



And on the other hand it would really suck if my other players would have to wait months till their faction finally gets ANY list, so I am not mad at the compendium. That's certainly nothing to write home about, but the system has a much better spread of more granular results than "My single Hitroll failed". Their only sucky operative is burnaboy. The roster building might seem bland at first, especially after KT18 or Necromunda, however it actually provides a lot of depth as well for most teams as far as I can tell. So I am willing to cut them some slack here and only swamp them for the several things they actually deserve to be swamped. Done so far with team where you'll need different kits to have all the options - basically also giving you a lot of variety in operatives already. There's a lot of depth in the Ploys and Engage/Conceal mechanics, and most likely in the TackOps, but we've yet to try it. I hated KT 1.0 ruleset, so it was probably always destined to be an improvement for me. Find Out More Every aspiring coach has to start somewhere. Ok, resume the normal flow of conversation... Space Marines; Death Guard; Daemons; Necrons. Not really dug into ploys properly and only played the one mission type. Reactions: Petitioner's City, CaptnM and Crazy Ivan Same here, my Kommando Killteam (for which I used my good old Deadzone Marauders) got wiped out by my mate's Murderclown-Elves-in-Space but the game was pretty balanced. The stuff from the Companion Those let you pick "Fireteams", most of the time two of those, between 3 and 8 or so standard guys. Maybe paint them different colours or something Reactions: TopsyKretts Yeah, I expect them to be very good, could still be fun, but much less variety than what can be enjoyed by other factions. It could as well have been called Scions instead of IG, because veterans are better if you are not taking scions. As an extreme example, imagine statistics of attack getting a crit is 2%, and statistics of crit on defence is 1%. Downside is this looks really boring compared to what I have. @HorribleHedgehog you might be interested in Sludge, which has a mechanic where the gore builds up and affects units, making it harder for them to function: Sounds interesting. But sure, for opening up smurfs rockdrills are better than autopistols. They have some neat tricks, that Kommandos simply can't replicate. All of the information you might need to start building Kill Teams is included as part of the Command Roster too. Reactions: TopsyKretts Capping objectives takes a toll on damage output anyway, so far I'm happy with the tradeoff. Read On Check here often to score free rules updates, fillable team rosters, and more! Download free materials to keep you up to date with the latest rules, plus get materials to help you manage your team! Download Something went wrong. Super bloated and complicated rules for selecting minis. Digging the setting as well! Reactions: Willnox and Ardavion I'm thinking about going all in on SLUDGE shortly. Was a little annoyed that the amount of genestealers in the box is 8, but the rules require 10. But the baseline is "I hurt you. Bloodletters are 10 in the box, but the kill team is 12... That's double the chance of crit on attack than defence, your statement is thus true. For Genestealers, I got some of the old space hulk ones and they are tall! For Blood Letters, some have a low profile with swords down, others raise the sword well 3" up, making it impossible to hide behing medium walls... etc. But a very solid core. Isn't it peculiar that gellerpox and rogue traders, the only factions specifically made for (old) kill team are now dead, while any old 40k squad live on forever? Especially when you factor in the Equipment. This is where you can learn the basics of the game. I wholehartedly made for (old) kill team are now dead, while any old 40k squad live on forever? agree in regards of KT2018. It's basically a new game I am always willing to call them out for their fuckups, but I think this is not a fuckup. You could choose between a few fairly similar close combat options. Let's Go! Blood Bowl is played by a huge variety of different teams, each with their own preferred style, player positions, strengths, and weaknesses. 4 dice, 4+ hit and 2/3 damage I assume? When making 4 shots the probability of getting a crit and doing at least something is higher then a crit for 3 dice defence roll. So the Compendium IG team definitely has things that are better (in some cases significantly so) than the stuff available to Veteran Guardsmen. Disclaimer. We're using Ye Olde Tape Measure for measuring and it works as you'd expect. We used the Free Play system with TacOp secondaries and had a blast. But visually yeah - pretty homogenous and boring. Lucky me has Many so I didn't even bother picking up the Compendium. I thought Kill Team has many so I didn't even bother picking up the Compendium. qualities vastly superior to Necromunda to be honest. Reactions: CaptnM, Crazy Ivan and Petitioner's City Having played my first game of KT 2.0 I can say that it's definitely very promising. And gameplay wise they are really fun. "weapon". Hmm, tau and sisters are distinguished by an upgrade sprue? We've played the first mission from the matched play pack in the rulebook, and to make things a bit easier on ourselves we eschewed the TackOps (secondaries), as figuring the all the new rules was difficult enough already. Solid combination of shooty and choppy. When it comes to skirmish games don't waste your time and play proper versions like Necromunda, Freebooter's Fate, etc. As head coach, it's up to you to know your players' strengths and set the plays in motion. Seriously, is this going to be the best GW Skirmisher and chances are it can be even of the top skirmisher a all. We used a measuring tape for longer moves, but after a while the system is easily converted back and forth. While I think it's good everyone gets to play, I think that document should not be priced at 40ish Moneys. Page 2 Previously most shots did absolutely no damage. And if you are used to abstract movement systems like the squares in Deadzone and stuff like the range gauges used in WarmaHordes, it works pretty well. Funny that GW killed off those boxes, I found they had great value. I am glad I didn't have to buy the Compendium because Admech got their "proper" List first, but if I would've had to buy it I wouldn't have cried my eyes out over it. Compendium troop stats/rules seem a bit sparse, in that it's squad based an hardly any special rules compared to the box teams. Kommandos are a different beast. May need to start a WIP thread! I made a points system for new kill team to allow pick and mix kill teams Ok had my first game and ... Anyway play is smooth. Isn't it peculiar that gellerpox and rogue traders, the only factions specifically made for (old) kill team are now dead, while any old 40k squad live on forever? Had my first crack last week and thoroughly enjoyed. Ok, I get your point now. It's one way of solving the "issue" of letting everyone start playing at once while still be able to drip-feed content for years to come. If the Admech Stuff is the Blueprint, you can expect to get a list that allows individual picks. With Bloodbowl there's Lots of preexisting experience after 30 years and many iterations. Mantic's DZ is the best one out there - for me in regards to playability, intuitive rulesets and balance - but I am rather impressed how GW overhauled the entire KT game engine in one go. (Utter Garbage in many ways, in my opinion) I disagree with the same wholeheartednes in regards if KT2021. But I have seen enough companies from inside to know that the realities usually won't allow for the theoretical optimum in planning and execution. A KT21 Index if you will. Just a mess in my eyes, conceptually flawed through and through. Slowly but steadily GW is releasing more detailed KillTeams for factions - apart from Krieg (essentially detailed IG) and Kommandos (fancy Orks) there already is a detailed team for Admech in WD 467, and another one is coming out in October WD for 1000 Sons. The latter are very barebones. Reactions: CaptnM It'd be pretty easy to re-release the Starstriders in a Kill Team box (if they're doing new Team releases in that format). The interesting bit is that the detailed variant isn't necessarily better, than the Compendium one - so far teams from Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium one - so far teams from Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium one - so far teams from Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the Compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the compendium seem a bit more boring, but they can often do things that the detailed variant isn't necessarily better, than the compendium seem a bit more boring. good weighs more than the fact that currently certain goldenboys seem to be far above the curve or the direct comparison between List A and List B is wonky. Included with rules in a new Kill Team-branded set. I still like SW:A but no one will play it locally and it also had limited troop choice. (I also have to accept the reality that coming out with 25 or so "bespoke" teams at once would be a very difficult task.) Last edited: Nov 22, 2021 Reactions: Crazy Ivan and TopsyKretts The tiered system is weird yeah. After all, they 'd suit the current Killteam style rather well. True. Reactions: JawRippa Page 3 Honestly, the fact that core is solid is definitely a winning factor for me. Actually I quite like it. I'm sure he'll get replacements from GW but heck their QC these days is poor. Admittedly the new kill team is more limited than the old, I still have several weapon options to choose from. Reactions: Galtarr and Petitioner's City Have tried this new kill team, it was interesting and it could be fun as a casual game the next years. Now, it is much better chance to reliably kill or inflict high damage. But reading through the books, what is up with GW wording ??! Was able to summarize 12 pages of my faction into 2-3 pages. But it does have more nuance than Warcry. Genestealer Cults (upgrade sprue added to Neophyte kit); Drukhari (upgrade sprue for Kabalites); Custodes. An affront to every real wargamer worth his salt. (A very solid core. Follow this link to hit the ground running. Games Workshop has introduced new rules so you can use the characters as part of your Kill Teams. As this has popped back up I'll just put my 2p on this older message. Well not really. Reactions: Willnox Except Imperial Guard is a straight downgrade compared to veterans. Also, the rosters in the "Compendium" are kinda bland, overall. I do agree that faction lists are weird especially given how crisp core rules are written (except for LOS rules, that one is very poorly explained). My predictions/wishlisting for more "releases" in these categories: Tyranids (new Lictor/Genestealers/other infiltrator type beasts); Asuryani (plastic Rangers); Chaos (multi-part cultists); Inquisition; Catachans; Eldar Corsairs; Squats. Reactions: Willnox They are one of the best teams in my opinion. All 10 are basically identical. The "new" activation mechanic is pretty intuitive, which is hardly surprising (after all, it has been around since chess or checkers.) and the GA limit makes hordish creatures work without triggering too many reaction fire attacks from smaller teams. Just because statistics are higher doesn't help. I'd recommend trying something simpler - Power Armoured Transhumans of your favourite variety tend to do reasonably well for a start, or maybe the Tyranids, considering what you already have @TopsyKretts. My action did something, but didn't just kill you rightaway." (Unless it's a plasma caliver used to shoot at people. Reactions: HorribleHedgehog and TopsyKretts That means each team will eventually have 2, 3 or more lists to choose from... As far as I can tell, the compendium actually is a stop-gap solution to give most factions something at the very start of a new game. Or 8 Regular Imps and 5 Scions. Flamer-Ork, Comms-Kriegsguy, HolyGrail-Sister etc. And what's up with this part: "Grenade Launcher Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:" -Damn, that's a mouthful! Have tried this new kill team, it was interesting and it could be fun as a casual game the next years. So overall I very positive about the new edition of KT. Can they choose between heavy stubber, grenade launcher, mining laser, shotgun/autogun, boltpistol, chainsword, seismic cannon, webpistol, heavy rock cutter, -saw, -drill, bonesword and hand flamer? Even though the ideal amount of weapon options (for me) would perhaps be about 50-100. Learn all the skills you need to paint your miniatures like a pro with the Citadel Colour website. Previously most shots did absolutely no damage. Not necessarily - you are allowed to take scions in IG team. We both played Compendium teams and the game ended in a draw on VPs. The gameplay however was smooth and engaging with a lot of bloodshed and maneuvering from both teams. You get 3 Tyranid Warriors and 8 Gaunts, for example. PS: Any rumours whether GW will adapt Arena or Killteams like those from Rogue Trader or Blackstone Fortress? Jumped straight in with ploys and secondaries, it's really not a lot to manage and having those objective based scoring totally changes games from just being killfests. The shapes aren't an issue when playing. I'd love a BSF Killteam2 adaption in a WD but by and large GW forget models once they are no.longer current 'new' thing so not too hopeful. They get the whole suite of other things that the "proper" kill teams get, just not medics and similar. (And I don't like the idea of "real" or "unreal" wargamers, but that's just a sidenote.) Reactions: Crazy Ivan I am not surprised. Likely reason for that: Minis from both factions were ugly as hell. Your job as coach is to hire the best raw talent and craft them into champions. I think the cover system in the rulebook reads horribly, but it plays well. Reactions: Willnox Compendium includes almost all options for Genestealer Cult from the previous edition (except Aberrants). Not so happy about the TLOS system. Except Imperial Guard is a straight downgrade compared to veterans. When the "Elites" join the fray, which I am pretty sure they will, I can very well imagine something like a separate "Wychcult" and a separate "Kabalites" List for Dark Eldar. But heck, that one *should* desintegrate a guardsperson and should have fair chances of toasting even a Smurf.) Reactions: JawRippa, Crazy Ivan and Petitioner's City Meh, my "regular guns" still do nothing, but that's how it's always been and ok I guess (I play genestealer cult). There are some hickups, but in general it is alright. The interesting bit is that the detailed variant isn't necessarily better, than the Compendium one - so far teams from Compendium seem a bit more boring, but they can often do things that the bespoke teams can't. Used to hit on 6+, which would most likely guarantee a kill (but not 100%). #1 have all new plastic where almost all minis are unique characters. The ranges of 6" for most pistols and some special weapons don't bother me too much, as Deadzone's cube-based range system had similar ranges. If it doesn't come in a box it is illegal. Reactions: TopsyKretts When the "first" KillTeam came out a couple years ago, I bought the big box and a set of Scenery on top, and some Admech, after a long abstinence from GW in general. It applies to any part of the staremperor? Their orders require burning 1CP each, while veterans get orders for free. Don't remember the rules exactly, but if you can trade 2 successes against 1 crit, that makes it even worse. Too many models in the Gellerpox Infected. But I have now recently ordered a full kill team of 10 genestealers, so that could prove more powerful. And honestly: That really feels like a proper, good, functioning game to me! Actually, I'd even say it's a very promising one, as far as I can tell after 2 basic games to grasp the concepts. The test mechanics of attack / parry hint somewhat of Deadzone, but I dig the fact they modify die rolls instead of the number of dice. Plus of course real-world model kits are designed for army units so will be limited to those generally. (The obscuring rules are explained in a convoluted way, but are good rules and work like a charm.) The fact that usually I am rolling 4 dice to shoot at someone now, even with just a "regular gun", and she can roll 3 dice to defend is just miracoulous. And #3 are same old 40k plastic. They just did literally that for Blood Bowl, all teams were updated to the 2020 edition, including changed stats, new statline, rebalanced costs, updated skills ++. (Incubbi for Kabalites or similar.) It's not like GW didn't have time to update all teams to the finished product of the next edition. The new range system is a bit odd I do agree. It could as well have been called Scions instead of IG, because veterans are better if you are not taking scions. Kill Team does really seem to be THE game to get your claws into if you want to enjoy some Warhammer 40,000. Before you begin that process, it pays to learn what makes each team unique so you can choose the best fit for your style. The box is looking mightily tempting with those plastic kommandos and orky terrain, but I need to know more about the rules before I make up my mind. Semi-proper Killteams So far we have Thousand Sons & Admech Those let you choose single models from a selection, sometimes spruced up with an omnispex, a balefire thrower, or something. And that's true for Compendium Orks as well. But looking forward to how they release specialist KT factions going forward. Reactions: Crazy Ivan The new Chaos Space Marines included as part of Blackstone Fortress are some of the coolest looking models out there and, being entirely unique sculpts, they make for a perfect warband to use in Kill Team. Warhammer Logo Base game - November 2018Blackstone Fortress designers commentary - online November 2018Prologue mission "Light in the Dark" including exclusive artefact card (Blessed Aquila) - White Dwarf December 2018Rules for BSF enemies and heroes in Kill Team - online January 2018"The Dreaded Ambull" expansion - February 2019Dreaded Ambull rules for Necromunda - online February 2019New hostile rules - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019Rules for using the map tiles in games of Kill Team - White Dwarf June 2019Second half of mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019Rules for using the map tiles in games of Kill Team - White Dwarf June 2019Second half of mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part mission "A Deadly Lure" - White Dwarf June 2019First half of two-part expansion - July 2019"Endless Peril" card deck addon - July 2019"Advanced Arsenal" card deck addon - July 2019New Precipice rules - White Dwarf September 2019Rules for Escalation" expansion - August 2019Rules for Escalation characters in Kill Team - White Dwarf September 2019Rules for The Broggan Brothers in BSF - White Dwarf September 2019"Abdominable Intellect" card deck addon - October 2019Using the Abyss" and "Servants of the Abyss" sold seperately - Ocbober 2019Using the Dreaded Ambull in Kill Team - White Dwarf November 2019Using the Harlequin Solitaire in BSF - White Dwarf November 2019Using the Dreaded Ambull in Kill Team - White Dwarf November 2019Using the Dreaded Ambull in Kill Team - White Dwarf November 2019Using the Harlequin Solitaire in BSF - White Dwarf November 2019Using the Dreaded Ambull in Kill Team - White Dwarf November 2019Using the Harlequin Solitaire in BSF - White Dwarf No 2019Blackstone Fortress Annual 2019 - December 2019Rules for Pentinent 707 in BSF - White Dwarf December 2019New mission: A Daring Rescue - White Dwarf February 2020Rules for Eversor Imperial Assassin in BSF - White Dwarf February 2020Rules for Jokaero in BSF - White Dwarf March 2020 The Warhammer 40,000 Core Rules show you how to move, shoot, charge and fight with your units on the battlefield. Now crappy guns/attacks at least do chip damage, which feels more satisfying. Reactions: TopsyKretts Well not really. Also no overwatch equivalent for melee, which makes shooting preferable if you are an elite force against hordes. I am not surprised. But I refuse to buy 2 boxes and have 6/8 extra minis! Luckily I had exactly 2 spare genestealers from space hulk. More an Index than proper lists. Reactions: TopsyKretts I did have "fun" with a chaos champ with E-Fist charging one of my Skitarii, totally slaughtering him (surprisingly!) and then Plaspistoling the other end of the platform. Wait a moment and try again. It's not in all aspects *perfect* for sure, and I imagine some things could have been planned out better, in hindsight. It's packed with tips, tricks, and guides from the Warhammer painting team. This is a great program for building your Kill Teams online. Still, it could be 98% chance of failing to do anything. I'm not sure that the #2 type is really all that distinct, it's more of a "as much distinction as we can give them seeing as they're not getting an upgrade sprue". Talking about being issued with: Well, Aberrants are no longer usable and even those who were didn't have exactly this... A friend convinced me to take a peek into the new one, arguing that it's nothing alike. I thought the 1st ed to be painfully bland in that regard - it felt way too much cut-and-paste mini-40k instead of a game of individual soldiers. Most of the time my shot will do *something* worthwhile. But reckon it wouldn't be too difficult to homebrew something. 4 Sicarians", roughly. As much as I've enjoyed similar custom rulers (Song of Blades and Heroes had one you could print out) it works much better if you measure front of base to back of base while moving (which is too far admittedly); I find myself eyeballing things even more than I would with a tape measure. Having played both Manticgames' Deadzone for years and PP's WarmaHordes for the last 18 months (had my first game before the Pandemic hit), I can see that GW can take hints on how to make a game work from other companies. That said I was after a quick play skirmish game to play with my son who found kill team 1.0 and Necromunda a bit too complicated. KT is just a scam to lure in potential, future 40K gamers. Particularly rules quality, balance and less bloat. The cover rule reads more complicated than it is. Of course in true GW fashion the "gangs" have now been hobbled with set lists - at least at the lower levels anyway. I've already got a lot of mutie-y bits for the cultists, so maybe I'll look at getting some CSM too. Same as with the BSF Traitor Guard, I 'd say. This new Kill team is completely new and rules wise has very little commonality with any game they've ever done before. The Compendium-Admech is also "2 Fireteams chosen from 5 x vanguard, 5 x radwarrior, 4 x sicarian". Reactions: Crazy Ivan Having gone over the rules, O(r)ctarius und the Compendium twice. And Scions not only have better stats and weapons, but can likewise give 1 order per TP for free, provided the Leader is alive. I finally had a look at some of the rosters in the faction compendium. Meh, my "regular guns" still do nothing, but that's how it's always been and ok I guess (I play genestealer cult). And don't forget that before KT there was an even bigger disappointment in the form of Shadow War Armageddon which tried to get rid of ugly SM plastic scouts in the core box of the game. One would expect a hexagon to represent 6" and a triangle 3" at least. (Also, that you need light cover on the same level to hide your models higher up prevents snipers from being unassailable, pretty good decision.) The Engage vs Conceal Mechanic settles ve olde LoS disputes pretty well, and the fact that you need to decide on what you want your activating model to achieve this round or if you prefer to keep it on Conceal to fulfil some objective next round gives the game an interesting tactical twist. In some remarkable cases it will do nothing, in some other noteworthy cases it will fell a model directly. From looking at the rules alone, should be very similar to bloodletters (decent melee, invulnerable save, move shenanigans). Are you going to be giving more Kill Team is much more likely to be armed with. I am glad there's something in it for everyone, but they are really barebones. It feels like a filler, true, but I acknowledge that such a filler was probably just necessary to get everyone on the table quickly. Reactions: Crazy Ivan and NoOneII. I'm using the skulltaker as the leader Reactions: Crazy Ivan and NoOneII. I'm using the skulltaker as the leader Reactions: Crazy Ivan and NoOneII. I'm using the skulltaker as the leader Reactions: Crazy Ivan and NoOneII. I'm using the skulltaker as the leader Reactions: Crazy Ivan and NoOneII. he most likely does as a GSC player) he statistically does 0 damage on average. I was much more pleased to see heavy weapons do more than possibly 1 kill per game. Vanilla orks are a lot worse, but still playable. Plus if you really need to, you're able to give several Orders in one turn, unlike the Veterans. Reactions: Wasteland The Novitiates are new but without the sprue they're mostly just pistols+CCW or autoguns. My enthusiasm lasted half a game of it, after 2 games I was heartbroken, and after 4 or 5 games I had seen enough. I have a big mix of minis, but only able to make 1 neopthy and then have to choose between 1 acolyte OR 1 metamorph (same minis are used for both). Reactions: JawRippa Hope there'll be a lot more options for equipping and personalising your kill-team. It gets less clearcut after that, but square works for 2" reasonably well, since it has an even number of sides/angles, and circle is left to stand in for 1". Reactions: CaptnM It'd be pretty easy to re-release the Starstriders in a Kill Team box (if they're doing new Team releases in that format). I never expect anything from these mooks so nothing to be let down by. And I much prefer to have ~25 weapon options than 400. Tip: Use the gauges to check short distances (like pistol or melee range, distance from cover / obscuring terrain and stuff like Blast, Splash, Torrent etc) and a measuring tape for horizontal movement. In regards to shooting, and on how you allocate your dice - attack & parry or when being shot at: do you want that automatic success for cover or rather fish for a crit? And as mentioned, the tiny but of extra spice with the leader. For some, the weapon options is on the list, for others, the options are described separately below. Not a big deal and at least they break away from amount of fighters in the box for the sake of balance. As well as the Chaos Space Marines the other characters are also included to be used as Commanders and such throughout your Kill Teams. The two modes of cover and the ways to gain LoS around / through them make for interesting gameplay. Reactions: Galtarr As much as I've enjoyed similar custom rulers (Song of Blades and Heroes had one you could print out) it works much better if you measure front of base to back of base while moving (which is too far admittedly); I find myself eyeballing things even more than I would with a tape measure. Reactions: TopsyKretts Having gone over the rules, O(r)ctarius und the Compendium twice. I like that the cover and terrain rules are simple and clearly laid out. Like in 40K. I think we'll continue to see the following: Completely new Squad type/kit with new kit, including Kill Team Sprue/options. And like some have said you really use the colours mostly. The difference now is that you have to select full fire teams. There are a lot of people who enjoy picking and choosing from the different factions and designing interesting by adding equipment too. It's a good mechanic to prevent the typical 40k curse of alpha strike removing one team. So i think that's gonna be the samish for everyone. It's pretty barebones as has been said, but a mixed CSM/cultist team seems to have an ok amount of variety to it. Very promising. The WD-Variation is "10 Folks mixed batch in total, max. It has to be differentiated between two, or maybe three classes of KillTeam-Lists we have so far. The Servants of the Abyss (8 Cultists, 1 Firebrand) might be trickier to adapt. So far: Kommandos, Krieg Veterans, SoB Novitiates Existing kit with new upgrade sprue added. Proper Killteams, what they call "Bespoke" So far Ork Kommandoz, Deathcorps, Sororitas Novitiates, Tau Pathfinders Those have 10+ or so individual options to choose from. When making 4 shots the probability of getting a crit and doing at least something is higher then a crit for 3 dice defence roll. With Genestealers are supposed to be strong. That's why weaponry is so strictly regulated. Blood Bowl is about more than just what happens during the game. Whereas Mantic's Vanguard Fantasy Skirmisher had both an add D8 to test mechanic like Deadzone and modifiers which could get a little muddled. Also, I don't even mind having different possible teams for a single faction, als long as they're different enough. Each with their respective Elites added. But still Kill Team lists are basically 1:1 WYSIWYG representations of what comes in the box. I was referring to how they actually play on the tabletop rather then how they actually look. The 20 or so factions are a lot ground to cover in depth. CC range being an universal 1" makes perfect sense. reminiscent of another game. And what's up with this part: "Grenade Launcher Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:" -Damn, that's a mouthful! They've consulted rule writers of Necromunda. Necromunda makes more sense that there's 1,000,000 weapons as they're gangs ("gangs"), so could conceivably pick up anything and use it. Not necessarily - you are allowed to take scions in IG team. I don't want to invest too much time in minis for this game unless my friends will continue playing it. But for whatever reason they've decided against it. PS: Any rumours whether GW will adapt Arena or Killteams like those from Rogue Trader or Blackstone Fortress? My main gripe is that you can't (dash+charge+fight) but (move+dash+melta to the face) is somehow okay. Most of the rules even read like proper rules, instead of the GW-typical "vague ideas". GSC are tough to start with in KT21 - they're not necessarily bad (it's still too early to be certain), but they definitely have a high skillcap, which doesn't help at the start. A tiny bit of extra flavour added for stuff like "leader" or some other specialists. Reactions: CaptnM My mate brought the new Kill Team box and was disappointed to discover it's Krieg sprues were missing. They represent the backbone of how the game is played, and once you have mastered them, you can use all the additional rules found in the Warhammer 40,000 Core Book to take your games even further! Blood Bowl with a subterranean twist. And to top it all off, Scions give you access to all TacOps archetypes, not only Security. And Scions not only have better stats and weapons, but can likewise give 1 order per TP for free, provided the Leader is alive. I finally had a look at some of the rosters in the faction compendium. So far: Adeptus Mechanicus, Thousand Sons. Oh, Pure Genestealer KTs are far from boring, especially when you consider the Equipment options available. Not "not bad for GW". One box of them (1 Renegade Psyker, 2 Negavolt Cultists, 2 Beastmen, 7 Guard) would probably make a good base for a Killteam. The risk and reward system of these dice tests seems pretty balanced, and with attacks having more dice than defense rolls, there is some reward in each action take. (Tip: It's acidmaws, man) Can they choose between heavy stubber, flamer, webber, grenade launcher, mining laser, shotgun/autogun, boltpistol, chainsword, seismic cannon, webpistol, heavy rock cutter, -saw, -drill, bonesword and hand flamer? Genestealers are all pretty much identical? I'm happy they didn't pull this strategy off on Blood Bowl, because that game really doesn't benefit from "any list", but instead "bespoke" rules added in White Dwarf. Rules for the Commander Chaos Lord, Obsidius Mallex and more can be found in the PDF HERE. True, but that's besides the point is the Compendium team does have good stuff to offer that's totally unavailable to a similar bespoke team. For Bloodletters, I was not so lucky and ended up adding a couple of cool character bloodletters instead, but they cost about the same as a full box of normal bloodletters so... Capping objectives takes a toll on damage output anyway, so far I'm happy with the tradeoff. You will still need the rules of course but this is a neat resource to take into account. The measurement is easy if you are familiar with tools like the gauges that are sold by Privateer Press (0.5., 1, 2, 5" all on a handy L-shaped piece of plastic), and once tested it feels pretty easy in regards to LoS and cover.