

Chapter 1 : 8th edition Eldar - Page 3 - Forum - DakkaDakka

Lost in the vastness of space, the craftworlds float in utter isolation like scattered jewels upon a pall of velvet. Distant from the warmth of sun or planet, their domes gaze into the darkness of empty space. Within them live the survivors of a civilisation abandoned long ago amidst terrifying.

Craftworlds part one here. The Biggest Change The big, sweeping change that is both the major change to the faction from Index to Codex, and the one that will be the most impactful. Just how much cheaper? Lets take a look. The figure below is the distribution of points cuts, expressed as a percentage, to all the units in the codex. While the Vibro Cannon and Shadow Weaver options got a little more expensive, this still represents a massive cut. So Eldar players should look forward to seeing their armies get bigger, be able to take more wargear, etc. Very few units got repriced in the other direction, and only one, the Warlock, was nearly as drastic a magnitude going from 30 points to 20. This is the same graph for Power Level: A very similar trend. Indeed, when you look at the distribution of the ratio of Points: Mortal Wounds from Perils. I am a bit salty about this one. Even some of the most impactful close combat options, like a Banshee Mask, are also gone. Which would kill the more diverse Index-Autarchs. Plus, I really, really dislike this as a solution. Not a change to Guardians as much as to their heavy weapons platforms. Scatter Lasers got five points cheaper and Star Cannons had their points cost cut in half, while Shuriken Cannons stayed at 10 points. This adds a little bit of viability to two weapons that were in a really awkward place compared to the Shuriken Cannon. The substantial move and no Overwatch means you can potentially get them fairly deep into enemy lines without having taken heavy losses. This will, naturally, depend on the scenario, board layout, etc. Pity the poor Falcon. Both 6th and 7th Editions especially 6th saw Grav Tank-heavy Eldar lists at the height of viability, and yet Falcons were nowhere to be seen. The Falcon paid more to be inferior in basically every respect except a little flexibility you could equip it with an anti-infantry weapon in addition to the Pulse Laser and the ability to split fire. A dubious premium at best. With a 49 point reduction, the disparity is a little better. Consider this narrative description from the Codex: This principle of deliverance lies behind the design of the Falcon, the primary battle tank of the Asuryani. As well as mounting a diverse array of potent weapons, it carries a small squad in its transport pod, delivering them to where their prowess is most needed and retrieving them once their mission is complete. This is the picture I think many of us, myself included, have of the Falcon as the primary Eldar battle tank, a formidable gunnery platform that can also carry a small squad of troops. Contrast that with the description of the Wave Serpent: Protected inside its sleek hull, strike forces can be transported in safety to any part of the battlefield. Free wargear or special rules, an improved BS, things like that. In case anyone was trying to use their Hemlock as a mobile buff-jet, that option has been taken away. When they take a Runes of Battle power, they get the 2nd option only, which is the one involving violence, death, and otherwise scary things. If a Fire Prism moves at less than half of its total movement, it can fire twice. So overall, with the exception really of the Autarch, most units work the way they used to work, just for fewer points. Hopefully now there will be. I think there are legacy issues that will continue to dog the Eldar Guardians, both Storm and Defender, remain downright odd in their utility, and Shining Spears still feel overpriced. The Craftworld bonuses apply to any unit with the appropriate keyword, i. Never lose more than 1 model to a failed Morale test, double the number of current wounds when referring to the damage table Saim-Hann: No penalty to shooting heavy weapons while moving for Bikers note that Vypers are bikers Ulthwe: If you already have an ability like this, you have to choose i. Some of these are manifestly better than the others. And only one Aspect is defined by Shuriken weapons. The re-roll charges gets you stuck in. And let me make this clear right now: Eldar jetbikes do not belong in close combat. And importantly, if you manage to get into combat, you reduce the targets for those heavy weapons. If Biel-Tan and Saim-Hann could swap the 2nd aspects of their traits? Ulthwe is genuinely always-on. With Alaitoc you can. Ultimately, I think the utility of Alaitoc hinges on your local meta if there are lots of armies trying to close quickly who might not care overmuch about shooting Tyranids, Orks, Blood Angels then the -1 penalty might not be terribly impactful. The power set for Warlocks, Spiritseers and Hemlocks has the familiar dual-use powers

with a buff and a power targeted at your opponent. Re-roll failed to-hit rolls with a ranged weapon. Especially nice now that it can boost twin weapons with the changes to that rule. Re-roll failed to-wound rolls. At a pretty easy Warp Charge of 5, a potentially good way to keep large units alive through Morale rolls. Roll a d6 and add Leadership. Hard to pull off, but not inconceivably so. I dig the psychic powers. Warlord Traits and Artifacts Warlord Traits and Artifacts help define your warlord, and can have a major impact on how you approach using them. First up, the Warlord traits – all of which have excellent names: Once per battle round re-roll a single hit, wound, save, psychic or Deny the Witch roll. Mark of the Incomparable Hunter is frustrating given the loss of the firebase Autarch, and primarily confines this power to picking out a dangerous but easy-to-kill character as they close. Seer of Shifting Vector though – is really quite tasty. There are also Craftworld-specific Warlord choices: Your Warlord can try to Deny the Witch once if they already can, they can an additional time Biel-tan: If you are Battle Forged and your Warlord is alive, at the start of each turn roll a d6. On a 6, you get a command point. If the Warlord piles in or does a Heroic Intervention, they can move toward the nearest character rather than the nearest unit, and if they target all their attacks toward an enemy character, they get an additional attack Again, some nice, some – meh. Lets consider a 10 CP army, which is a pretty heavy investment in a Brigade-class detachment to get and a six-turn game – simulated , times. Iyanden is hugely dependent on your local meta. Artifacts There are, compared to previous Codexes, a ton of artifacts. A slightly nastier shuriken pistol. Note that this replaces a shuriken pistol, which means no, you cannot give this to an Autarch. Something of a niche – either because you want a two-handed sword wielding Autarch who is still speedy, or want a mobile Farseer without paying the price of a jetbike. Alaitoc infantry only, effectively acts as a camo-cloak and deep strike. The Burnished Blade of Eliarna: Biel-tan powersword wielders only. Serious business edge-case weapon. The Novalance of Saim-Hann: Laser lance wielder only, so – jetbike Autarch. Shard of Anaris vs. Novalance These are really the three general purpose Autarch killing weapons. But which one should you choose? For tougher targets, my instinct at the moment is to favor the Novalance, as even with a good invulnerable save four damage wounds are likely better than a single mortal wound. And the Eldar get some really cool ones. A good heuristic though? Maybe kill one of them ASAP, just for good measure. Treasures of the Craftworld: Some mild protection against the in-your-face deployment, but only really available in a limited context stick close to the Farseers kids and only once. So save it for the nastiest punch. Could stack nicely with Warlock powers for those single clutch combats. Overloaded Energy Field Projectors: Pick three units if you pick a transport, the embarked models come with it and redeploy them. Discipline of the Black Guardians – 1 CP to boost a Guardian units to hit by one for either a shooting or fight phase. Warriors of the Raging Winds – 1 CP to let a bike unit that has already advanced charge, and re-roll all failed to hit rolls of 1. None of these are really anything to hinge an army on, but some are nice.

Chapter 2 : Craftworlds 8th Edition - The Blood of Kittens Network

Howdy partners, Reecius here from Frontline Gaming to bring you a slightly overdue review on the new 8th ed Codex racedaydvl.com the Eldar Codex. Check the Tactics Corner for more great reviews. Part 1 of this review will cover the army and Craftworld wide special rules, psychic powers, Warlord.

Select one of your own eligible units and fight with it next. Celestial Shield 1 CP Use this in the enemy Shooting phase when a friendly Guardian unit is chosen as the target for an attack. Treasures of the Craftworld: All the Remnant of Glory that you include must be different and be given to different Craftworlds Characters. Your unit can immediately shoot at that enemy unit as if it were the Shooting phase. If you do so, you can re-roll any failed wound rolls for a unit if the target of the attack has the Slaanesh keyword. You can double the range of the power that was manifested. That psyker can attempt to manifest an additional psychic power this turn. That unit can still shoot and charge this turn. Each Fire Prism must target the same unit and can ignore range and visibility, all re-rolling failed hit and wound rolls. Subtract 1 from all hit rolls that target that unit for the rest of the phase. When that unit fires Overwatch this phase, they successfully hit on a roll of 5 or 6, instead of only 6. Extra attacks cannot generate any further attacks. If you spend 3 CPs you can set up two such units in the webway instead. This can only be used once per battle. Overloaded Energy Field Projectors: When you do so pick a friendly Wave Serpent that discharged its serpent shield in a earlier turn. It can immediately discharge the serpent shield again. You can make a single hit roll with the weapon this phase; however, add 1 to the hits, if it hits, the target suffers D3 mortal wounds. You can add 1 to the results of any Psychic tests you take for the two units for the rest of that phase. However, it cannot charge in the same turn that it does so. Select a Farseer from your army. Pick up to three Asuryani units from your army that are on the battlefield. You can immediately remove these units and set them up again as described in the Deployment section of the mission you are playing. Select a Wraith Construct model. That model immediately regains D3 lost wounds. You can re-roll wound rolls of 1 made for both Support Weapons for the rest of that phase. Do not remove the Avatar as a casualty. Instead, roll a D6 after the enemy unit that slew it has resolved all of its attacks; the Avatar remains on the battlefield with that many wounds remaining. As of Craftworld Specific Stratagems are: Pathfinders: Pick an Alaitoc Ranger unit from your army that is in cover. Attacks that target that unit in this phase will only hit on rolls of a 6, irrespective of any modifiers. Court of the Young King: You can add 2 to result of the roll to see how far that unit can charge in that Charge phase, and can re-roll hit rolls of 1 for that unit in the following Fight phase. When you do so pick an Iyanden Spiritseer from your army. Warriors of the Raging Winds: That unit can still charge in the same turn, and can re-roll hit rolls of 1 in the Fight phase of that turn. Discipline of the Black Guardians: Pick an Ulthwe Guardian unit from your army. Add 1 to all hit rolls made for that unit until the end of the phase.

Chapter 3 : Codex: Craftworlds (8th Edition) - Warhammer 40k - Lexicanum

8th Edition Codex Eldar Review: Units, Craftworld Traits, Psychic Disciplines and Sundry vhadmin November 10, 9 Part Two of Variance Hammer's review of Codex: Craftworlds (part one here).

Craftworlds contains a wealth of background and rules – the definitive book for Craftworld Aeldari collectors. Background - Remnants of the Fall: Rules Everything you need to get a Craftworld Aeldari army primed for games of Warhammer 40, is in here: Payment is only accepted through PayPal. For Buy-It-Now listings, immediate payment is required. For best offers and auctions, we ask that payment be made within 3 business days. Handling time on all items except pre-sales is 1 business day. If you wish to return an item with no defects, please do so within 30 days of purchase. You will pay for the return shipping, and will receive a full refund when the item arrives back to us. For defective products, please contact us and we will work out a resolution. Seller assumes all responsibility for this listing. Shipping and handling The seller has not specified a shipping method to Germany. Contact the seller- opens in a new window or tab and request shipping to your location. Shipping cost cannot be calculated. Please enter a valid ZIP Code. United States No additional import charges at delivery! This item will be shipped through the Global Shipping Program and includes international tracking. Learn more- opens in a new window or tab Change country: There are 0 items available. Please enter a number less than or equal to 0. Select a valid country. Please enter 5 or 9 numbers for the ZIP Code. Handling time Will usually ship within 1 business day of receiving cleared payment - opens in a new window or tab. Return policy After receiving the item, contact seller within Refund will be given as Return shipping Money back Buyer pays for return shipping Refer to eBay Return policy for more details. You are covered by the eBay Money Back Guarantee if you receive an item that is not as described in the listing.

Chapter 4 : Warhammer 40, 8th edition - 1d4chan

Fulfillment by Amazon (FBA) is a service we offer sellers that lets them store their products in Amazon's fulfillment centers, and we directly pack, ship, and provide customer service for these products.

Major Updates[edit] The man in charge is Pete Foley, who is leading the design team for 8th Edition. On the flip side, a total rules redesign means there will be no copy and pasting between editions this time. All current codices and supplements are completely incompatible with the new rules , everyone is getting a new codex. Hopefully this means that armies that had lived in Imperial Armour will get proper codices this time around. As of Warhammer Fest Horus Heresy is now getting its own core rulebook based on 7th with a few new special rules which is compatible with all their existing books instead of switching to 8th. This is less of a big deal than it was for AoS since there it basically single-handedly made AoS playable for many yet not all players , while 40k already had an at least nominally-balanced points system. The separate points system for Narrative play should be interesting, at least. Open Play has three missions: Narrative has six missions: Meat Grinder, Ambush, Patrol, Blitz, Sabotage and Rescue Matched keeps the six Eternal War and six Maelstrom of War missions but with a redesigned objective deck and now has six deployment maps over the original three. A single "universal" mission, Only War, is also present and designed to be compatible with all three play modes. The core rules are free. The full hardback book also includes advanced rules including such esoterics as terrain rules and rules for battles with more than two players , missions and stratagems see below , and a buttload of fluff. Good thing the indexes got leaked the day preorders started. Forge World has released a series of Index books to update their own models as well, one each for astartes, astra militarum, chaos and last one for xenos. Based on leaks of the sculpts for these "nuMarines" they will be "true-scale," as in 8 scale feet tall. For those worrying about the old scale marines being replaced, GW has confirmed that the Primaris Marines will not be replacing old Marines. They will be a new set of elite units with their own weapon options and a higher points cost. Old and busted inferior Space Marines can go through a process to become new, manly Primaris Marines, somehow gaining the extra foot in height and having the 3 extra gene-seed organs implanted. This really only exists as an excuse for GW to remake all the unique and complex Space Marine characters you love as larger, truescale and therefore much more expensive Primaris Marine models. Chapter Approved is being brought back as a yearly publication, the first issue of which is scheduled for Christmas of Rumors[edit] One of the new factions was suspected to be the Fallen, likely branching into their own codex not unlike how the Deathwatch and Genestealer Cults did after Deathwatch: This has not come to pass as of this writing; Fallen are just Chaos Space Marines that can be allied with Imperium armies as of the Chaos Space Marines codex. Considering the release of the Death Guard Codex and the upcoming Daemon Mortarion miniature, Nurgle Daemonkin could also be on the table. The Death Guard codex is here and effectively is Nurgle Daemonkin. Another rumor has it that the Men of Iron will be among the new factions. But there is a rumor that Sanguinius will return. Maybe something to do with Mephiston or the Sanguinor, but still very unlikely. Daww, the Eye of Terror and the Maelstrom had a baby! Featuring an appearance by Cthulhu! At this rate, the Big G may will have to deal with Imperium Secundus -style not-quite secession, with him now on the other side of the mess Ghazghkull and Yarrick are almost guaranteed to be right in the thick of that. Hell, maybe even Angron will be there for his own personal round 2. Oh yeah, and Armageddon being Ullanor has something to do with why the Orks are all there. Make of that what you will. In fact, things have gotten so bad that the Orks have agreed to a truce with the Imperium to fight off the Chaos threat. Although to be fair, there was probably less of an agreement and more the Orks realizing "Oi! Just how Guilliman plans to get these new Marines out fast enough to be useful when the whole galaxy is going to hell right now is an open question though. Properly making a regular Astartes takes over a decade, and accelerated development is still risky as hell even discounting the last time someone tried it due to sabotage. Despite Big G offering the new Primaris Marines to everybody even founding whole new Chapters out of them , not all chapters are happy to see them. The Indomitus Crusade lasted about years or so before Guilliman was forced to return to Ultramar to protect it against the Death Guard invasion. A possible approach could be something

akin to *The War of the Beast*, with a novel series covering the events of the Indomitus Crusade, this may actually allow Black Library writers to do some character development as well as explore the evolution from the last years of the 41st millennium to the 42nd millennium, indeed, there was a cameo of Uriel Ventris in the novel *Dark Imperium*, and it may be a great opportunity to see other recurring characters from Black Library such as Ciaphas Cain, Eisenhorn, Ravenor, Alaric from the Grey Knights, Honsou, Marduk from the Word Bearers, Shira Calpurnia, Navradaran of the Adeptus Custodes, Magos Omnid Torquora, the Speranza crew and many others and how they fared during the Noctis Aeterna and the Indomitus Crusade. The forces which were supposed to be arriving to defend Cadia have been redeployed to other nearby planets to prepare for a possible next wave of Chaos attacks. It is mentioned that during the Dark Age of Technology, the greatest driver of human expansion was the employment of advanced genetic manipulation techniques. When the Age of Strife hit, massive gene-wars broke out between what had effectively become entirely different species of humans. Between this and *Rise of the Primarch* where Emps communes 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 if everything since his ascension to the Golden Throne happened in spite of his wishes as was the case in previous canon or if it was all part of a plan so convoluted that even Tzeentch would be getting plan envy from it. A seventh Blackstone Fortress has emerged in the western part of the galaxy. Space Marines [edit] To accommodate for the incorporation of Primaris Space Marines and compensate for issues with Codex tactics that have occurred over the millennia, Roboute Guilliman has made several major changes to how Chapters and Companies are set up. Additionally, the Battle Companies 2nd through 5th Company in a Codex-adherent chapter can have up to a total of 20 squads each: While each of these companies is still nominally fixed at men, in practice their numbers can be much higher since they can also draw additional squads from reserve companies if needed. This allows the Battle Companies to field a far more flexible arrangement of squads than they could in the past while enabling the existence of all-Primaris Chapters that would not be able to use the squad types that other Astartes typically employ. In keeping with the new classification of squad types, the 6th and 7th companies are now entirely Battleline squads, the 8th Company consists of Close Support Squads, and the 9th Company is formed of Fire Support squads. Guilliman ultimately plans to replace the Codex Astartes completely with the Codex Imperialis when the latter is completed. Sicarius was lost in the Warp at the start of the Indomitus Crusade; while the Codex claims his fate is unknown, the *Dark Imperium* novel which canonically takes place as the Crusade is ending has since been proven that he is alive and well. All the other companies are still being led by the same Captains as before. He was also able to divine the location of the Hand of Darkness, and give this information to Eldrad. During the Plague Wars, Telion ended up leading his entire Scout Company in defense of their training academy when it was attacked by the Death Guard. Following the Plague Wars, Guilliman oversaw the rebuilding of Ultramar before being required to depart to other Imperial warzones. The conflict envelops the asteroid base but seemingly serves no purpose other than to cause carnage. Azrael later finds that Luther has disappeared from his cell, realising that the attack was only a diversion. Considering how bad things are looking for the Dark Angels now that their darkest secret of all is missing and having recently suffered massive losses after they and several Unforgiven Chapters were ambushed on the world of Darkmor, Azrael orders an emergency summit of ALL of the Unforgiven Supreme Grand Masters a lot of dudes, whole chapters get lost in the warp just trying reach it, but Roboute Guilliman crashes the party. His fears of an imminent judgement against the Unforgiven are put aside when he finds out that Guilliman has arrived to deliver Primaris reinforcements, as opposed to censure about their actions. So the majority of the Unforgiven get their Primaris Marines at exactly the same time. Guilliman also grants permission to the Unforgiven to continue using the Deathwing and Ravenwing in their structure in recognition of their service to the Emperor. While it is likely one of them will be found worthy of joining the Deathwing eventually, the newcomers only know the sanitized version of their history for now. In the novel "*War of Secret*", it turned out that whenever a Primaris witnesses something related to the hunt for the Fallen Angels, he has his memory wiped out by the Apocathery. However, the protagonists of the novel managed to go through the process by injuring themselves, thus triggering the Belisarian Furnace to burn away all the injected mind-wiping chemicals. So, an

Interrogator Chaplain inducted them into what was called the "Primaris Circle", whose role was to on the watch for both the Fallen Angels and the Mechanicus for signs of heresy. The Primaris Circle was not yet a part of the Inner Circle yet, as only Azrael could decide whether Primaris Marines would be inducted. Nowadays, both with NuMarines arriving and casualties stacking up, this is no longer the case. The Rock is now situated in the galactic north in the Imperium Nihilus, where the Inner Circle can more easily coordinate due to the lack of reliable communications. Eye of Terror Boogaloo? Following up on the above, Asmodai cuts a deal with the Relictors: Intriguingly, he mentions that the box is unlocked by specific genetic markers but will open for them as easily as it would open for him. In light of this, it may be possible that the Relictors may be Dark Angels successors in spite of their significant deviation from the Unforgiven doctrines to say nothing of their own dubious loyalties. Rumor has it that somewhere in the Imperium Nihilus the Fallen are gathering in large enough numbers to be classified as their own Legion. Azrael suspects that Luther may be responsible for this and is making plans to move against them. Commence extra heretical shipping. First the Necrons, now Daemons. Seriously, is there no level of heresy they will not stoop to? An exhausted and drained Dante has managed to just barely defeat the Swarmlord in a duel. So now the space vampires are basically in command of half the galaxy, albeit the fucked-up half. They are susceptible to the Red Thirst, though they have better control over it than their shorter cousins. Lieutenants of the Blood Angels fill one of two offices: Somebody in the Inquisition is pissed off enough at Seth to send an Eversor to kill him. In an amazing display of restraint, Seth only beats the assassin within an inch of its life before sending it back to the Inquisition as a warning, along with the Captain they roped into helping with the assassination attempt. Corbulo, on the other hand, is all hot about them, seeing the whole Primaris thing as a cure for the Black Rage. However, an attack on an Alpha Legion base in which the Primaris Marines unleashed a degree of violence extreme even for the Blood Angels seems to have left him reconsidering the possibility that they may be a cure for the Flaw. Our favourite Lamenters got their very own NuMarines and are slowly rebuilding after "the battle with overwhelming horror of Tyranids", which suggests they somehow managed to survive running into Kraken. When a Chapter Master of the Blood Angels dies, the Sanguinary High Priest and High Chaplain take temporary joint rule until a suitable candidate for the role can be found. This was established as a precaution after one Captain succumbed to the Black Rage almost immediately after he ascended to the rank of Chapter Master. Due to the severe losses taken in the defense of Baal, the Blood Angels now maintain an extra-large as in almost strong Scout Company, formed in part from the tribesmen that fought the Tyranids alongside the Blood Angels and survived. It is now currently orbiting Terra for repairs and purification of the tainted parts of the ship. With their numbers restored, they embark on a major campaign against the Red Corsairs that culminates in the invasion of a space station seized by Huron Blackheart. Jubal Khan and his honor guard reach the heart of the space station; though they are able to detonate its reactor, collapsing corridors prevent them from evacuating the station. Black Templars [edit] The Black Templars take it on themselves to defend Imperial Shrine Worlds from Word Bearers-led Chaos forces, with several crusades being launched to drive the traitors back. Despite heavy losses, they are able to hold the line. Helbrecht has taken a break from pursuing Ghazghkull; the Primarch managed to convince the High Marshal that his oath to slay the Ork warlord had blinded him to the more immediate threat of the Ruinous Powers, and he soon declared his crusades to protect the worlds of the Ecclesiarchy from Chaos.

Chapter 5 : 8th Edition Archives - 3++

Codex: Craftworlds contains a wealth of background and rules - the definitive book for Craftworld Aeldari collectors. Within this page hardback, you'll find - Detailed background and heraldry of the following Craftworlds: Biel-Tan, UlthwÃ©, Iyanden, Saim-Hann and Alaitoc;. | eBay!

Jump to navigation Jump to search Example early 3rd edition Codex Imperial Guard Each codex had its own lettering style for the title. Example late 3rd edition Codex Imperial Guard All of these longer codexes had a standard black border and common title style. Example 4th edition Codex Space Marines All codexes had a standard grey metal-effect border and common title style. Example 6th edition Codex Space Marines All codexes had a standard grey name and the word codex. Early 7th Edition Codexes continued this styling. Example Late 7th edition Codex Dark Angels These codexes had a standard white name with their faction type. A codex often pluralised as codexes by Games Workshop, though the grammatically correct pluralisation is codices , [1] in the Warhammer 40, tabletop wargame, is a rules supplement containing information concerning a particular army , environment, or worldwide campaign. Codexes for particular armies were introduced for the second edition of the game. The third edition rendered these obsolete, and a new series began, including introducing codexes for battlezones and campaigns. Until superseded by newer versions, the 3rd edition and later codexes remained valid for the newer editions of Warhammer 40, The rules for all models from 7th Edition onwards have been produced as datasheets. These are normally a concise page containing all the necessary rules for a model or unit. A complete and comprehensive list detailing all the datasheets available for each faction is available on the Datasheet Warhammer 40, Wikipedia page. The introduction of 8th edition saw a large rules overhaul, and all prior codexes were rendered obsolete. On release, 8th edition introduced Indexes to introduce rules for all their armies, before again eventually releasing individual codexes. As with before 8th edition, codexes remain valid until superseded by newer versions currently the oldest valid codex is Codex: Space Marines - 8th Edition. All codexes 6th Edition and prior contained: Background - Information about the force and its place in the Warhammer 40, universe. This includes artwork, short stories, and copies of fictional documents from the future. Bestiary - A description of the units, characters and vehicles that can be chosen for use in a battle. This includes their characteristic values, information on their weapons, and any limitations on their use, as well as background information on the unit. Hobby section - Information on collecting, building and painting an army from the codex. Army list - The items in the bestiary are arranged by type and given a points value, with more powerful units costing more points, so that battles are fought between balanced armies. Options are also given here along with their cost. For 7th Edition Games Workshop overhauled the basic codex layout, 8th edition continued the same layout as such: This includes artwork, short stories, and copies of fictional documents from the future - The same style as before. Army List - This contains datasheets for every unit and a wargear list. In 7th edition datasheets contained the complete rules and points values needed to field a unit and a picture of the model from the Citadel Miniatures range, along with a description of the unit, as per the old bestiary. In 8th edition a datasheet contains the complete rules for fielding a unit including power level and keywords. The points for matched play have been moved from the datasheet to the Appendix. It also contains a quick reference sheet at the very back. In 8th edition this became: Rules for models produced by Forgeworld are available as part of the Imperial Armour series of books, also published by Forgeworld.

Chapter 6 : Codex (Warhammer 40,) - Wikipedia

Eldar Craftworlds, Harlequins and Ynnari - 8th edition Full leak. May 31st, by Kirby 8th Edition, Eldar, Harlequins, hopefully and FAQ or the codex sorts.

Nerd Room Desk Complete! The Aftermath - Magos Scoria I added some green dots for his eye lenses and then proceeded to wash the main model with agrax earthshade and then the base with red ink. I was curious enough about it and had heard some good things Oldhammer Warhammer Albion Truthsayer][image: And today I was able to find a moment to make that happen. Natural lighting in a s La sua esistenza e My plan was to complete an Imperial Knig It followed purely my adventures with wargaming and tabletop games. May I introduce to Small in every sense of the word, actually. I wonder sometimes if I could even take a break now? I wish I could dedicate more time t If only Duncan was around to preach about thin coats, maybe this Christm As always, take with a grain of salt I got a little something for all of you, my fellow adventurers. A couple of days ago I showed off my take on Old One Eye. Dominus Knight Valiant - Once again, things have been a bit quiet here on the blog. There are a number of contributing factors but rest assured I have been hobbying away quietly in My models survived with only a few minor scratches. My last game of the weekend was against a World Eaters list with I am super excite The one i currently have, which you may have seen in my battle blogs, is perfectly serviceable b I decided to return the cases to the This will be a Golden Demon Entry for me a

Chapter 7 : Codex Craftworlds (8th Edition) - Warhammer 40K - Noble Knight Games

With some major points changes, as well as new stratagems and Craftworld disciplines, the Eldar are back in a big way.

You have to choose the casting value BEFORE you roll though, so no aiming for three, then getting lucky and upgrading the power. Runes of battle are the Eldar powers of war, short term manifestations of their psychic might made to turn the battlefield in their favor. Warlocks utilize these powers to affect the outcome of skirmishes and battles across the stars while the Farseers pilot the destinies of whole craftworld through eons. Warlocks have tempered their powers to a fine blade but every sword in their hands can be used as a shield, allowing them to use each power either for themselves or against their foes, giving the psykers a supreme range of versatility. As a rule all powers from the runes of battle have a range of no greater than 18", either for the beneficial or debilitating versions of the powers. The Spiritseer can be attached as an IC to almost any squad; this matters for when Runes of Battle powers are referred to as boosting the defenses of units such as Wraithblades and Dark Reapers, in that normal warlocks will not usually be able to benefit squads they are not attached to. *Reveal*, by contrast, strips both the stealth AND shrouded rules from an enemy in range; this can sometimes strip powerful defenses from units you are planning to wipe out. However, like all Runes of Battle, you need to make tactical use of the power which may be often skipped for the benefits of *Conceal*. As a power and not an actual weapon the warlock cannot fire this in overwatch. *Renewer* is a big tool for the right units, a nearly unheard of targeted healing power that restores a single allied model in range for a single lost wound. This is a boost and nerf over previous version as fearless straight up negates pinning, morale, ect. However *embolden* used to allow for rerolling on your leadership test which included psychic powers, an ability beloved by power spamming seers and what have you. A solid power for anything not already fearless such as fragile storm guardians. *Horrify* is a power that is unfair to judge on its lonesome. At its core it reduces the LD of an enemy unit by -3, making them of course more susceptible to morale tests and the like. A unit with reduced leadership is at best LD7 now, reducing their chance of success against any and all pinning or morale tests down a full Be sure to high five Eldrad if this goes off. Combine this with Harlequin allies and the Shadowseer or Death Jester for even more trolling. Eldar are already quick to the punch but with this power what they did well just got even better, Storm Guardians and Wraithblades Spiritseer support see a noticeable gain from the power and should have it active at all times prior to an assault. This is quality cheddar right here - Guardians of both kinds now get armor that can stop bolters, while Windriders, Fire Dragons or Striking Scorpions now might as well have artificer armor. Wraithblades will become nigh-unkillable tarpits from hell. Useful for slowing down objective-grabbers or kiting melee deathstars, though. Although, try using against Wulfen or Harlequins, or anyone else who can charge after running, and see them fume as they have to rethink their plans. Spiritseers could get more mileage out of it though - Banshees, Scorpions and Wraithblades really like this. Roll on Daemonology with a Farseer hoping for Hammerhand if you want to try that. *Enervate* also has a limited benefit to you most days of the week, stripping the enemy squad which I remind you is already within 18" of you of 1S as to reduce their threat in melee. However on the whole few units even need their regular strength to threaten your flimsy Eldar, our brittle bones clock in at a pitiful T3 with most armies boasting at least a S4. HQ[edit] With 4 generic options and 9 Special Characters and not a dud amongst them , the HQ section is easily one of the most crowded in the codex. All of them, even the Autarch, can find some utility depending on your list, and you only have 2 slots, unless you take multiple detachments or formations. Choose carefully, and if you get stuck remember that Farseers and Eldrad are always welcome. Autarchs are the commanders of the warhost - they are the generals of the greatest Eldar military battles and should be a strong tactical benefit to your army as a whole. The combinations are manifold, which can easily bring them to around points by the end. Shard of Anaris or Firesabre with banshee mask is a core assault setup. Likewise, if you take two non-relic guns on him, he will have three guns four with an eldar jetbike , although he will only be able to shoot one of them each phase. It helps the Autarch survive S6 much easier. Note, this lets you take a Laser Lance, which is strictly better than a Power Sword - even if you never shoot it or charge, you still have what amounts to a Power Sword at a 5 point discount. This

guy is your standard HQ choice and warhost leader, he sees the future of your foes and allows you to throw wrenches into their fate so only the Eldar come out on top. His price is increased base from old editions and his versatility is not to be underestimated. Note he can only take Sanctic now since despite GW clearly being design idiots with the Wraithknight, they at least respect the fluff because of dickholes potentially summoning Slaanesh Daemons through Malefic Farseers. His staggering versatility as a model is not to be underestimated, between available powers from three different charts as well as a plethora of Remnants of Glory. He comes automatically equipped with a couple pieces of useful Eldar wargear with which to do battle: Allows him to negate a wound caused by Perils of the Warp by expending a remaining Warp Charge, note: An essential defense against terrible shit happening. Ghosthelms along with the Runes of the Farseer see below make Farseers the most reliable casters of Sanctic daemonology powers what with their higher than usual number of charges available, as long as they have a spare warp charge they can throw lots more dice into the casting of charge 3 powers and run zero risk of injury. Runes of the Farseer: Use on a single psychic test or Deny the Witch roll each psychic phase. For that test you can reroll any number of dice you wish. An average pistol weapon with the new bladestorm rule, never forget it since casting no longer interrupts your shooting phase. A heavily nerfed weapon that sports Fleshbane and Armourbane but with shitty AP-, a bad weapon that will always disappoint. He can also spend points on some upgrades. A nearly free witchblade replacement that is highly recommended. A damn good buy in most but not all situations. Jetbikes are still cool and Farseers still make them look good, buy to suit and enjoy the ride. The Spiritseer is a souped-up, Independent Character Warlock with some special abilities for boosting Wraith units. Luckily, he is a fairly decent choice, with two Mastery Levels, the choice of Runes of Battle, Telepathy or Daemonology Sanctic, and Spirit Mark which will be discussed later. He also has a witch staff, which is essentially a witchblade that also causes Soul Blaze. However, he is useful close to the front lines thanks to his Spirit Mark ability. This allows all Wraith-constructs including Wraithguard, Wraithblades, Wraithlords, and Wraithknights to re-roll To Hit rolls of 1 against enemies within 12" of him. However, Spiritseers are independent characters, so they can join Aspect Warrior units, as well as any unit from the Dark Eldar and Harlequins, since you can give them Runes of Battle powers which only the Warlock Conclave and Guardian Squads would normally have. What you get is a variant on the Brotherhood of Psykers rule; you get powers based on how many models are in there: That being said, if you lose enough of them, you start to lose powers as the mastery level. You can pick between Runes of Battle and Sanctic, so you better pray that your Farseer gets Invisibility if you want to make that Jetseer Council. There are a couple of reasons to take this squad, despite its glaring inefficiencies compared to other HQ choices like a Farseer, but those reasons require you to stop thinking in FOC mode and look towards the formations. The 7th edition rules are found in IA: DoM, 2nd Edition no volume number. This is you get when you take the a spirit stone containing the soul of a farseer or warlock and stick them into a special wraithlord chassis. A Fearless T8 bastard starting at points, and the ability to equip a freaking D-cannon for 60 more on its shoulder, and loaded with crazy powers All of them are WC1, but it can still only use one per turn. The D cannon really is the only weapon option you will need for the Wraithseer as the conventional guns just pale in comparison. Special Characters[edit] Eldrad Ulthran: If a normal Farseer is a Jedi, then Eldrad is a tall almighty Yoda. Also invented both Just as Planned and Not as Planned. Hilariously enough, the 7th edition codex has reduced his points cost a bit. Probably because he lost his The Path Beyond rule. This warp charge can be spent however you want: You could with luck fire off several powers AND have enough left over to kill with a force weapon in a single turn just remember that psykers are limited to X cast attempts where X is their mastery level; so even if Eldrad has dice left over he himself is done after 4 casts that phase. Eldrad also carries a Witchblade as well as his Staff. Prince Yriel of Iyanden: This scared the guys in charge of Iyanden who said, "Hey! While he was busy counting his loot, some Tyranids came and attacked Iyanden so the guys in charge were all like, "Crud! We wish Yriel was here to save us! Yeah, this guy needs his own anime show or something. He gets the reserve rule the Autarch gets, but instead of buying aspect warrior war gear, he has a spear so awesome it consumed a black hole and a monocle: The Spear of Twilight: An armourbane, fleshbane AP3 spear, making his low strength a null point and his high Init and Attacks fantastic. This allow him to threaten a lot of foes but also has the downside of forcing him to reroll 6s on saves

in melee, shitty. Against the right foe he hits hard, fast and often. For real laughs, send him charging heroically solo into any squad of MEQ and activate his Ambush of Blades warlord trait and his patented Eye of Wrath finisher move. Now the old standby troop slot just got an HQ to call their own. First up his stats, nothing to write home about in fact it all looks kind of Next up his built in warlord trait, giving him split fire for free, allowing him to hide in a squad of dudes but shoot other dudes than the dudes his squad is shooting at If the wounding roll is a 6, the model is hit by an instant death shot, so bye-bye HQ. It can even pen tanks on a 6. Plop Illic behind it and he gets to control the Lascannon. And all his shots are Precision Shots. This allows you to snipe anything you want. Another option is to put him in a squad of Dark Reapers. Walker of the Hidden Path: Oh, and he can bring some buddies along for the ride too.

Chapter 8 : Warhammer 40,7th Edition Tactics/Eldar - 1d4chan

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Here comes a new section on rules and tactics I personally plan on making use of. Then when I add a painted unit I can do a unit by unit review. So let us crack open Codex: So let us get into the good stuff: Battle Wide Rules Ancient Doom: This sort of rule has been around forever for Eldar in some form or another. Units with this rule can move and advance but shoot any weapons apart from Heavy as if they had not moved. Fun rule, makes most foot troops that extra bit faster. If using a guardian heavy list make sure to take the Shuriken Cannon. The Path of Command: Great area effect bubble, I can see me using an Autarch on foot in the back field helping out some long range weapons eg Fire Prisms , whilst a Deepstriking Autarch will make sure any attacking units are that extra bit deadly. The Path of War: Phoenix Lords can be taken and not lose these benefits. Generic Warlord Traits We have some pretty cool traits now open to us. Generic Traits Ambush of Blades: Fun rule for a close combat focused army. An Eye on Distant Events: Enemy units may not fire Overwatch at your Warlord. An aggressive Warlord trait, charge in first with the Warlord to cock block overwatch and just hope the support makes it in too! Not a huge fan of this one. Maybe on a Farseer it can make sure you get where you are going for support powers. Or on a Wraithseer for a similar reason. Pretty low on my choice. This is a nice upgrade not to crazy, to could see me putting it on a Farseer or possibly on my Wraithseer. Mark of the Incomparable Hunter: Your Warlord can target enemy Characters even if they are not the closest model. Seer of the Shifting Vectors: Once per Battle Round, your Warlord can reroll a single hit roll, wound roll, save roll, Psychic test or Deny the Witch test made for your Warlord. A pretty solid upgrade if taken on psyker. Just need to remember you have it. The hardest part is picking who will be the Warlord. Choice one a Farseer, nothing wrong with that the upgrade would give them the ability to deny three powers a turn, whilst if I make an Autarch my Warlord I could be causing havoc with that deny roll as my Warlord surges forwards. I think it will ultimately come down to who I have as a HQ, anytime Yriel is down he must have it! This is an amazing trait but also a strange one, it basically allows you to run larger units without any fear of morale tests. Guardians especially love this as you can take full sized units with impunity, but also full strength units of Aspect Warriors too, take very good advantage of this boost. I find it a weird choice as you will start seeing 20 man blobs of Guardians appearing which is strange for a craftworld that lacks any population. Thoughts So how will this affect my army? Well in truth not much. I do plan on fielding and building a lot of Wraithlords thanks to the doubling of the wound ability and then of course waveserpents to finish everything off. So expect aggressive in your face armies appearing on this blog some. Next review will be stratagems so check back soon.

Chapter 9 : Beers with Peps: Craftworld Iyanden 13 // 8th Edition Iyanden Codex Review

Codex: Craftworlds is the spiritual successor to that book as well as a step forward for the army in line with the other codexes we've released so far, featuring five new Craftworld Attributes designed to represent the unique ways these Aeldari go to war.