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Hello and welcome to Start Competing!, our tactic guide series, tournament primary, and other useful resources to improve your 40k game. The series is aimed at everyone, whether you're a brand new for 40k and wonder what everyone means when they keep talking about ITC meta, or experienced players who are reasonably looking to kick in and take your game up to the level, or even the pro of the tournament taking on a new faction and want a quick primary on the good and bad. Note: we ended up moving to update this article for the 9th edition. This will slowly filter from the '8th edition' section below to the new section of the '9th edition' above. If your article is out of date – sorry, that either means that we haven't gotten around yet, or more likely there's a big reason not to like the new code in the near future. We'll do our best – at the same time, check out the focus articles of the 9th edition faction and review any new content. Starting with Warhammer 40,000 Get started with Warhammer 40,000: Basics Begin with Warhammer 40,000: Ham Etiquette 101, or How Not To Be a Player Of People Talking About Forums And SuchGetting Better at Warhammer 40,000Getting Better at Warhammer 40,000: Upping Your Game Is Getting Better at Warhammer 40.000: Understanding the Probability of Competing At Warhammer 40,000Start Competing at Warhammer 40,000: Intro to the Championship, Part 1 Start Competing at Warhammer 40,000 : Intro to Championship, Part 2 Start competing at Warhammer 40,000: Intro to Championship, Division 3Start Competing 40k: Practice Part 1, Prepping for your first tournament Starts To Compete 40k: Practice Part 2, How To Make Use Your Practice Game Start competing 40k: Practice Part 3, Dealing with Success Two Dice Loaded: Dealing With Competing Cheats: 40K Usage Tactics - Surviving Turn Start Competing: How To Opposing Soldiers Begin to Compete: Assessing Part 2 Army, Real Battlefield Roles Start to Compete: Evaluate New Options Start to Compete: Compete: Game Actually Not Bullshit - Playing From Behind and Hanging When You Are AheadImperiumSpace MarinesStart Competes: Space Marines TacticsStart Competes: Black Templars Tactics Start To Compete: Blood Angel Tactics Start To Compete: Crimson Fist Tactics Begin to Compete Competing: Dark Angel Tactics Begin to Compete: Deathwatch Tactics Begin to Compete: Imperial Fist Tactics Begin to Compete: Iron Hand Tactics Begin to Compete: Raven Guard Tactics Begin to Compete: Tactics Salamanders Begin to Compete: Wolf Space Tactics Start competing Ultramarines Tactics Start to Compete: White Scars TacticsOther ImperiumThe Imperial General's Field Guide to Assassins The Filthy Xenos General Field Guide to AssassinsStart Competing: Adeptus Custo Tactics Start Competing: Sister Tactics Battle TacticsChaos Space MarinesStart Competes: Chaotic Space Marine Tactics Start To Compete: Alpha Legion Tactics Begin to Compete: Black Legion Tactics Begin to Compete: Hempedu Tactics Start to Compete : Emperor's Children's Tactics Begin to Compete: Iron Warrior Tactics Start To Compete: Lord's Night Tactics Start to Compete: Renegade's Chapter Tactics Begin to Compete: Words Of Carrier Tactics Start to Compete: 8th Edition Tactics - Not yet Updated PlayStart Competes: Screening Tactics (8th edition) Start Competing: Charges and Fight Phase (8th edition)Fast Hits Tactics: Eliminating Victims (8th edition)Start Competing: Organizing Championships (8th edition)Competing ImperiumStart: Tactics Imperium Soup (8th edition) Starts Competing: Mechanical Tactics Adeptus (8th edition) Start Competing: Astra Militarum/Imperial Guard Tactics (8th edition) Start Competing: Blood Angel Tactics (8th edition Stop competing: Dark Angel Tactics (8th edition) Start Competing: Deathwatch Tactics (8th edition) Start Competing: Grey Knights Tactics (8th edition) Start Competing: Imperial Knights Tactics (8th edition) Start Competing : Space Wolves Tactics (8th edition)ChaosStart Competes: Chaotic Daemons Tactics (8th edition) Start Competing: Chaos Knights Tactics (8th edition) Start Competing: Death Guard Tactics (8th edition) Start Competing: Death Guard Tactics (8th edition) Start Competing: Thousands of Children's Tactics (8th edition)Your Pain Will Be Legend: Slaanesh Tactics to 40k (8th edition) See Them Driven Before You: Khorne Tactics for 40k (8th edition)XenosStart Competes: Asuryani / Craftworld Eldar Tactics (8th edition) Start Competing: Dark Eldar /Drukhari Tactics (8th edition)Start Competing: Genestealer Cult Tactics (8th edition) Start Competing: Tyranids Tactics (8th edition)Start competing: Necrons Tactics (8th edition) Start Competing: Orx Tactics (8th edition) Start Competing: Tau Empire Tactics (8th edition) Every other Thursday at Green Man Gaming there's a bunch of us sitting down and playing some Dungeons and Dragons. The rest of Thursday, we have an epic battle of mass proportions between super-powerful male futuristic races, hordes like or intelligent alien race, man is damaged by chaotic forces. If you like the last sound, then check out our tips to start at Warhammer 40k. If in doubt, do for additional stamps on your Nerd Card. Learn some lore So how much about Warhammer you really know? Much has changed in 38,000 years. So where do you start? To find out how humans are going, check this very short primary. Most lores are divided between 30,000, or known as Heresy Horus, and 40,000 them themselves. If you're keen to see how humanity has fallen and split completely, check out HH novels. If you want to see them in their broken and grim-dark glory, go for 40k. After all, you don't want to go strolling into this huge universe without a clue what's going on. Choose your army, You can see all the factions that can be played here on the official website. Give them a look and see what takes your fancy. Every military has a different taste for how they play, and some are much tougher than others. It's like starting out in a new gym, you want to know all the equipment and facilities before going, right? Things that space esque marines will be the easiest to play, because they have statistics above average, understandable military organizations and straight forward weapons. Moreover there are many variations and flavours, from your standard Ultramarines, to the Feral Grey Wolves and brushing and zombified Death Guard. If you want something a bit different though, and want hordes of units on the battlefield, consider the Imperial Guards, or the Tyranids and Orks. You will have many small strength units but their number can overwhelm your enemy. If you prefer smaller, more elite soldiers, consider the Aeldari tribe, or Adeptus Mechanics. Weakness in the body, but armed and specialized units and large robots. And then you have to think about whether you want to have a strong 'shooty' army or an army that specializes in enemy mining in the melee. You can strike a balance but some factions will heavily lean towards a particular path. Once you have decided, take tribal codex to learn all about their history, their unit and their strategy. Be realistic about commitment So this is bad news. Warhammer is not a cheap hobby. It's more expensive than playing games, card games, but thankfully not golf. You can get the units you want, paint them as basic as possible, and play with them at minimal cost, OR, you can buy all the paint, brush, boxes, special edition models and scenery for a full bankruptcy experience. The cost is spectrum, as is the time commitment. It's like a gym, but cheaper and less embarrassing. You can field you are in empty plastic, or even use a coke cansa and write a 'marine space' on them. But realistically, you'll want to paint them up to a good standard, have a good-sized army for some variations, and all the necessary rule books. Just be prepared to sink a sum of money into it. But don't it becomes easier to part with that cash. And there's always Ebay. Set your drawing standards that I mentioned want to paint certain standard things, but realistically you'll probably be bad to start with. But don't worry, every time you make a mistake, or you make a marine space look like a badly painted garden fence, you'll learn for the future. The best feeling is to compare your first and newest models and beam with pride on your skills. Say that, unless you want to spend the painting of the day - and risk burning on a hobby - choose and choose which model you want to go full effort with, and which ones you can say 'that will be done'. For example, in my Death Guard team, my leader Typhus gets the value of a lavish weekend to get him looking great. Poxwalkers he surrounds himself with? I pretty much dipped them in a paint pot. Because they die so quickly and no one will admire them close. I don't feel bad. It's like when you skip a treadmill in your new gym, people will understand. Do not sweat the rules, but learning the 40k rule book rule is colossal. But don't worry, the important rules are actually quite short. Don't expect to learn all of them from manual reading, the best thing to do is to set up a bit of a fighting pretend and play the rules. Once you see them in action, they will make sense. As long as the main phase of the battle is familiar to you, 90% of the game will go swimming. Like when you learn to stick to the pool lanes in your gym and stop the head ramming poor older people every time. Also, your factions will have different statistics and abilities to your opponents, and your job to know them. We trust each other not to cheat, even if it is accidental. As mentioned, tribes like Aeldari have so many special rules, you definitely need a cheat sheet. I've played a few games now, and even I forget regularly that I can get extra attacks for every 6 rolls in the fight phase against the Imperial clan. Yes, there are a lot of rules like that. Your first game will take some time but they will speed up because you will know what das to roll the top of your head. Grab some sad friends, you can't play Warhammer himself. I mean, you can, it's called The Dawn of War, but you can't use your beautifully painted boys. It's like starting out in the gym, you want friends to make sure you're on track, make sure you're motivated, and stop you too much money (or more, if you are mocking). You can share the achievements of drawings, battle reports, and argue about whether the Emperor is a human savior or a cynical bag of 'o' bones. You also need someone to play, so it's useful to have one of them! Find Your FLGS Like the best gym, your Friendly Local Gaming Store will be the best place to express feelings about your new hobby. Don't go with 'normal' people talking about the 41st millennium battle and your new technique to paint the axis of power, you have to find them get it. Also this will be your main place to play, as they will have a schedule available to play with beautiful views that will make you feel a little legit. Just remember to learn your own rules, and shake hands with your opponents after you smash them. Buy them Monster Energy Drink, or something. Consider Sigmar Age For some people, different versions of the hobby will be more interesting for different reasons. And because there are different ways to work out that makes people hate you, like Cross-fit, so too Warhammer has an alternative. The biggest is the Sigmar Age, the new version of Warhammer Fantasy. With simplified rules, fantasy units and broader definitions of what the military can compose, AoS has a lot to offer. If you don't mind trading balances for fun and speed, it will be worth considering. This is also the only place to get races like Skaven, vampis, lizards and walking trees. I personally have a small AoS army and it can be a good way to mix things up and get less stressed about how many points that one bolt-gun costs. I hope you've found these tips useful, and at least consider taking out loans to buy some plastic guys soon. If you want to chat about more Warhammer things, go to the community why don't you? You?

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