

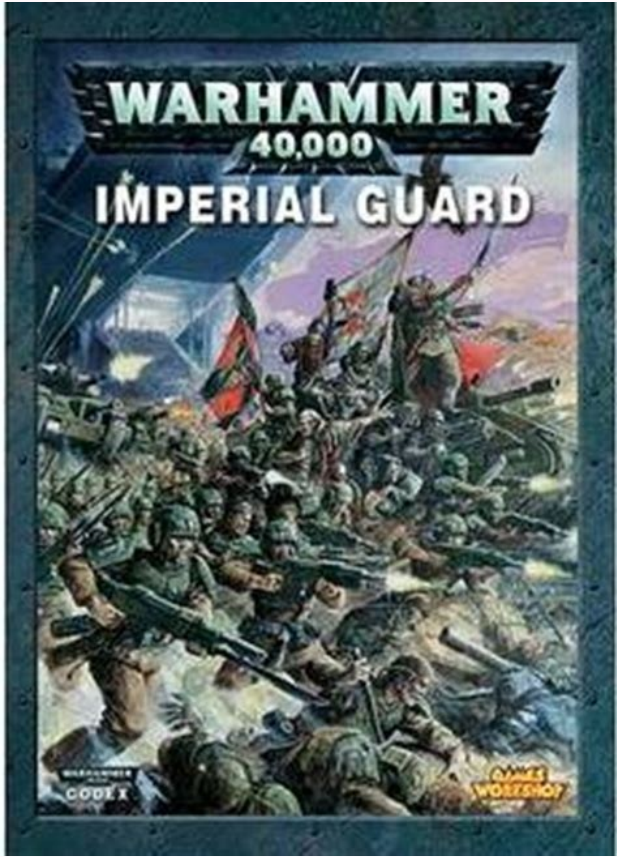
Imperial guard codex pdf

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After all, hatred is the greatest gift of the emperor to humanity. And children will know that the JCDDER uncle has enough bile, cork and vile atmospheres for two racist uncles. I wrote my wishes list/hate for the next Codex: Astra Militarum. The book has been published since, so I'm on their way to stun the new Imperial Guard Code. Codex: Astra Militarum has corrected several index problems, but not all. He presented several others. Eat. 1. Command troops are always boring, must be together! Quick summary: 8. 40K edition has prevented heroes from connecting to units. Their capacities now work in the aura based on keywords. Nor can you focus on most heroes on a human scale unless they are the nearest target. In any case, for any reason, he separated the commander from the imperial guard, crushed from people like you and me, from their command platoons. The company commander is always a choice of HQ, but his command platoon of 4 veterans is now an elite choice - just like a chief of the peloton. In the new and bad rules, the commanders are especially useful for the guards because they have orders - automatically successful spells which make the guardians move again during the shooting phase, shoot several times and so on. It is clear that you want this in your army. But if you are a guy like me who wants his commanders not running alone - we are not whores of Space Marines - you now have peloton leaders and peloton chiefs who occupy elite locations (when you Build an army in Warhammer, you do this and you have rules on the number of locations you get) that can be filled with other things. It is also boring because you can take command units without commanders. My desire was to create a command platoon, such as packs with commanders. Buy a commander, get the opportunity to buy a command peloton. Soft, light, beautiful. Fortunately, the Game Workshop understood some of the errors he made and the command squads are now limited to a commander at their respective points (read: tournaments and other Buzzkill Munchkin Minmaxing). 2. Bad fucking group of recruits (artistic printing) The branches were formerly human jassis: newly recruited recruits of the imperial guard who had no art of the battle (worse precision) and the discipline was forced (claiming the worst moral). Depending on the previous rules, you can take a military platoon - up to 50 guys without special weapons or anything - on the IG peloton, which is alreadyA command command (command leader and his comrades and maybe one or two wax commands) so that they could not spam them. Since the 8th edition Pack Ops has removed for some reason, you can now have an entire recruitment army that you use for Bubble Packs (will be a meat sign) for commissioners, priests and possibly even commanders. The combination of all types of Auren makes recruitment particularly effective for people who are evil and do not make themselves small. The new GW, which was a bit flexible and had an ear, quickly threw it out of the track. Summoners are now 4 points such as guards, the size of the department is limited to 30 types, they can only carry out commands by rolling 4+ cubes (which is not bad - I mean, they are hardly trained breasts), and generally lead You are now not allowing you to automatically test the execution of commissioners - you are now sacrificing a city dwelling for another chance. It doesn't matter for recruitment, it is damn important for wax troops that are 10 men strong. Speaking of ... 3. Consolidated Squads are reduced by consolidated squads: If you want to manage your regular infantry, just like in recruitment. With the introduction of commands in the imperial guard, one of the things I hate the most: combined departments. It is a strangely sounding term for simply dividing a bunch of up to 50 types. This enabled a more efficient command and a lot of upholstery for special weapons and more power in close combat. And I hated this damned thing because it was one of the only valid opportunities to play guard unless they played with veterans (in this case the armored people were the only right way). It also makes the entire troop structure formally, eliminates any friction with commands and does not force them to decide who spends the limited number of commands they have, and generally the First World War for their buddy. Well, the 8th edition had no combo cuts ... but then the code came out, and now we are bringing combo packs back in (Stratagems are fighting "hacks", in which they spend a limited number of command glasses .).). So if you want to tune your squad, you now have to do this on the battlefield and spend resources that could be used for something else. If the efficiency of the workers decreases, it becomes more attractive for the players. But that doesn't mean I will do itGet rid of! 4. Fukken Stratagems use this package to use the power of the mobile Stratagem triture vehicle from Codex: Astra Militarum. When you build your army. One army consists of one or more squads. Each team provides a certain amount of CPS. However, you have to meet certain requirements and E. You can now have a Terminator Marine Army with a Vanguard troop (1+ choice of the HQ, 3+ choice of elite), but this only gives you a command point, while more general squads like A battalion gives you 3 or more. Commanding points are spent on Stratagems hacks, as I have already mentioned, of which the simplest CP pays to re-dice a cube. Battle options are now entering all locations. The worst are the game models that, for example, replace Stratagems for cities of death that were previously bought with points for this game mode. Army now also receives StraTagems. They have things like the preserved of more relics (which basically gets every army) so that vehicle shaft attacks are not shit, repeat artillery attacks, make a tank a commissioner or transform a chimera into a command vehicle for a trip, Bloody marches! Some of them are good, such as aerial reconnaissance (the artillery repetition mentioned above) or fire in my position (if a unit is destroyed with a VOX selection device, it calls artillery to its positions), only in its own positions), only in Your own positions), only in his own positions) prevents the 8th edition away from the burst pattern and introduced fatal injuries. Some should really be in-game mechanics, such as the grenadiere that made it possible for every squad to attack grenades (usually only one of each squad), which in death cities (where grenades are now a random number-hit weapons, death cities) It would be great to land maximum hits) and whether the game would have a mechanics to stab and stun enemies. However, the Chimera team's vehicle upgrade is one of the worst. You should get that when you build an army! I think the Officio Prefectum tank (tank commissioner) should also be bought from the army building and from the kit. 5. Regimental tactics add your regimental rules somewhere! Back then, when it was Codex: Imperial Guard instead of Codex: Astra Militarum, the book offered a rather detailed regeneration system of its own construction. TheThe last one. However, in the Warhammer 8th edition, all armies are subject to special rules similar to the tactics of the chapters. It's a bit successful. Krauklis guard tactics give enemies more than 12 inch modifier -1 away to shoot them, and that's great. Meanwhile, iron hands get 6+ storage conservation, what kind of nonsense! Most of the rules were common to this chapter's tactics: thus the Alpha Legion, Eldar Mir-Corab and mechanic-Mir-Syaznitsa have the same modifier -1 to overcome 12]. We thought the Imperial Guard would do the same. They were not there, and most of the security guards included in the rules had quite unique tactics. Well, some of them are frankly. You might think that cataceans, combat operations experts in the jungle, will receive a modifier -1 to hit, reflecting their secret character. Instead, Kataches has a high gravity movement! They have the same power (only in a close battle) as spacecraft sailors, and their artillery can recalculate the number of articulation in the world after explosion. I think they load faster! You also get such complete waste waste as battle shock modifiers (the worst moral system that has ever been a Warhammer) and minor improvements overwatch (offensive protection, not observation as you know from XCOM). Plastic Valhallans when it is waste compared to Vostoyans, who add a 6-inch range to almost any infantry weapon. It places them equivalent to the paratroopers for you and primary! Meanwhile, Armageddon stole the Legion to give them more hand shots, and their cars are ignored around -1, which is the most common rescue of armor rescue. It makes Vostroyans and Steel Legion Super -Good - if only they had the right support for models! The shelves also get a special order, tricks and relics, some of which are useless again. Valhallian is a modifier for battle shock trials (LAAAM) and their tanks are considered much less injured than its (cool). Their unique strategy? Replacing the destroyed units with new ones. What would be good if it wasn't about having to calculate replacement points when playing matched games. This is a great idea to prevent fraud, but it doesn't work here. You have already paid for the object and waited for its destruction. You will also have to deal with their rebirth at the edge of the card. Some relics are also shit! For example, you can give the smart commander a better gun. Or you can give them a relic he gives youA team with 5+ shots when the enemy spends. Look at this book, and these are the five main problems I have with Codex: Astra Militaryum. I could ruin a heavy screw, now become the best way to kill the sea and terminators, and leave high without space; I could break the veterans, be the choice of elite instead of soldiers; I could even complain about the endless questions and mistakes made in the letter, but this is a more systematic problem. That is my opinion on the system. Last advice? Never play by points, never go to tournaments. Create a list you like, transform the army, find a friend and make a true story. Better yet, play Kill Herald's ruins. A team.

