

STRATEGY RATINGS



The following breaks down all of the Strategy Ratings for generic forces and for special characters and the leaders of each codex.

Generic Rulebook Ratings*

Space Marines	5
Eldar	4
Orks, Chaos	3
Imperial Guard, Squats	2
Tyranids	1

**If no character with a Strategy Rating is chosen for your army, use these values.*

Ultramarines

Terminator Captain	5
Space Marine Captain	5
Marneus Calgar	6
Captain Invictus	5

Space Wolves

Wolf Lord	5
Ragnar Blackmane	5
Great Wolf Logan Grimnar	5
Wolf Lord Kyril Grimblood	6

Dark Angels

Master of the Death Wing	5
Master of the Raven Wing	5
Dark Angels Master	5
Commander Azrael	6

Blood Angels

Terminator Captain	5
Space Marine Captain	5
Commander Dante	5
Brother-Captain Tycho	5

Eldar

Avatar	4
Farseer	4
Greater Harlequin	4
Eldrad Ulthuan	4

Orks

Warboss	3
Nazdreg Ug Urdgrub	3
Ghazghkull Thraka	3

Imperial Guard

Command HQ	2
Solar Macharius	D6*
Commissar Yarrick	2

**See Special Rules in Codex: Imperial Guard*

Tyranids

Hive Tyrant	1
Genestealer Patriarch	1
Genestealer Magus	1

Chaos

Chaos Space Marine Lord	5
Abaddon the Despoiler	5
Kharn the Betrayer	3
Fabius Bile	5
Huron Blackheart	5
Ahriman	5
Demagogue	3
Daemon Prince	5

Sisters of Battle

Canoness	4
Missionary	2
Confessor	2
Saint Praxedes	4
Helena the Virtuous	4
Uriah Jacobus	3
Redemptor Kyrinov	3
Cardinal Armandus Hellfire	3

Necron Raiders

Necron Lord	Special*
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**Necron Raiders always deploy last and always get first turn.*