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Forge world index pdf

Forge World has just removed over 200 Warhammer 40k units from their 9th Edition compendium, taking a look at which models move to legends. Everyone was super happy when GW announced that they were getting the actual rules team to write all the rules for Forge World. But now it looks like there's going to be a large number of devices moving to Legends status. Just because it means they'll be playable (depending on the tournament), it means they'll be left behind. No new models, no new rules, and in the end they can just become unplayable. Just think about the 8th and how certain devices were in the index, but slowly moved out of playable status. Any model that is not in this book moves to Legends according to GW itself. To see more about the recent release of the table of contents from Forge World, check it out here. Lots of favorite devices are in there, but there are some semi-shocking devices left out. Let's take a look. This is the table of contents for all Forge World units from the Four 8th Edition Imperial Armor index books. You see it's just an insane amount (almost 400), so maybe it was just the sheer number of entries that made them pick and choose what would make the cut in the 191 unit 9th Edition 40 Rules Compendium. There are so many units here, we're not going to go over them all. But just looking at the number of units in this, compared to the Warhammer Community post released today, that's quite a big difference. Let's take a look at what's left... Win a set of Pro-Acryl Paints: Enter now! New Imperial Armour: Compendium This is still a ton of devices, and with the rules written by the same people, we hope they will be more balanced than ever. People used to hate when a Forge World unit would be super overpowered, all of which could be gone very soon. Also on the back there were devices that were far underpowered, it always seemed one or the other. While balanced rules are good, let's look at which devices remain in the dust. Shocking devices left This graphic was discovered on Twitter, and it funny. Although it doesn't cover the 200 ish models that were snapped to Legends, it covers the more noticeable ones. Here are some that we took note of specifically; First up must be Gorgon AAT. This was just re-released about 9 months ago, and now it looks like it's not going to get any new rules. Seems strange to reissue a mini just a few months before the 9th and then not give it rules. Although we assume it will go to Legend status, don't expect these to be around for too long in tournaments. It's also strange because they said they put the focus on DKoK, and they lose a ton of things in general, not just Gorgon. Elysians, Renegades and Heretics are completely gone, not unexpectedly for the renegades, but Elysians were a little surprising. Eldar lost a host devices including wasp assault walker, Vampire hunter/raider, and Firestorm. Not super surprising, but disappointing for an army that hasn't had new units in so long. Rope is losing a decent amount of devices, including XV81/84/89 battlesuits and a bunch more. Orks Warkopta, although it didn't have a mini for a while, goes into legend status. They have said that everything is not included will get a datasheet, but when a mini hits legend status, good luck getting it. Perhaps more disappointing is that it will most likely never be updated or allowed in certain tournaments. What do you think of the devices being left behind? Do you still want to use Forge World Minis even if they move to legend status? Let us know in the comments of our Facebook Hobby Group and make sure you enter the latest monthly giveaway for free today! You can also support us at Patreon and get ad-free access to the site, plus lots of minis that help support some of the best creators out there! Today we see the new Imperial Armour Compendium up for pre-order from Forge World! This mighty 224 page book brings together the rules for most current Forge World sets available for purchase on the Forge World website (It doesn't include discontinued models - so remember that if you have any older sets, these will receive separate Legends support over at the Warhammer Community so you can use these in friendly games) As someone who loves Death Corps of Krieg and Titan Legions, I was very excited to see this book and check out the profiles that exist in! We were very lucky to receive a copy of the Imperial Armour Compendium a little early from the Games Workshop to review and share the content with you all! We review the book in our YouTube video, or continue scrolling to see our entire written review as we did in the data sheets and changes, and examine what goodies are inside! We also have full reviews of both Codex Supplement: Space Wolves and Codex Supplement: Deathwatch, both also up for pre-order today! Imperial Armour Compendium Review Back at the launch of the 8th Of July I think it is fair to say, however, that there was a wide chasm in the balance and effectiveness of these devices. Some had far above the best rules for their relatively cheap points levels, while others seemed too expensive in points for their performance in the game. Even Forge World armies like the Death Corps of Krieg ended up in a strange limbo where they could use some devices from the Astra Militarum book, but not all in exchange for accessing a few unique devices. With the new edition of the game now out in the wild, Forge World has released a similar book this time rules for almost all devices they produce today. Now yes, that almost in the previous sentence is a little ominous as there are a few strange exceptions. I never expected discontinued devices to get rules in this book, it's an unfortunate truth that we're only ever really going to get current tournament-ready rules for models that Games Workshop still produces, but I'm a little surprised that some devices that you can still buy on the Forge World site don't get rules in this book - as said , even with the little reminder there is an absolute truck load of devices in this mighty tome! Just check out the content page below! You must agree that there is a massive amount of profiles available in the book! Now the mileage can vary if you just collect an army, but since I have multiple armies with a wide and varied selection of Forge World models across them, I prefer to have them all in one book. Unlike the previous Imperial Armour Index volumes, this book is hardback too - so will not only match the rest of the 9th Edition Codex collection, but also last a little longer in better condition! My trusty index: The forces of Astra Militarum began to look a little dog-eared at the end of the edition! The book itself is divided into 4 sections wide after the split of the old Imperial Armour Indexes - Forces of Adeptus Astartes, Forces of Empire, Forces of Chaos and Forces of Xenos. These headings then drill down further into the different factions in that collection, which describe specific rules or codec interactions, all the datasheets, and then the points values gathered together at the end of each faction in the much simpler style seen in the other Codex releases for 9. No longer do you have to scroll back and forth to all the way back to find your factions points! The forces of Adeptus Astartes For the Space Marines we get a couple of new rules introduced - the most important thing that will affect most people's list building is the introduction of Martial Legacy capability. This capability is included on most relic devices emerging from the Horus Kjetsing era - if a device has this capability on its profile then detachment it is taken in increases in costs by 1CP. This seems like a way to limit the rare devices and make sure the battlefield is not flooded by them - don't forget that this will have an impact on your free detachment, as the warlord only refunds the original CP cost to them! The Imperial Armour books have also featured some lesser-known successor chapters over the years, and the Imperial Armour Compendium has proposed chapter tactics to best represent the way they fight – I love this and give players a framework to design their chapter to best fit the army lore and narrative reflected in Warhammer 40k literature! I hope this is something we're looking for. lesser known chapters in the future, although it is in White Dwarf articles. The red scorpions, minotaurs, blood ravens, Astral claws and carcharodons are all represented here along with characters including chapter masters for you to lead your strengths with. It's great to see all these characters represented still, as a lot is from very old IA books. Combined with the content of the new Space Marines Codex you will be able to carry the torch for these under represented armies! On the data sheets themselves we see a number of changes across profiles, with the biggest change being weapons - much has had damage or number of attacks added in line with the changes seen in Space Marine Codex, devices have also been updated to reflect any rule changes from the book that Duty Eternal is being added to all Dreadnoughts making them much more survivable. We're seeing quite a few points changes too, with many of the relic entries getting cheaper across the board, with other units aligned upwards. This is a big change as I often felt some of the Forge World devices had some very strange costs. The new Imperial Armour book has been written with the new books in mind and so costs across the board seem to be much better to reflect the power of these devices. We'll take a look at some of these devices in greater detail during the week when we've had a chance to smash the numbers, but my first reaction is positive here with some cool options to add some fun devices to bolster the Space Marine army. Grey Knights also gets a couple of updated profiles with a renamed Land Raider Banisher, gets a small points discount and a Grey Knight-specific Thunderhawk gets a massive discount in line with the new profile elsewhere in the book. The Empire Empire section of the book's powers is quite thick and contains a shed load with new profiles and rules! First and foremost is Astra Militarum, which also includes a new regimental doctrine for Krieg's death corps. This has changed somewhat from the previous incarnation, and is arguably a little worse for foot slogging troops. Previously, this rule made you immune to battleshock from varied weapons, meaning the enemy had to kill you to a man if you wanted to shoot Krieg off a target. Now it simply ignores modifiers for Combat Attrition, which means that it is still possible to force you off a target from shooting. Fortunately, they also get a slight advantage in the possibility of a vehicle shooting at a 4+ when they are killed, making it a danger at times to take out Krieg vehicles, especially those with nasty weapons! We also get a nice two-page spread that tells the story of Krieg's dead corps and the hellish world they're warning from. This is a great introduction for people who may have missed the siege of the Wrecks series and provide some brilliant grimdark to this darkest of regiments! As for the profiles themselves, Krieg has lost some devices that still don't have models produced by Forge World - In addition to this, with Death Corps now acting as a supplement to the core Astra Militarum book they only use base guardsman profiles for their troops - this is a shame that de Krieg had the benefit of slightly better WS , but I think this is for the better in balance , as this means that then we get a new 9th Edition Astra Militarum book we will only be able to port over the surviving Krieg units directly into the new army with minimal problems! Marshal still exists, but unfortunately without his Memento Mori, which is a shame as I felt it was a great upgrade. Death Rider Command Squadrons and Commanders have also survived, with Death Rider Squadron also still existing, and with improved rules too! I have called out for Augmented Mount to be usable on any strength of attack, as previously this was locked to S4 and under only, which was a bit situational. A little complaint I have here is that it looks like Force Org icons for Command Squadron and the Squad is reversed with the commando in quick error! In the points section, however, these are listed correctly. Combat Engineers have also had a reworking with their shotguns becoming much less lethal, but getting a great speed of fire and the ability to appear anywhere on the battlefield. Their gas bombs are still good, and with Grenadier's stratagem will be painful for everyone at the recovering end! In a move for anyone who loves Mole Launcher too, the squad can now have this as an attachment too instead of having to replace the squad members! Across the rest of the Astra Militarum section, we think some good quality updates as well as weapon and profile updates that make some fun changes to these devices! All artillery platforms and mortars now do not count the crew as a separate unit and you just ignore them in connection with battle, they are just for show now! This is a much better way to work and makes my life as Krieg commander much easier when it comes to having to try to fence off the crew to prevent them from being charged! The Trojan now has a fun rule that allows one shot weapons to shoot again – so, for example, you can use one to load a Deathstrike so it can shoot once! Hades Breaching Drill can also finally carry Combat Engineers as well, which was overlooked in the previous index. We're also seeing some sneak spikes on what weapons might look like in a future Astra Militarum book with a Vanquisher cannon being listed as S16, AP -4, D9 with +1 to hit Vehicles and Monsters - I'm suddenly very glad I went with the rule of cool and armed my Krieg Leman Russ with a Vanquisher cannon! Currently, this profile applies only to Macharius twin variant, but it wouldn't surprise me to see that profile in the new AM book! The Tarantula battery also makes the transition to a fortress track, making it very tempting to take three units of these very tempting for an objective defense! The Inquisition gets a couple of updated profiles for Lok and Rex that bring these guys up to date! Guardians get profiles previously available on the Forge World website, not massive updates for those outside of any point adjustments, but all Dreadnoughts including Telemon have been given the same rule as Astartes Dreads so they can reduce damage to incoming shots by 1! Devices have also had the CORE keyword added, setting them up to be future-proofed for a future Custodes Codex. Adeptus Mechanicus gets updated profiles for Secutarii with rules that key the new Titan Legion keyword added for Titans. They also get Termite added as a transport option, which also gives them an aggressive high strength close to combat unit in terms of the exercise itself! Imperial Knights gets profiles for all Knight varieties currently produced by Forge World, including some highly valued point cuts! Titan Legions has had a massive boost in this book! Not only do we finally get a Titan Legions faction we can draw our army from, but we also get some massively reworked Titan profiles! The Titans now have a stock 2+ save and many more wounds than they used to have, but had their toughness dropped a little. Void shields now work in a completely different way – essentially while they are active you have a 5+ save, and each generator has 3 shield points – every time you fail a save you lose a shield point, some excess damage is wasted, which means you want to try and force them down with low damage weapons to get the most benefit – when a shield hits 0 points it collapses , but if you do not collapse it in a turn, it regains all points in the command phase. Only when all the shields are down can you start pumping damage into Titan itself. This seems like a really fun way to make the Titans usable in a regular game, and I'm looking forward to seeing how my titans go as soon as we're able to film matches again! Chaos forces Like Space Marines, we get many treacherous variants added, along with a new stratagem Smokescreen added to answer the opportunity that Space Marines currently get in their book, again future proofing this volume until the Chaos Space Marines book is updated! Likewise their Dreadnoughts also get the same damage reducing abilities to

bring them inline! We see quite a few devices being adjusted to remove degrading profiles as well, for example on Blood Slaughterer. Many of the profiles have been cleared a little, and they benefit greatly from this, as degrading profiles on low-year models like this were often a problem in the previous edition. Similarly, Space Marines, traitors must also use an additional CP if they want to take a Martial Legacy device As with Space Marines we see a number of point adjustments that bring both of these forces in line with each other. The Death Watch also gets a Larger Blight Drone with Death Guard keywords, making this fully compatible with death guard book and Pest Companies rules. Chaos Daemons gets some welcome points adjustments, no longer have we got to have scores associated with God's holy numbers! This makes Exalted Daemons much easier to take in a game, and I can't wait to include them in lists again as they are some of my favorite models and deserve to be on the battlefield again! Just as with their imperial counterparts, we see updated profiles for each variant of the Imperial Knight, giving Chaos Knights access to a large pool of different chassis, these have also been adjusted according to points values in line with imperial versions! This also applies to Chaos Titan Legions as well, which essentially get the same data sheets, but with suitably chaotic keywords! Powers of Xenos As with the other forces, Xenos factions also see some tweaks and adjustments in their datasheets, along with some point updates - We'll dig a little deeper into each of these factions later in the week in a few more details, but there are some major changes across the board. For Eldar, The Revenant Titan gets a 4+ Inv rescue no matter how far they move. The Hornets are also -1 to hit all the time without having to advance. Necrons get a new fortification in the form of Sentry Pylons - these have made the transition from the Heavy track that frees up some precious Heavy choices for more Doomstalkers! The Night Shroud's bomb is still only a use, which is a bit disappointing, but fortunately gets a small point cut. We see some coincidence removed in Orks, especially with Grot Tanks and Mega Tanks which now have a movement of 6+ D6 instead of 2D6 making them much more reliable in terms of movement! Gargantuan Squiggoth can also fall back and charge and even move over other devices like what they weren't there, which is missing in the current sheet which makes it easy to attach then down. Kustom Stompa not only gets a decent point cut to 800 points, but also gets ome much better weapons as Belly Gun now gets 3D6 shots! Tau also does very well in the points department with R'varna getting a big point cut, we also see a number of weapon tweaks as well, with increased damage and strength here and there all over the area, perhaps pointing to any future upcoming changes to a new book on the horizon. Finally the tyranids have devices with some updates that awesome see Dimachaeron which not only has multiple wounds and a base 5 + inv save, but can also get a 5+ sore shrug also if it kills with it is Spine Maw! Hierophant also gets a big point drop to 850 points from its previous cost of 2000 - so hopefully we start to see more of these, as they are fantastic models! Summary So what do I think of the new book? I reckon the Studio has done a great job here to bring together all these profiles updated and tweaked for the new addition with baked in compatibility to its parent Codexes. It is also a very well organized book that makes it much easier to use both during a game and while creating the list. Just like the other 40k Codexes, it contains a code on the back of the book that unlocks these profiles in the Warhammer 40k app, which also gives you an easy way to access the content on the go. There are a couple of grumbles about missing devices still available that don't have profiles, and unfortunately some formatting errors in here with the wrong battlefield roles and power values, which is a bit of a disappointment in a £40 book. If you are a fan of Forge World models and want the opportunity to use them in your games of 40k then you should really pick this book up and while I understand that for pure Tyranid players it may seem a pity you have to fork out for the whole book, for those who collect multiple armies it's great to have all these profiles collected in one place! Throughout the week we will take a look in more detail at some of the changes in profiles across the armies, along with taking a look at the Death Corps of Krieg to see if they can finally compete on the tabletop with these new rules, so be sure to keep you updated on the site! Warhammer 40,000 Imperial Armour: Compendium is now available from Forge World for the £40 Games Workshop given Sprues & Brews a copy of this book for review purposes. See all posts by Matt Crowther Unboxing, Video, Warhammer 40.000 40.000

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