the Approved 2018 chapter for fans to play. Fortunately, it seems that they are actually looking at the feedback provided, because the mini-dex was quite weak. Elucidian Starstriders and GellarpoX Infected: A pair of mini-codes to be added with Kill-Team: Rogue Trader to allow these kill-teams to be used in a standard 40k game (if only as a secondary squad). The first codex contains Rogue Trader Elucia Vhane and her network, and the second is Nurgle-themed Lost and a damned army consisting mainly of mutants and less warp-infected beasts. Codex: Chaos Knights: Originally presented as a free index, it will expand the Knights of Chaos with new Stratagems, WTs and loyalist-like sub-factions. Although these fractions are not as meaty as loyalists and do not have as many specific subjects, the code as a whole does enough to put them on a par by opening up large amounts of adjusted loads. Specialist Games[edit] Necromunda: An old classic that dates back to the 2nd edition, will soon get a whole new mix of models and updated rules based on a combination of elements and rules of the 2nd edition from later releases (e.g. they get templates and pieplates back), and they bring squats. Yay. Kill Team: Now a specialist game instead of just a reduced version of 40k, its new features include an alternating activation system, skill trees to customize Kill-Team members, and a modified form of Stratagem system called Tactics. Adeptus Titanicus: Another old specialist game dating back to Epic. The only thing you need to know about it now is that it has plastic Titans. I do. Apocalypse: Apocalypse also gets specialist game treatment, with a completely overhauled web of rules that sets it apart from being just a really big 40k game. Approved Chapter New Data[edit] The old name is reused for the 40k counterpart to AoS's General Handbook, as it will be an annual edition featuring revised points costs for multi-fraction models and wargear, tweaking rules and introducing game extensions like the Apocalypse. The first issue was released in Christmas 2017. New Campaign Supplements[edit] Imperium Nilhius-Vigilius Defiant: The first major addition to the 8e campaign (not counting The Fate of Konor) is the first part of a two-doctoral campaign taking place on and from Vigilius, the world of fortresses guarded by Nachmund Gauntlet. When orc Waaagh! drives the world's Genestealer Cult out of hiding, Imperium reacts to waiting Vigilius at all costs and barely holds on even with the help of numerous chapters of space marines led by Marneus Calgario. Things are further complicated when Eldar attacks after a misunderstanding, but things really start to get worse after that Abaddon's herald appears to announce that Despoiler wants to conquer the world for himself. Factions known to be involved include Adeptus Mechanicus, Space Marines (notably Ultramarines, Imperial Fists, Crimson Fists, Dark Angels, White Scars and Space Wolves) Orks, Eldar from Craftworld Saim-Hanna, Genestealer Cult of Pauper Princes, Dark Eldar and Black Legion. It will include rules for calgar primaries, Chaos Lord Haarken Worldclaimer, and a new specialist squad system that allows the squad to spend CP in exchange for access to new Stratagems, WTs, and artifacts. Urban Conquest: A modular system designed for tailor-made campaigns, with options for building your own live cities that will serve as battlefields in flight. Imperium Nilhius- Vigilius Ablaze: Part two of the vigilius campaign, starting with Abaddon's arrival in Vigilius and the Black Legion generally ruining everyone's day. He defeats Marneus Calgario in a duel, but is eventually forced to retreat before he can kill the Chapter Lord after a joint imperial-eldar attack cripples the Vengeful Spirit with swirling god's heads, forcing Despoiler to go to Warp to return his flagship before destroying it all more completely. Even then, it is implied that when he returns to torment Imperium, the planet of assassins will be brought in to bear once more. Vigilius itself barely



survives, but most of its hives have been burned to remove chaos and the planet's orbit has been permanently altered due to fallen angels activating ancient gravitic weapons, which also change the shape of the Nachmund Gauntlet. Giving Chaos Space Marines royal treatment- on top of specialist squads, the Black Legion will get its Stratagems, Relics and WTs while Legionnaires' traits will be extended to include a bunch of Renegade chapters such as The Purge, Red Corsairs and Flawless Host, which also get their Relic and Stratagem each. On top of that, it gives new rules for Bloodmaster and Skulltaker to go with their new models. Psychic Awakening: These appear to be malignant portents of the 8e, promising massive expansions to every army in 40k and arc stories that will affect the entire galaxy. Given the name, it won't be a surprise if the 40k equivalent of AoS's Endless Spells is added here. GW also revealed that more new rules will be added for existing indices. Phoenix Rising: The first chapter of this story onions focuses on all flavors of Eldar with a special focus on Y'nnar's quest to awaken Ynnead. In addition, this new models for Incubi and Howling Banshees, as well as for Jain Zar and Drazhar. Also included, along with new rules such as the return of Exarch Powers are custom attributes for Craftworld and Dark Eldar in accordance with the custom attributes of the successor chapter included in the 8.5 Codex for space marines. Faith and Fire: Focused on Imperium's defense of the planet Talledus from the forces of Chaos. In addition to acting as an expansion for the Black Templars, it introduces several new Stratagems and Relics for vanilla Marines, as well as extended WTs, Stratagems, and relics for vanilla Chaos Space Marine legions (except black legion, which already had something similar in Vigilius Ablaze). Blood and claws: Blood angels v. Tirinsh, round two. Ritual of the Damned: Grey Knights and Dark Angels duking it with a Thousand Sons as Magnus carries out a ritual that will transform huge amounts of people into psykers with dangerous consequences. The Greater Good: The Tau Empire gets their first real taste of chaos in the form of the impending arrival of the Death Keeper, which threatens to break through the Startide Nexus and into the heart of the Empire. And then there's the Genestealer Cult on the planet that Tau will take over, which they haven't recoiled because of the interloper. Meanwhile, the Eastern Fringe IG are stuck between tau and genestealers and desperately trying to keep in imperial hands. Beast saga: Ragnar Blackmane conducts a dating raid against Ghazghkull Mag Uruk Thraka. Although badly wounded, Blackmane beheads Warboss, ending his WAAAGH!... Or at least, it would have happened if Mad Dok Grotsnik hadn't just seeded Ghazghcull's head. Engine War: Imperial Knights, Chaos Knights, Admech, and Daemons face off in this one. War of the Spiders: The Claws of the Emperor and officio Assassinorum are in a triple battle with the Death Guard and subjects Fabius Bile in the ruins of Cadia. Boxed Sets[edit] Dark Imperium, the starter set for the 8th, will be Death Guard vs. Primaris Ultramarines. It contains brand new models for the primary squadrons of space marines, new Death Keeper models and 5 new Death Guardian units; Foetid Bloat-Drone, Poxwalkers (basically tormenting zombies), The Contagion Lord, Harmful Blightbringer and Maligned Plaguecaster. As for fluff-wise, it's about the Plague wars being waged in the Ultramar subsector. The first strike is a start set for the 8th, featuring Death Watch vs. Pre-Election Ultramarines. It contains 3 reivers, 3 Intercissors, 3 plagues of Marines and 6 smallpox walkers that are easy to build models. It also contains rules for featured models, a small guide with an unknown amount of scripts and a two-month gaming mat in a box, and is printed to double as a set Munitorum armored containers. It's published and it's \$30, which is a good start to a hobby. Know that there is no fear It seems that the mini dark imperium, with 2 armies - Death Guard and Primaris Ultramarines, as well as the basic rules and rules of the model, is a starter set book (probably a more detailed version of the First Impact Book), and a larger play-mat and cardboard scenery. As for snowflakes, you don't seem to know fear and the first strike is both minor battles fought during plague wars. Models included: Death Guard - 1 Foetid Bloat-drone, 10 Pox walkers, 5 Plague Marines and 1 Lord of Contagion. Pre-election Marines - 3 inceptors, 5 Hellblasters, 5 intercessors and 1 Primaris captain. Forgebane is another starter set, and the first not to use Ultramarines or Death Guard. Instead, it's Adeptus Mechanicus versus Necrons fighting over Forge World that really was Tomb World. Models appear to be included: Adeptus Mechanicus - 1 Magos Dominus, 10 Skitarii Rangers and 2 Knight Armiger Warglaives. Necrons-1 Cryptek (with canoptek cloak), 5 immortals, 5 Lychguard and 3 Canoptek Wraiths. Imperial Knights: The Renegades have a one-on-one knight battle between chaos and imperial knights. More importantly, this box gives you a free knight. These are two knights and a set design, but it costs as much as one knight and landscape. Tooth and Claw is another new starter set, this time featuring Space Wolves and Genestealer Cults fighting over the planet Vigilus, an Imperium stronghold in the Nachmund Gauntlet. Space Wolves- 1 Primaris Battle Leader, 5 Intercissors, 3 Aggressors and 1 Redeptor Dreadnought Genestealer Cults- 1 Abominant Leader, 5 Aberrants, 1 Acolyte Iconward, 5 Hybrid Metamorphs and 8 Purestra Genesintealers. Wake the Dead - Another starter set to match Tooth and Claw. This set pits Primaris Ultramarines against Eldar of Craftworld Saim-Hann and their wraith-constructs in another battle at Vigilus. Even against the creator's pet Primaris Marines, Eldar gets a better deal. Space Marines - 1 new plastic primaries lieutenant, 5 intercessors, 5 reivers, and 3 inceptors. Eldar - 1 new plastic Spiritseer (finally, the first step in updating the ancient Eldar lineup), 10 Guardian Defenders, Wave Snake, and 5 Wraithguard. Wrath and rapture - Another starter set that has no space Marines, just Chaos Daemons. While more is marketed according to Age of Sigmar than 40k still comes with models and new rules for 40k as well as the story of why Khorne and Slaanesh's forces are fighting in warp. Is honestly stealing if you're starting a Daemon army as you get a bunch of units and updated models for Karanak, Meat Chased, Fiends and the new Slannesh HQ. Daemons of Khorne - 1 Karanak, 5 Meat chased, 3 Bloodcrushers, 10 Bloodletters Daemons of Slaanesh - 1 Hell's enraptress, 3 Fiends, 5 Seekers, 10 Daemonettes Ultramarines versus the Black Legion. In particular, everything in it is either a new shape or a never-before-seen unit, such as the Space Marine Eliminators or the Venomcrawler daemon engine. It also comes with mini-Codexes for Vanguard Space Marines and Daemonkin. Ultramarines - 1 Pre-election captain in Phobos armor, 1 Primaris librarian in Phobos armor, 1 Primaris lieutenant in Phobos Armour, 10 infiltrators, 3 eliminators, 3 suppressors Black Legion - 1 Master of Possession, 2 Greater Possessed, 10 Chaos Space Marines, 2 Obliterators, 1 Venomcrawler Blood of the Phoenix - Eldar vs Deldar boxset and tied with a new psychic awakening GW is happening. New models held for Jain Zar, Howling banshees, Drazhar and Incubi. Is a pretty decent frame with a huge catch that fucking costs £140 (230 Ameribucks or 390 Kangaroo skins)! It's really not worth as much money, no matter how good Jain Zars is the new model. Eldar - 1 Jain-Zar, 5 Howling Banshees, 1 Falcon, 1 Vyper Dark Eldar - 1 Drazhar, 5 Incubi, 5 Slash, 5 Hellions, 1 Venom Sisters Battle Boxset - New Starter Set for Sisters, featuring a small force of plastic sisters (Hurrah), which are all simple builds (Hoorroo). This will be a good starting box for nursing players, but the main force will not be released until 2020 about 2-3 months later (Boo). The box has a good amount of stuff in it because it has a Codex and data cards, but costs another shit ton with it costing £125. It's made in such small numbers that they're the only ones available now from the eBay scalpel. Fuck, fuck. Models - 1 Canoness, 10 Battle Sisters, 5 Seraphim, 4 Repentia, 3 Flagellants, 1 Mistress of Repentance, 1 Imagifier, 1 Repentia engine. Dark Vengeance - Only for a week in December, but the Starter set was re-made to order, meaning it was a box set for 3 40k releases. Inside, it's the same as it was before (minus champion chaos), and it's actually well priced (for GW) at £85, making it the cheapest big starter set. Dark Angels - 1 DA Master, 1 Librarian, 10 Tactical Marines, 5 Deathwing Terminators, 3 Ravenwing Bikers Chaos Space Marines - 1 Chaos Lord, 6 Chaos Chosen, 20 Cultists, 1 Hellbrute Prophecy of the Wolf Space Wolves vs. Orks. Orcas are a little orkier and space wolves are more generic. Coming in at £137 or \$170, it's made for fans and not really friendly to newcomers. Space Wolves-10 Space Wolf Infiltrators or Incursors, Ragnar Blackmane now in the form of primaries! Orks- Ghazghkull Thraka with Makari, 5 Ork Nobz, 3 Ork Meganobz, 1 Grot Oiler, 1 Ammo Runt t;dr[edit] This article is being battled by people who undo each other's changes. Please use the Fight Discussion page instead of the article. Despite the release (and inevitable target) of the quake, warhammer's 40,000 life cycle goes on. Powergamers are actively trying to break the system before it even comes out. For their Game designers claim to have tested the 8th-century shit so it's not a broken mess (like 7th Edition), and specifically referred to things like death stars as loopholes to include, so they can still avoid (or at least slow down, because who are we actually kidding?) power gaming. Neckbeards are raging over dumbing down the rules. It's ignoring the fact that the 7th edition was a broken, bloated mess with so many different special rules, random charts, shabby formations and additions that by the end it was almost impossible to keep track of what was what. On the other hand, the rules of the 8th edition removed entire layers of tactical decision-making (such as the loss of coping mechanics) and stripped the unique mechanics and wargear on which more eoteric armies relied and from which other armies gained their character (the Inquisition is especially screwed up by this) so they were entitled, but the Codes compensated for the latter issue. In particular, stratagems introduced in each Code mimic the effects of several faction-specific capabilities and each army receives at least one fraction-specific rule; In addition, specific sub-factions within several armies that have received Codexes now have their own special rules to better showcase their preferred fighting styles. But at the same time stratagems are broken like fucking, which puts some games down to playing this card and magical things happen. What's even more retarded is that the errata for the main rules is almost as big as the basic rules, and now to play the game you need basic rules, a code, 10 pages of FAQ/Errat, and additions and campaign books to access broken by good stratagems and other shenanigans. In between, all the beta rules, the approved chapter and the other shit that follow the rules are now a real nightmare. It's almost as bad as the 7th edition to the end. Tournament players are reviewing their lists as their squads are decurion formations from the 7th century. Garagehammer guys are still in the garage doing their thing. Narrative guys make their own rules and forging a narrative, now backed by the Narrative Game option. Lore fans outraged by marines in primaries, shoehorning even silly nounverber adjectives and head pants retardite dog-Latin names from obvious copyrights/trademarks, and the story thrives in ways they don't like. Both remaining Fantasy players find that last part as sweet as hell. Games Workshop is still trying to take your money, increasing prices by a third since the announcement of the 8th edition, forcing Marine Corps players to buy large expensive vehicles to transport the Primaris model and charging a \$25 book for the equivalent warscroll compendiums Fantasy players got free when AoS went down. On the Neck side, they also realized that they must actually listen to their to keep him happy and be quite good at dealing with the rules as it looms large (although they still struggle to keep these issues from happening, as noted above). The general base of players is stuck in the crossfire of shit-filting players Neckbeards and Tournament. Overall, GW's claims that this will be the best release yet may have been overly optimistic, but it's obviously working harder and trying to make 40k better than it has been in a very long time. For now, the community as a whole is relatively satisfied. Page 2Od 1d4chan 1d4chan