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## Flying monstrous creature rules 7th

Greetings ladies and gentlemen, my name is Learn2Eel from Imperator Guides and today I will give you a new look at the core rule changes for the 7th Edition Warhammer 40,000! Instead of focusing on psyches or other specific parts of the rules, I wanted to cover so many big and minor rule changes from the 6th Edition and their potential effects in games. A note that I will not be directly citing any rules and will thus assume that you as a viewer have your own rulebook or necessary information for my thoughts to form coherent. With that said, I hope you like this article! This is part three of the rule analysis series. Important changes to 7th Edition Missions 1) Addition of a new set of missions - So one of the major talking points in the 7th Edition are the new Maelstrom of War missions, and they certainly offer a lot of variety to gameplay now. Being able to choose (randomly) between twelve different missions in the core rulebook alone should help provide much more service life to the 7th Edition. From personal experience, the Maelstrom of War set is fantastic, and while a little luck dependent it definitely encourages a very fast and hard style of play. Covering all these would eat up this whole article, I will be compiling a tutorial for The Maelstrom of war missions in the near future. 2) Change to the order of distribution and who has the first turn - It's a bit of a contradiction with the rules of who gets the first turn in the new rules; one paragraph says the player who deploys first chooses either to go first or second and a subsequent paragraph in the same paragraph says you should scroll off to see who goes first after distribution. This is interesting as either scenario actively favors the player who distributes others; the chance to go only after deploying others even without a roll to seize the initiative means to counter opponents' distribution becomes so much more important. But you choose to interpret the rules, I think even with the Maelstrom of war missions and tactical goals this really hammers home how much of an advantage the player who distributes others usually gets. 3) Fortification upgrades can be placed separately - This is a curious little footnote and raises some interesting questions; if you buy a Comms Relay for an Imperial Bastion, does comms relay have defensive stats? When you place it outside the building, can it be individually targeted? If not, then this is a very nice extra rule for those buildings with upgrades as it means you won't lose the benefits of a Comms Relay - for example - if the building itself is destroyed. Perhaps a clarification via FAQ is needed to see if the nature upgrades can be attacked. 4) Changes in Linebreaker qualifications - Something to note with Linebreaker is the different wording; it now requires a single scoring model to be completely in Area. This means you can't have the front half of a Trygon model inside the area and qualify for the Linebreaker that makes sense. Which is a running theme with the 7th Edition, this is mostly just to clarify and little niggling problems players had with the 6th Edition. 5) Clarification with magic units and win conditions - I am unaware this was clarified in a 6th Edition rulebook FAQ, but Magic Units are now fully viable as kill point goals and qualify for any winning conditions from the controlling players' side. This means they are eligible to capture targets, secure or give up secondary targets such as First Blood or Linebreaker, or count as eligible tactical units where applicable. As Conjured devices are going to be far more common in the 7th Edition it again makes sense that they have been mostly standardized with regular devices. 6) Goals can now be placed on buildings - Give players the ability to place targets on the battlements of a building or fortification is amazing and makes Imperial bastion especially even more insanely good value. Park some small models like Gretchin up there and enjoy enemies who can't see your scoring unit - just be careful with the newly buffed Barrage weapons. This really makes most buildings with some kind of roof or battlement much more valuable that actually getting a device out of this goal is far more difficult than if it were just in a forest. 7) Occupied buildings count as scoring units - This kind goes hand in hand with the above point, but if you really want to annoy opponents then put a device inside (again, for example) a Bastion, but not on top of it, then placing a measure of the access point towards the board edge is all sorts of nasty. Now that units don't suffer hits inside buildings when they're damaged, something like an AV 14/14/14 fortification placed 8 away from the handlebar edge with an objective 7 away from the same table edge is going to be an incredibly cheap and reliable lens holder with a small throw-away Troops choice inside. I'm sure there are other ways to abuse this, but it's just one of many changes that encourage players to try out the expanded fortress rules in Stronghold Assault. 8) Units occupying a building are now scoring units - This is really a minor point considering that occupied buildings even count as scoring units, but there may be a situation in a game where this actually matters. At least there's something to remember. 9) All units types are now scoring with two exceptions - I don't think I need to talk about how massive a change this is that I think everyone has talked about it recently, so I'll instead focus on what's changed mainly. Previously, vehicles and Swarm type devices could never score unless they had a special rule overtaking that - such cases were incredibly rare. In addition, only troops scored unless otherwise specified, as was the case with Pedro Kantor and Sternguard Veterans. Now, not only are all device types scoring devices - and thus the removal of denial devices as a separate rule - but they score regardless of their Force Organization slot. The exceptions to this rule are Zooming Flyers and Swooping Flying Monstrous Creatures; This is because it wouldn't really make sense that something flying high in the air could catch or contest a target. I really applauded this change - as well as the addition of objective safeguards for troop selections - as it affects how people will approach list building and still give a lot of value to troops units. 10) Tweaks to mysterious targets - Only two of the results here have changed - Sabotage and Grave Wave Generator - and both were exposed more to tweaks than anything really radical. The former trades a large blast marker to hit D6 models in each unit within 3. This essentially means that it can hit multiple levels of a building provided that the space between each level vertically is 3 or less, while D6 hits can potentially hit more models than just those under a large blast marker. The Grave Wave Generator now reduces charging areas by two instead of halving them, which becomes more of a downgrade the further away a charging unit is. The new effect is only better if your opponent rolls a 2 on 2D6 roll as their range of change would be reduced to 0, but if you can combine it with the new tricky terrain penalties it's pretty hard. Nevertheless, remembering the average roll of 2D6 is 7, the old effect (assuming no terrain) would see the opponent charge 4, while the new effect (assuming terrain) would see the opponent charge 3. It's still good, but probably just toned down a little overall. 11) Night Fighting is only rolled for before distribution - One of the oft-forgotten rules of the 6th Edition was the fact that Night Fighting could be rolled for the second time in a game if the first roll was unsuccessful. At the beginning of turn five and each fight turn from then on, if Night Fighting didn't take effect on turn one then you have to roll a D6 until Night Fighting happened on a roll of a 4+. Now it is only rolled for once before one of the armies starts deploying. Since so many people forgot this little trick anyway, I think it just gives players less to worry about in the later stages of the game. 12) Night Fighting has been greatly simplified - The old Night Fighting rules were unnecessarily detailed and also strangely illogical in one case. If a barrage can shoot without a line of sight alone, what is it to stop it shooting into the night? Fortunately, all annoyances of training a device's maximum range or whether they qualified for a specific coverage bonus are gone as the only effect Night Fighting has is to provide device unit for a whole battle ride. This is not so good for the long-range armies or players deploying others who relied on shrouded and 36 range restriction to survive the first round, while drop pod armies and their battles will drag pretty much from guaranteed Stealth regardless of distance. Simplified and a small balancing act, I like this! 13) No more 50% Reserve limitations - This is one I think everyone will love, although clean Drop Pod armies for example already ignored the restriction. Being able to perform a Deathwing Assault on tour one with a whole force of Terminators is amazing, but just generally not being limited by an annoying 50% limit will push a lot of diversity in distribution tactics. Please note that a player who has no models left on the game board at the end of a game swing will still lose the game automatically. Special rules 1) And they should know no fear a little toned down - One of the hallmarks of and they should know no fear is the automatic regrouping a fleeing device does, but what really made it ridiculous was the device first to have the typical 3 Regroup move and then be able to move, shoot and attack normally afterwards. Basically, a fleeing Space Marine unit of infantry type would regroup and get a 9 move, while the Bike and Jump Pack equipped squadrons could make a 15 move! This was always quite stupid and has been changed so that models with this particular rule ignore the usual regrouping movement and instead can only act normally, make their normal moves, shoot attacks and charge declarations. This is a minor but welcome change to and they should know no fear, and I guess it can make Chaos Space Marines feel a little better about themselves. 2) A downgrade for Blind - While this change probably won't affect many devices that have the special rule too much, it hits Tyranid Gargoyles very badly. Previously, there was no limit to how many Blind tests could be forced into a phase. Now there is a hard cap of one Blind test per unit each phase; While most sources of Blind usually only caused a test anyway because of their limited number, it is not difficult to see how much Gargoyles suffer from this change with their massaged Blinding Venom attacks. It also bears mention that blind attacks in an attack that were used on a high Initiative step so that the counterpart would strike back at Weapon Skill 1 are now worthless in the first round of attacks as the test is taken at the end of the phase rather than immediately. Those poor, poor Gargoyles. 3) Favorable tweaks to the Brotherhood of Psychics/Sorcerees - One feature Grey Knight players are no doubt familiar with is that some Dangers of Warp result taken by a device with this particular rule or its 5th Edition precursor will always affect Justicar or character model first. As a result, many held their on the naked side so as not to lose a high model in an instant. Now, the Dangers of Warp are randomly assigned against a single model in the device - which is attacks that specifically affect Psychics. This is a very practical change that will encourage more players to try out some of the handsome character-exclusive wargear Grey Knights get. 4) Barrage weapons no longer allow lead Pinning tests - Given the increased negatives of Going to Ground, this change probably comes as no surprise to most people - although I'm not sure this makes sense in terms of background. Losing Pinning means that many armies now have very limited access to natural Pinning weapons or attacks that many armies - like Space Marines - only had artillery pieces for such purposes. 5) Cleanup of several Barrages and Wound Allocation - If any of you were around during the 6th Edition and ever played a unit with several barrages - Manticores, Wyverns, Squadrons of Basilisks, Thunderfire Cannons, Thudd Guns and so on - then you will no doubt remember how ridiculously stupid and time-consuming the rules to solve them were. Solve wounds from the center of each individual blast marker? No thanks! Games Workshop has hit another bad rule from the records and given us wound allocation exclusively from the middle of the first blast marker! Thank! While it could potentially reduce the sniping potential of more barrages, by the emperor this will save so much time! 6) Counter Attack no longer requires a Leadership test - I like this change as it brings Counter Attack in line with other charge-based capabilities that do not require tests of any kind. While Dire Avengers, Grey Hunters and most other devices with Counter Attack have high leadership, there is still a great ability to guarantee that all models in your time! will receive +1 attacks when charging. This is also a great buff for Tervigons and Termagants as in the new codex removed leadership buff Tervigons provided for Counter Attack purposes. Keep in mind that only models with Counter Attack special rule get +1 attack bonus. 7) Destroyer Weapons toned down - I have quite a mixed reaction to this one. On the one hand, no longer automatically causes an explode! result on vehicles with roll of a 2+ makes far more sense. But not ignoring both cover and invulnerable rescues really limits their injury potential with the former while certain death star builds now lacks a hard counter with the latter. I think at least Destroyer Weapons should have still ignored cover saver, but I guess in general I can't be satisfied that Leman Russ squadrons will not immediately evaporate as soon as any 2+ rolls are made. On the other hand, Destroyer Weapons is now treated as Strength 10 when working out Instant Death, so I guess it's a bit pretty - although D3 wounds to non-vehicle models on the roll of a 2+ is probably going to be enough a lot of Anyway. 8) Clarification with Gets Hot! wounds - I'm absolutely sure this was included in an FAQ that no one I know of ever played it otherwise, but the rulebook now states clearly that you can't use Look Out Sir on a character model to avoid a wound caused by Gets Hot! Not having to comb multiple pages in both a rulebook and FAQ for all these little rules is much appreciated! 9) Graviton added as a special rule - While graviton weapons have only recently been added to Warhammer 40,000 through Codex: Space Marines (don't count the Horus Kjetskap series) Games Workshop decided to add its unique rule to the ledger. Since the Graviton rule is fully covered and unchanged in the 6th Edition Space Marine codex, the only reason I can see this rule is added to the ledger that other future codices will also receive Graviton weapons. It is likely that other Space Marine codices such as Blood Angels and Space Wolves will be updated to use Graviton weapons, but what this means for the Dark Angels is some guess. 10) Sensible Hammer of Wrath tweaks - While most special rules specified they did not affect the Hammer of Wrath, putting these restrictions into the primary special rule itself will save players some reading time to clean up related rules references. In addition, the Hammer of Wrath is loosely opposed by a vehicle or building located next to the model, making sense. This is more a decline in the usefulness of monstrous creatures and hikers who tend to have high base strength values that combine with Smash charge to make vehicles much safer in battle. 11) Clarification with Ignores Cover and Vehicles - A surprisingly common rule mix-up compared to Ignore Cover was its application against vehicles. Many only found the courage of the wounds and failed to detect a rule on a completely separate page that specifies vehicles, taking cover rescues just as if they were wounds. Less argumentation, more play! 12) Independent characters can't join monstrous creatures - An interesting note with the 7th Edition rulebook is that Games Workshop clearly worked to tone down certain death stars, but failed to really fix them all (and reworked a now-broken Invisibility in the process). O'Vesa Star is the main accident here with Riptides now unable to join independent characters, although it must be noted O'Vesa herself can still join other devices as long as they do not include monstrous creatures. This also directly affects Carnifex bread used as bodyguards for a Tyranid Prime which is a great shame as it was one of the few devices a Prime was worth buying for. 13) Clarification with Infiltrate and Scout - I can not think of any devices that combine both special rules of the top of my forward except Scout Squads, and I don't think anyone played it that the rules invalidated each other, but this still a cool clarification for us. 14) Interceptor no longer blows Skyfire - This is one that is likely to annoy quite a few Tau players and significantly reduces the value of Quad Guns and Icarus Lascannons, but I for one agree with that. Devices that packed only Skyfire such as Hydras and Space Marine air defense tanks will now not seem so missing compared to devices that pack both Skyfire and Interceptor, although the flyers that have the first strike are still a major drawback for these devices. 15) Significant Jink changes - When I saw that jink rules were standardized to match the linked Evade rule of flyers, I personally was stoked. Skimmers had such a huge advantage over regular cars with what amounted to a free 5+ or 4+ cover save (the latter if they moved Flat Out) while the previous disadvantages of skimmers and immobilized rescues had been removed. This is a nice balancing act and one that also makes sense in the context of flyers, although it is a good buff for skimmers when facing a first turn fusillade. Being able to Jink without having to move is a godsend for Dark Eldar especially I feel that for so long have had to rely on terrain to save their incredibly fragile skimmers, although their Flickerfields will of course still have a place in that regard. I also like the tactical implications of having to choose whether to use Jink or not before an opponent even rolls to hit as it really forces players to stop and think about the likelihood of a given injury result. 16) Melta and Blast clarifications - This rule was always a little iffy in the 6th Edition; have you prepared the Melta effect based on the range of the original target, or to the final position of the explosion marker? Have you worked it out from the middle of the hole or the edge of the blast marker? While blast and Large Blast weapons with Melta special rule are incredibly rare - the only ones that jump to mind are Devil Dog and Knight Errant weapons - it's still nice to finally see these fixed up. Measuring to the center of the hole after it has spread to determine whether the Melta rule applies to all models under the blast marker is perfectly fair I feel and the right way to solve this problem. 17) Missile Lock mandatory changes - This special rule got some much-needed love in the new rulebook with an additional effect for missiles that don't use blast markers, while also indicating that it only affects One Use Only weapons. The latter makes no difference as far as I know because all missiles are of that type anyway, but it's worth mentioning in case a vehicle with a non-missile-based weapon with One Use Only has this rule that that weapon would also benefit from missile lock. Unfortunately, I can only imagine how Dark Angels players must have felt when they checked both the new rulebook and their codex I think something like this could have gone like this. Following, Look, Missile Lock provides re-rolls to hit for non-blast type missiles now! Cheers for the Nephilim! I guess they dropped it now outdated Erra. What? Why!? - \* goes down in furious gibbering! - \* As a side note and fun quiz for our viewers, how many devices can you mention with Missile Lock special rule? 18) Move Through Cover affects charging - Ladies and Gentlemen, Games Workshop has finally heard the players and addressed a wonky rule that pointlessly influenced movement but not costs. It's nice to know that monstrous creatures are now no longer slowed at all by difficult terrain when charging, as are almost all Tyranid devices. This is a nice little change that really increases the value of Move Through Cover, although it must be said that it still does not solve many attack devices' problems with charging in terrain and suffers an initiative penalty. A note with Pinning - the altered wording for when to take a Pinning test, is to reflect that each type of weapon in a device now shoots separately. Functionally, it is identical. 19) Poisoned melee attack then a small nerf - 6th Edition saw a complete overhaul of the melee Poisoned attack that allowed models with it to hurt on a better roll than the fixed number if it would normally be possible - a Trygon with Toxin Sacs went from always hurting everything at a 4+ to also survivability 5 and lower opponents on a 3+ and so on. This is obviously affected Tyranids above all with the highest amount of melee-based poisoned attacks, although the 6th Edition Tyranid Codex doesn't really reflect the significant buff. Given how late it was released into the 6th Edition lifecycle, this minor downgrade probably somewhat justifies it - now you only get re-rolls to wounds if the strength exceeds an opponent's toughness rather than just matching it. For Carnifexes and Haruspexes this will make little difference as it will for your Tyranids when you fight most other devices, but for Trygons fighting Dreadknights or Warriors against Space Marines this will be a pretty big reduction in efficiency. 20) Precision Shots and Strikes are now special rules - This mostly serves to clean up some confusing references to these rules from Astra Militarum codex - and also resolves the big rules debate about whether all shots or just '6s' were Precision Shots with the Order - while the side effect is that characters no longer have both of these by default. It is worth mentioning also that Precision Shots can now only be awarded to models both in line of sight and within range of the model that made precision shot instead of just requiring them to be within range. No more sniping characters hiding! 21) Notes on Psychic Pilot, Rampage and Rendering - First up, vehicles with psychic Pilot now have Leadership 10 for all psychic-related purposes, and that includes dangers of Hurray! Secondly, Rampage is now rolled for once and applied to all models in the fight instead of having to take the time to roll for each one. Hurray! Third, and finally, Rendering has been completely clarified for not using an AP2 bonus against vehicles - a surprisingly common rule misconception. Hurray! This is really the vacuum cleaner edition honesty, and it's brilliant. 22) Scouts can't charge in the first game tour - This is one that doesn't really seem to fit with similar verdicts elsewhere in Warhammer 40,000 and Warhammer Fantasy - heck, even Scouts in the 7th Edition still just specify the first (player) trip - but for good or ill this is what we're left with. This is most certain to partially reduce the absolute bonkers threat area to White Scars and Ravenwing Biker Armies, although it also really hurts certain foremost attack units like flesh hounds of Khorne. I don't really agree with this as it just doesn't fit with any other similar rules games workshop has set, but I guess the Scouting bike armies needed a good smack. 23) Smash saw a significant nerf - This honestly took me not surprising whatsoever as monstrous creatures only had such a significant advantage over vehicles - and walkers in particular - that led to a rather lop-sided competitive environment. This change alone sees that hikers now have a huge advantage over most monstrous creatures as this is the weakest form of anti-vehicle melee the good gremlins have ever had. It doesn't help that to actually explode a vehicle with an AP2 melee attack monster now has to roll a 6 on the damage list! Being forced to do a single Smash attack not only reduces the value of melee monstrous creatures that lack a strength value of 7 or higher by a significant margin, but it also sees special weapons such as Eviscerators or abilities as those possessed by a Ministorium Priest become far less useful. Walkers really needed a great buff to compete with how wonderful monstrous creatures were gathered, and this is an indirect one that looks yet another basic Dreadnought more than capable of taking on something as terrifying as a Tyranid Trygon. Of course, monstrous creatures like Wrathknight!, Carnifex or Nemesis Dreadknight won't be bothered by this whatsoever, while the Ghost Glave upgrade for a Wrathlord is now worth every point out. 24) Sniper weapons are no longer Rendering against vehicles - I'm not so specific as to why this is now the case, but I generally do not agree with reducing the value of Sniper weapons. Death marks aside, devices with Sniper weapons in general are not so dangerous and are there more for some situation's special model sniping rather than any actual serious injury output. Having some very light anti-vehicle capabilities made Sniper weapons a good all-rounder choice as they could strip some hull points of ease or put out someone any here or there. I'm guessing that this was yet another attempt to strengthen the placement of cars in the 7th Edition, but I feel it's an unnecessary change. 25) Soul Blaze wounds are randomly assigned - I've never really found Soul Blaze to do much of anything in all my games of the 6th Edition, but with Astra Militarum, Eldar and Tau still likely to be incredibly popular armies this little change can be quite useful. Take Fire Warriors protect Ethereal or a variety of regiment advisers or specialists; These models generally lack any real survival ability and as such a little luck with Soul Blaze can have some fun effects. There is a slight change as the chances of actually hitting a key model are so high that affect any other model in the device, but this will at least see players be a little wary of Soul Blaze now. 26) Split Fire no longer requires a Leadership test - This one slots in nicely with buff to Counter Attack and ensures that you can always make use of a special rule the device pays for in any way. This is without a doubt a nice buff for Long Fangs and other such devices, but I guess it was changed with Astra Militarum in mind because of their ability to dole out Split Fire to its many low-management units. This won't make it a must in any way, but it's still a good little improvement that makes the abilities or wargear that hands out Split Fire a little more enticing. Another note about Pinning and its reduced amount - now missing both Sniper weapons and Strafing Run Pinning special rule! 27) Major Strikedown tweaks - While this particular rule is still decidedly rare it still saw some pretty significant changes, starting with the removal of its initiative penalty. Halving the Initiative value of specific models in a device was a good use of Assault from the Telekinetic discipline when it allowed a psyche to designate nasty melee characters and stop them from killing a bunch of models before they could strike. In addition, this now also affects monstrous creatures, but this is not as cool as it looks at first glance, as all monsters have Move Through Cover special rule anyway. As a result, you're not going to see Strikedown any more than usual as losing its Initiative-based effect is a pretty hefty blow to battle centric armies. Fun note - Supersonic special rule no longer prevents a Flyer from hovering, but no Flyer in the game has both hover type and Supersonic special rule. 28) Cleaned up wounds allocation rules - These rules are long over-dove and ultimately fix everyone's problem with low Toughness Swarm units - no more Comprehensive FAQ and Erratas for these! For those who do not know, the old rules in a way broke when it came to any kind of template or blast marker that also inflicted Instant Death of any kind it had a Swarm device. Now these have been completely cleaned up - Swarms suffer double wounds from templates and blast markers if they do not inflict Instant Death. Swarms also saw a nice and unexpected buff which is that a device consisting solely of them ignores any movement penalties for difficult terrain. Both of these changes should see Swarms appear quite more often in games as especially with Endurance's mental power from Biomanry they won't be moved nearly as easily now. 29) Template weapons and No Escape - While template weapons are already very powerful as they automatically hit enemy models, have the most consistent Overwatch and tend to be quite cheap, they still have a pretty big buff to further counter open topped vehicles and buildings with fire points. If a template hits one of these two it inflicts an additional D6 automatic hit on some residents of the open-top vehicle or building in question using the force of arms and the AP. It's almost as if Dark Eldar and Orks weren't afraid enough of paint guns as it were! It bears mention that these wounds are randomly assigned as there is no immediate point in determining which model would be closest. 30) Tweaks to Vector Strike - I'm not sure why this change was made, but it definitely gives Vector Strike a niche role as an anti-air weapon. Bump to AP2 effectively cancels out the reworked vehicle damage chart, but it also ignores armor saves on tough models like Riptides or Terminators, so this is mostly a nice buff. Apply a single hit on all but Zooming Flyers and Swooping Flying Monstrous Creatures - the number for which these are increased to D3 - significantly reduces the overall damage potential of Vector Strike, even despite the AP2 improvement. This is undoubtedly a change aimed at Helldrakes that combines with the removal of their turret FAQ to make them a significantly weaker device in general, but (unfortunately) they are probably still the strongest entity in the Chaos Space Marine codex. Anyway, I'm pleased to see that Vector Strike is less of a generalistic weapon and has more of a specialist role if only to increase the value of actual varied weapons on flying monstrous creatures. Finally, it's all folks! This has been a heck of a long mini-series and I am pleased to say that my coverage of codices in the 7th Edition will now start soon with this timely completion. I hope you have found these articles useful to get hold of all the nuances of the 7th Edition, and I look forward to hearing about your struggles and thoughts in and with the new rules. have a nice day! Eels out. Page 2 This is our new dedicated Warhammer 40,000 7th Edition Page where we will collect all the musings and rumbblings on the core rulebook itself, as well as all updated and new Tactica series. Basically I will cover the 7th Edition Rulebook myself with an eye against all major changes with Astra Militarum and (presumably) Ork Tacticas to immediately afterwards. From then on, I will try to fit in updates to my old 6th Edition Tacticas so that they remain viable for the old 6th Edition Tacticas so that they remain viable for the 7th Edition between working with new armies that have been re-released. Psychedes in 7th Edition Introduction Psychic Disciplines Part A Psychic Disciplines Part Two Malefic and Sanctic Daemology Rulebook Changes and Analysis RuleBook Analysis Part 1 RuleBook Analysis Part 3 Skitarii Rules Summary HQ Commis Sar Yarrick Company Command Squad Regimental Advisors Lord Castellain Creed Colour Sergeant Kell Colonel Straken Nork Deddog Tank Commanders Knight Commander Pask Lord Commissar Regimental Specialists Troop Command Squad Infantry Squad Heavy Weapons Squad Special Weapons Squad Conscriptio Veterans Dedicated Transporter Chimeras Tauxox and Tauxox Prime Elites Ogryns and Bullgryns Rathlings Wyrdvane Psyches Militarum Tempustus Fast Attack Sentinels Rough Riders Hellhounds Valkyries and Vendettas Heavy Support Leman Russ Squadrons Hydra Batteries Basilic Batteries Wyverns Deathstrikes and Manticores HQ Warboss Weirdboy Mekz and Big Mekz Painboy Mad Dok GroTsnik Kaptin Badrukk Boss Zagstruk Troops Boyz Gretchin Elites Burna Boyz Tankbustas Nobz Meganobz Commands Fast Attack Trucks Stormboyz Deffkoptas Dakkajet Burna-Bommer Blitzza-Bommer Warbikers Warbuggies Heavy Support Mek Gunz Battlewagon Definitely Fear Killaz Kanz Gorkanaut Morkanaut Lootas Flash Gitz Lords of War Ghazghkull Mag Uruk Thraka Stompa Overviews General Overview Unique HQs Psychic HQs Troops Elter Fast Attack Heavy Support Departments and Formations Character Reviews Captain Sicarius Chief Librarian Tigurius Chaplain Cassius Sergeant Telion Sergeant Chronus Kor'sarro Khan Volcano Han'stan Shadown Captain Shirke Captain Lysander Pedro Kantor High Marshall Helbrecht Emperors Champion Uniqne Grimaldus Marneus Calgar Update Analysis Breacher Teams XV95 Ghostkeels Unit Overviews Blood Angels Part I - Army Special Rules , Angels Armor, Formations and Departments Blood Angels Part II - HQs Blood Angels Part III - Troops, Elites Blood Angels Part IV - Fast Attack Blood Angels Part V - Heavy Support, Lords of War Dark Eldar Part I - Formations, Objects of Cruelty, Army Special Rules, Warlord Pull Dark Eldar Del II - HQs, Troops Dark Eldar Part III - Elites, Fast Attack Dark Eldar Part IV - Heavy Support Eldar Part I - Army Special Rules , Forge of Vaul, Departments, Formations Eldar Part II - HQs Eldar Part III - Exarchs, Troops, Elter Eldar Part IV - Fast Attack Eldar Part V - Heavy Support, Lords of War Grey Knights Part I - HQs, Troops Grey Knights Part II - Elites, Fast Attack Grey Knights Part III - Heavy Support, Lords of War Grey Knights Part IV - Formations, Relics of Titan, Warlord Necron Codex Review Necrons Del I - Army Special Rules , Warlord Moves, Armor of Ancients, Technoarcana Del II - HQs Necrons Part II - Tropper, Elter Necrons Del IV - Fast Attack Necrons Part VI - Lords of War Space Wolves Del I - HQs Space Wolves Part II - Tropper, Elites Space Wolves Del III - Dedikerte transporter, Fast Attack Space Wolves Del IV - Heavy Support Space Wolves Del V - Lords of War, Formasjoner, Relikvier as Fang , Krigsherre Trekkr Tau Stormsurge Tidlig analyse og inntrykk Tau Ghostkeel Tidlig analyse og inntrykk Stormsurge Pre-Codex Field Testing Tau'nar Supremacy Suit