

Warhammer 40k Change to 5th Edition



Introduction:

This is designed to update your knowledge from the 4th to the 5th edition of 40k. On the following pages you will find a fairly comprehensive summary of the **changes** between the two editions.

This handout is designed to be used in conjunction with your knowledge of the 4th edition rules, it is not a reproduction of the rulebook but a highlighting of those rules that have changed; as such there are many rules that are not covered at all in the handout, in these instances the rules are exactly the same as in the 4th edition. E.g. the handout does not state that infantry models can move 6" because you all know that from playing 4th Ed.

This document was not written by Scarpia, but instead by Nathen Martin. Nate has allowed me to post it here for public consumption; note that his original document was modified by myself (Scarpia) in that I removed the text that pertained to his local store activities. I think the rest of the document is very useful, and hope that you will find it as well. All copyright is retained by the original author

Scarpia.

The Rules Update

Contents:

Page 4:	Movement changes
Page 5:	Shooting changes
Pages 6 & 7:	Save Changes
Page 8:	Removing casualties changes
Pages 9 & 10:	Weapons changes
Pages 11 & 12:	Assault changes
Page 13:	Close combat weapon changes
Page 14:	Morale changes
Page 15:	Independent Character (IC) changes
Page 15:	Psyker changes
Page 16:	Unit type changes
Page 17:	Vehicle changes
Page 18:	Shooting at vehicle changes
Page 18:	Vehicle damage changes
Page 19:	Vehicle and cover changes
Page 19:	Assaulting vehicles changes
Page 20:	Vehicle squadron changes
Page 21:	Transport vehicle changes
Page 22:	Tank changes
Page 22:	Open topped changes
Page 23:	Fast vehicle changes
Page 23:	Skimmer changes
Page 24:	Walker changes:
Page 24:	Vehicle moving and shooting summary table
Pages 25 & 26:	Universal special rule changes
Page 27:	Building changes
Pages 28 & 29:	Ruins changes
Pages 30 - 32:	Mission changes
Pages 33 & 34:	Mission special rule changes

Movement changes:

1) Models in the way:

- You cannot move through another model (friend or foe)
 - You must go through gaps between or go round
- You cannot move through a gap smaller than the base of your model

2) Unit Cohesion:

- You can select casualties so that you lose unit cohesion but must immediately move into cohesion in the next turn (even if this means you can't shoot with heavies etc)

3) Terrain has now been clearly categorised:

- Clear terrain = no penalty
 - Open areas, gentle hills
- Difficult terrain = difficult terrain test, may be dangerous for some
 - Rubble, jungle, ruins, woods, scrub, rock outcrops, boggy ground, low walls, hedges, fences, razor wire, barricades, steep hills, streams, shallow water
- Impassable = cannot be moved across or into
 - Deep water, lava, cliffs, buildings you can't get a model into

4) Area Terrain:

- You can move trees etc out of way when moving but put them back where they were as it will affect true line of sight

5) Moving through difficult terrain:

- Once you have rolled the difficult terrain dice you do not have to move the full distance and may choose not to move at all
- Once you have rolled the dice you count as moving for firing weapons

Shooting changes:

1) Run:

- All models with legs (**NOT** bikes, jetbikes etc) including walkers can run instead of shooting
- Move an extra D6" in the shooting phase
- In any direction
- Not affected by difficult terrain
- Dangerous terrain tests as normal

2) Target selection:

- True line of sight, use models eye view or laser pointer
- At least one model in shooting unit must be able to see target

3) Seeing the target:

- You must be able to see body of the target (the body counts as: torso head, arms, legs)
- If you can only see a banner, a gun etc you cannot see them
- Troops in a unit can see through other members of their unit

4) Shooting the target:

- Each model that has a line of sight may shoot
- You must declare if you are not shooting some weapons before checking range
- Only weapons in range of a target can shoot

5) BS 6+:

- Models of BS 6 get a re-roll to hit if they roll a 1
- Re-roll has less chance of hitting, refer to chart

BS:	6	7	8	9	10
Re-roll to hit:	6	5	4	3	2

- Special re-rolls (e.g. twin linked) take precedence (i.e. use normal BS)
- Dice can only be re-rolled once

6) Mixed toughness

- Use majority toughness
- If no majority use highest

7) Cocked dice / dice on floor

- It is now in the rules that these should be re-rolled

Save changes

1) Cover saves:

- In cover when any part of targets torso, head, arms, legs obscured from the firing model
 - Intentionally generous
- Models which are high up may see over and negate cover, check line of sight

Cover Type	Save
A) Razor wire, wire mesh	6+
B) High grass, crops, bushes, hedges, fence	5+
C) Units (friend and foe), trenches, gun pits, tank traps, emplacements, sandbags, barricades, logs pipes, crates, barrels, hill crests, woods, jungles, wreckage, craters, rubble, rocks, ruins, walls, buildings, wrecked vehicles	4+
D) Fortifications	3+

2) Intervening models:

- If target partially hidden from view by other models gets 4+ cover save

3) Exceptions to cover rules

- Own unit
 - Can shoot through members of own unit without giving target a cover save
 - Can be shot through another member of own unit and will not get cover save
- Inside area terrain
 - Any model even partially in area terrain gets a save no matter what direction shot coming from
- Firing through units or area terrain
 - If have clear line of sight to target because firing between two models in a unit or between something in area terrain (e.g. between two trees) target will still get cover save
- Firing out of area terrain
 - If fire through more than 2" area terrain will give target a cover save
- Firing over barrier (e.g. behind low wall)
 - If shooter can see over barricade will not give target a cover save

4) Units partially in cover:

- If majority of unit in cover will all get cover save
- If majority out of cover none will get cover save

- Whether in cover or not depends on position of firer
 - Check true line of sight from all shooters to all targets
 - If majority of shooters have clear line of sight to majority of targets unit gets no save
 - If majority of shooters do not have clear line of sight to the majority of targets the unit gets a save

- If you cannot decide whether unit is in cover or not
 - Unit gets a cover save at -1 to what it would normally be (e.g. 5+ in woods)

5) Going to ground:

- After rolls to hit and wound, before saves are taken
 - Can declare going to ground
 - Get +1 to cover save
 - Get a 6+ cover save if in open ground
 - Can't move / shoot / assault in next turn
 - fights normally if assaulted
 - Takes moral checks and falls back as normal
 - If assaulted gets no benefit from being in cover

Remove Casualties changes

1) If all models in unit identical owner chooses which are removed

2) Even models out of sight or range of the firer can be killed

3) Complex units (mix of weaponry etc)

- Work out how many wounds have been inflicted
- Must allocate wounds to each model, once each model has a wound then go back and allocate a second wound to each model (assuming enough had been inflicted), repeat if there are still left over wounds to allocate
- If one of shots is lascannon etc can choose which model takes the hit, providing you allocate as above
- Roll saves for identical models at the same time, owner chooses which removed as casualties
- Roll saves for specific models separately, if this model fails save remove as a casualty

e.g.

- 5 man Dev squad inc 2 x bolter, 2 x missile launcher, 1 x vet Sergeant
- Suffer 11 wounds inc 1 from a melta = 2 wounds each +1 left over
- allocates 2 wounds to each and chooses to have the melta as the spare which is allocated to a bolter marine
- AP 1 melta = no save
- Rolls 4 remaining saves for bolter marines, fails 2, only 1 bolter marine is left so removes the one
- Rolls 4 saves for missile launchers, fails 2 so both dead
- Rolls 2 saves for Sergeant who passes both

4) Units of multi wound models:

- Allocate hits as above
- Work out number of unsaved wounds
- Must remove whole models (can't all take 1 wound etc)
- Does not apply if model has diff stats / wargear etc, saves for that model rolled separately (as above)
- If unit takes hits from instant death weapons must remove unwounded models if possible
 - Only if all models are identical, otherwise allocate as normal only taking one on the individual model once they are allocated to all the other models

Weapons changes

1) Heavy weapons:

- Troops firing heavy weapons in shooting phase cannot assault

2) Pistols:

- All pistols are now assault 1

3) Template / blast weapons

- Even partially covered models are hit automatically

4) Multiple template / blast weapons

- Fire these weapons first
- Fire each and work out how many hits are scored
 - do not work out wounds or remove casualties
- Fire remaining weapons in squad and work out number of hits in total
- Work out wounds, saves etc as normal

5) Blast weapons

- Don't roll to hit
- Place marker over base of a target model
- Check range, if out of range it misses, remove marker
- Roll scatter dice and 2D6
- If hit rolled then hits that spot
- If arrow rolled move number of inches shown on 2D6 in that direction minus BS in inches
 - e.g. Marine rolls 5" scatter, minus BS 4 = 1" scatter

6) Blast weapon re-rolls

- If can re-roll must re-roll scatter and 2D6,

7) Pinning:

- If fail unsaved wounds from pinning weapon take a pinning (leadership) test
- If fail the test immediately go to ground
 - NB: because of the going to ground rule they have all the negatives of pinning in 4th Ed **BUT** if take further shooting from non-pinning weapons which takes them above 25% casualties in one turn may be forced to fall back whereas in 4th Ed they would have stayed in place
- Will get increased cover save from further shooting but cannot take it against hits from the sniper weapons that pinned them
- Units that cannot be pinned may choose to go to ground

8) Gets hot blast weapons

- Before rolling for scatter roll a D6, on a roll of 1 gets hot as per 4th Ed
- If can re-roll may re-roll the D6 as well if it comes up as a 1 (but you couldn't then choose to re-roll the scatter if it proved unfavourable)

9) Twin linked blast:

- Re-roll hits (scatter and 2D6), does not re-roll wounds

10) Twin linked template

- Re-roll wounds and armour penetration against vehicles.

11) Rending:

- Rolls of a 6 to **wound** count as AP2
- Roll of a 6 for armour penetration can roll and extra D3

12) Sniper:

- Roll to hit based on firers BS
- Always wound on a 4+
- Rending and pinning
- S3 against vehicles

13) Barrage:

- For cover save purposes direction of the shot always from the hole
- Models in area terrain always get a cover save
- Place before checking range, if within min range or outside max range the shot is discarded
- Pinning
- Can fire at targets without line of sight but do not correct scatter by their BS in inches

14) Multiple barrage:

- Place first marker and roll for scatter as norm
- For second blast marker roll a scatter and place marker touching the first in this direction, repeat for the rest of the blast markers
- If a hit is rolled on one of the successive blasts you can place it touching any point (including on top of) of **ANY ONE** of the previous blast markers
 - NB: you can now walk templates through a squad
- Work out total hits from all markers before rolling to wound etc

Assault changes

1) Cannot assault if:

- Locked in combat
- Ran in shooting phase
- Shot rapid fire weapons
- Falling back

2) Moving assaulting models

- Cannot go through models (friend or foe)
- Cannot go through gaps less than width of base

3) Assaulting through dangerous terrain:

- Difficult terrain test followed by dangerous terrain test
- All models in the squad that count the terrain as dangerous (e.g. bikes assaulting through difficult terrain) must take a dangerous terrain test
- Roll the test individually for each model so you know which ones were killed
- Remove the specific model which failed the test as a casualty
 - This is because it may affect whether the unit can reach the enemy

4) Defenders react:

- After all assault moves made
- All unengaged models (from the unit being attacked) must move up to 6" and try to get into base to base contact, follow normal movement rules
 - Don't roll for difficult or dangerous terrain

5) Who can fight?

- Work out who is engaged at the start of the combat as per 4th Ed
- Those engaged at the start of the combat will always get to attack even if they are unengaged when it is their turn to fight in initiative order (e.g. no longer within 2" of model in base contact with the enemy)
 - Unless killed before they can fight back

6) Who can be killed?

- Every model on both sides can be killed by the enemy regardless of whether they are engaged

7) Assaulting through cover:

- If attackers have to take a difficult or dangerous terrain test to assault they fight at initiative 1
 - NB this would apply even if they began their assault whilst inside the cover
 - NB defenders are no longer counted as initiative 10!
- If target is locked in combat or has gone to ground attackers fight at normal initiative

8) Grenades:

- Assault grenades (frag, plasma etc)
 - Fight the combat at normal initiative for both
- Defensive grenades (photon etc)
 - Don't allow attacker to get bonus attack for charging
 - Can't be used if locked in combat or gone to ground

9) Rolling to hit:

- Lowest you can roll to hit now 3+ (previously 2+ if WS more than double that of your opponent)

10) Mixed WS and Toughness:

- Use majority, if no majority use highest

11) Allocate wounds and make saves as per shooting phase

12) Morale check:

- Loser takes moral check at base Ld minus number of wounds the lost combat by
 - E.g. space marines lose combat by 3 wounds and must pass a test on LD5 (LD8 -3 = 5)

13) Consolidate:

- Always D6" in any direction, not slowed by difficult terrain
- Can't be used to make fresh assault, stop 1" away from enemy unit

14) Multiple combats:

- If a unit already in combat assaulted by another unit, any model not in base contact must move up to 6" to try and get into base contact with a member of the new unit
 - They can't stay where they were and continue to attack the original unit
 - NB: Useful to pull attacks away from characters

If a unit finds itself no longer engaged with any models at the end of a multiple combat they **cannot** break off

- They must pile in up to 6" to make contact with any other enemy unit that fought in the multiple combat
 - If still not in base enemy piles in 6", if still not in base then consolidate

Close Combat Weapon Changes

1) Poisoned Weapons:

- Always wound on a fixed number (see profile)
- If attackers strength higher than victims toughness can re-roll to wound

2) Power fists and Thunder hammers

- Strike at initiative one (instead of always strikes last)
- Both keep other rules as 4th Ed

3) Lightning claws, power fists, thunder hammers

- Will only get +1 Attack bonus for two CC weapons if have two of the same

4) Models with two special weapons:

- Never get +1 Attack for having two close combat weapons
 - e.g. Power fist and crozius arcanum

5) Rending:

- See shooting entry

Morale Changes

1) No retreat:

- If immune to morale checks and lose assault suffer number of extra wounds equal to the number of wounds lost combat by
 - e.g. Death company lose combat by three wounds and so must make three extra saves
- If in combat with enemies that cannot hurt him then no extra wounds scored
 - e.g. T7 carnifex in combat with S3 guardsmen

2) Fall Back:

- Not slowed by difficult terrain but dangerous terrain tests as normal

3) Falling back from combat

- Can move through any enemy model involved in the combat
- If would end less than 1" from enemy move so 1" away

4) Trapped

- Fall back route blocked by impassable terrain, enemy models or friendly models
- Try and move around by shortest route
- If can't make full fall back move in any direction without doubling back unit destroyed

5) Firing while falling back

- Cannot go to ground
- Auto pass pinning checks
- Can shoot but = moving
- Can run but in direction of fall back

6) Assaults whilst falling back

- Cannot launch assault
- If assaulted while falling back
 - Attacker declares assault and measures range
 - If in range falling back unit takes Ld test
 - If pass move in and fight assault as normal
 - If fail unit destroyed, assaulters stay where they were

7) Multiple assaults on falling back unit

- Can try to multi assault squad and falling back unit
 - Work out as above, if falling back unit destroyed attacker assaults remaining unit as though other unit was never there

8) Regrouping:

- If pass test to regroup **cannot** move in movement phase
- **Can** shoot (counts as moving)
- **Can** run
- **Can** assault

Independent Character (IC) Changes:

1) Joining / leaving unit

- Only in movement phase
- To join move within 2" of unit (must declare)
- If not joining must stay 2" away
- If leaving must move 2" away (must declare)
- If joins a unit gone to ground must do the same, and vice versa

2) Retinues

- When in retinue does not count as separate unit
NB: You can no longer direct all attacks against character if it's in a retinue

3) Shooting

- If a unit an IC has joined is shot at you may choose to allocate some of the hits to him but do not have to do so
- An IC which has not joined a unit can be targeted with no restrictions

4) IC's in assaults:

- When reacting to assault or making a pile in move any IC's that have joined the unit must be moved first

5) See vehicle section for IC's in transports

Psyker changes

1) Perils of the warp:

- Can now take invulnerable saves

2) Psychic shooting attacks

- Only if line of sight and not locked in combat
- Even if can use more than 1 psychic power per turn can only use one shooting power unless can also shoot more than one ranged weapon per turn (e.g. monstrous creature)

3) Force weapons

- Drain life now a psychic power so no argument that you can use it in addition to another power
 - 1 psychic power per turn unless have a rule otherwise

Unit Type Changes

1) Monstrous creatures:

- Move through cover
- Cannot go to ground
- Cannot claim cover unless 50% body obscured from majority of shooters in unit (the ones that can hurt it anyway)
- Not automatically in cover if in area terrain, above applies

2) Jump packs

- Must take dangerous terrain test if **START** as well as end jump move in difficult terrain
- Can land on impassable terrain if they can physically balance on it but take dangerous terrain test

3) Jet packs:

- Relentless (see universal special rules)
- Dangerous terrain test for moving through / starting / ending in cover

4) Bikes:

- Cannot run
- Can go to ground
- Relentless
- Can shoot one weapon per rider

5) Jetbikes:

- Have all bike rules
- Move over impassable terrain and models
- Can't hover above anything anymore
 - Can't end move over models
 - If end move over difficult terrain count as inside it = dangerous terrain test
- Can stop on impassable terrain if can physically balance = dangerous terrain test
- Assault through difficult terrain = dangerous terrain test

6) Artillery:

- Guns = armour 10 vehicles, any glancing / penetrating hit destroys
- If all crew killed = remove guns
- Treat difficult terrain as dangerous
- Need min 1 crew each to move
- Move or fire
- Any crew within 2" of gun can fire it
- Gun and crewman need line of sight to target
- Models not shooting artillery can shoot sidearms, can fire at diff target if you want (the artillery cannot split their fire though)
- Hits from shooting:
 - 1-4 = gun, 5-6 = crew
- If unit goes to ground guns get no extra protection
- Cannot run
- Can't assault if any gun models left
- If assaulted attackers count as in base with squad even if can only get into base with guns, all attacks resolved against the crew
- When falling back need at least one crew per gun or gun is destroyed
- If fall back from combat with a doing sweeping advance, auto lose I roll off = destroyed

Vehicle changes

1) Movement:

- Stationary - can always fire all weapons
- 0 - 6" - Combat speed - see table
- 6 -12" - Cruising speed - see table
 - Move along road at cruising speed for whole turn = go an extra 6"
 - Not Walkers or skimmers

2) Difficult terrain

- If fail difficult terrain test immobilised before entering terrain

2) Moving and shooting

- Stationary = all weapons
- Combat speed = one weapon and all defensive
- Cruising speed = no weapons and no defensive

3) Defensive weapons are strength 4 or less

4) Optional weapons e.g. pintle mount etc

- Unless also a defensive weapon count as firing a main weapon
 - e.g. could not fire lascannon turret and hunter killer missile if moving etc

5) Ordnance weapons

- Cannot shoot other weapons if firing ordnance (not even defensive ones)

6) Ordnance barrage

- Choose to shoot either direct or as barrage
- If fire direct work out as ordnance and ignore minimum range
- Can only short ordnance barrage if stationary
- Pinning test at -1 Ld

7) Line of sight:

- Hull mounted weapons have 45 degree arc
- Guns can swivel up or down 45 degrees

Shooting at vehicles changes

- 1) Line of sight
 - To shoot vehicle must be able to see hull (including legs) or turret. Ignore gun barrels etc
 - Range measured to hull
- 2) Shooting at vehicles with blast weapons
 - Place marker over any part of the vehicle and roll to scatter
 - If it hits with hole over any part of the vehicle is hit on side facing the firer
 - If hits with hole not over vehicle
 - Half strength
 - On face closest to the hole
 - Barrage weapons always use side armour (represents top armour)

Vehicle damage changes

- 1) Use a single damage chart with modifiers

Vehicle damage chart

D6	Result
1 or less	Crew - shaken (can still use smoke launchers)
2	Crew - Stunned (can still use smoke launchers)
3	Damaged - Weapon Destroyed
4	Damaged - Immobilised
5	Destroyed - Wrecked
6	Destroyed - Explodes

Modifiers

Glancing hit	-2
Hit by 'AP -' weapon	-1
Hit by 'AP1' weapon	+1
Open topped	+1

- 2) Weapon Destroyed:
 - As 4th Ed
 - If all weapons destroyed then further weapon destroyed results count as immobilised
- 3) Immobilised
 - As 4th Ed
 - If already immobilised counts as weapon destroyed
 - NB: if suffer either weapon destroyed or immobilised when already lost all weapons and immobilised = wrecked
- 4) Explodes
 - As 4th Ed
 - Any model caught in blast suffers S3 hit (previously S4)

Vehicles and Cover Changes

1) Obscured targets

- Only obscured if 50% of facing being shot at is hidden from view by models or terrain
- Must be 50% obscured to the majority of the models firing at it that can harm it
 - If can't work it out give it a save at -1 to the cover value (e.g. 5+ for woods)
- If obscured get cover save as per infantry e.g. 5+ for grass, 4+ for woods etc
- Not auto in cover if in area terrain, work out as above

- If firing models cannot see the side facing them but can see another face
 - Can shoot at diff face but gets a 3+ save

2) Smoke launchers

- Once per game, 4+ save
- Can be used even if shaken or stunned

Assaulting vehicles changes

1) Rolling to hit

- Same as 4th Ed
- If moved 5" forward and 4" back would not count as moving more than 6" for hitting in cc
 - Count distance moved from previous position

2) Armour penetration

- All hits resolved on rear armour value

3) Successive turns:

- At end of combat attackers not locked (so can be shot at) but don't have to move away (no consolidation etc)
- If vehicle does not move away still in contact so can attack again in enemies assault phase (!!!)
- Turning on spot is not moving, place models back in contact after vehicle has turned on the spot

4) Grenades:

- How they work and profiles for Krak grenades and melta bombs as 4th Ed
- Can now attack with defensive and assault grenades
 - S4 + D6

Vehicle Squadron Changes

1) Line of sight

- Members of a squadron can see and shoot through each other
- If mixed armour or diff armour on diff faces resolve all hits against armour value of the side facing the shooter of the nearest vehicle in the squadron to the shooter

2) Allocating hits

- Once all armour penetration rolls have been made allocate all glancing and penetrating hits as you would wound in a squad
 - e.g. a unit of 3 speeders takes 4 glancing hits = 1 each and an extra for one
- Work out if the specific vehicle glanced / penetrated gets cover save

3) Damage against squadrons

- Treat all stunned results as shaken
- Treat all immobilised results as destroyed
- If only 1 vehicle left in squadron then further shooting will be resolved as if it was a single vehicle instead of part of a squadron

4) Assaulting a squadron

- Roll to hit, penetrate etc against whole squadron
 - NB: if only in contact with one vehicle can still destroy them all

Transport Vehicle Changes

1) Transport capacity:

- Only infantry models
- Jump infantry cannot go in transports

2) Emergency disembarkation

- If not poss to get out within 2" of hatches without being within 1" of enemy model, being in impassable terrain or physically not enough room (other units etc)
- Can be placed anywhere within 2" of hull but can't do anything else that turn
- If not poss to do then cannot disembark

3) Disembarking

- If vehicle moved
 - pivoting on the spot counts as vehicle movement for this!
 - Can disembark but can't move or assault
- Vehicle has not moved
 - Can disembark, move, shoot and assault
 - Vehicle can then move

4) Independent characters (IC):

- IC can join a unit in a vehicle by embarking
- Unit can join a IC in a vehicle by embarking
- IC and unit in transport can both get off and stay joined
- IC and unit can both get off and split up, IC must be 2" away
- IC can disembark alone
- Unit can disembark alone
- If vehicle hasn't moved IC and squad can both get off within 2" of each other and then IC can move 2" away in movement phase

5) Effect of damage on passengers:

- Shaken / Stunned as 4th Ed
- Weapon destroyed and immobilised - No effect
- Wrecked
 - Immediately disembark
 - Take pinning test
 - If can't disembark are destroyed
- Explodes
 - Each model takes S4 hit
 - Survivors placed where tank used to be
 - Take pinning test

6) Survivors:

- Squad that blew up tank with anti-tank weapon **cannot** shoot at the survivors
- **Can** assault them

7) Dedicated transports:

- Can transport **any** unit (assuming can fit, allowed etc)
- Must start the game either empty or with the owning unit (and any IC who has joined them) on board

Tank Changes

1) Tank Shock

- Pivot to direction of travel
- Declare distance in inches will travel
 - must move at least 6"
- Straight forward only
- If does not reach then moves that distance and no further
- LD test and either break / move aside as 4th Ed for target
- Can keep going up to declared distance and poss tank shock multiple units
- Must stop 1" away from enemy vehicle
- Can't move through own troops
- Depending on distance moved can fire as normal

2) Death or Glory

- Must pass LD test for tank shock first
- Hit worked out as 4th Ed but on front armour

3) Ramming:

- Must move fast as poss
- Infantry units in the way are tank shocked
- Each vehicle takes a hit on the armour face impact occurs on
 - Calculate strength of hit as follows
 - Armour: +1 S for every point of armour above 10 on the side that is hit
 - Speed: +1 S for each full 3" moved by rammer before impact
 - Mass: +1 if vehicle is a tank

e.g. Land raider rams Rhino in side, after moving 12"

LR front armour = 14 = +4S, moved 4 x 3" = +4S, tank = +1S

- Inflicts S9 hit on side armour

Rhino side armour 10 = +0S, 4 x 3" = +4S, tank = +1S

- Inflicts an S5 hit on front armour

- If target is not destroyed tanks stay where they impacted.
- If target destroyed / explodes rammer continues his move and may tank shock / ram anything it hits with it's remaining movement

Open Topped Changes

1) All passengers may fire

2) Passengers may disembark and assault even if vehicle moved

3) Only suffer S3 hit from transport exploding

Fast Vehicle Changes

1) Flat out:

- Can move flat out 12" to 18"

2) Firing:

- Combat speed = all weapons
- Cruising speed = 1 weapons and all defensive weapons
- Flat out = No weapons

3) Assaulting fast vehicles

- 6+ to hit if moved flat out in previous turn and not immobilised

4) Fast transports

- Cannot embark on or disembark from if has moved flat out in that turn

Skimmer Changes

1) Cannot end turn hovering over terrain or other models

2) Can move over difficult / impassable terrain / other models without penalty

- If end terrain over terrain count as in the terrain
= Dangerous terrain test

3) Impassable terrain:

- Can end move on impassable terrain as long as model can be balanced on it
= Dangerous terrain test

4) Shooting at skimmers:

- If moved flat out in last movement phase and not immobilised = obscured
 - 4+ cover save
- If immobilised after moving flat out = destroyed
 - If moved slower = immobilised as normal

5) Ramming skimmers

- Can dodge out of way on roll of 3+
- Tank stops just before impact

6) Fast Skimmers can move flat out up to 24"

Walker Changes

- 1) Walkers can run
 - Can trigger smoke when running
- 2) Difficult terrain only counts as dangerous terrain if it is also classed as dangerous for infantry
- 3) Shooting:
 - Move and fire all weapons
 - Pivot walker so weapons can target, this can be done in the shooting phase
 - Remember all weapons have 45 degree field of vision
- 4) Assaults:
 - Always roll for armour pen against walkers front armour
 - Shaken does not affect walker in combat
 - If **stunned** or immobilised reduce attacks by 1
 - Not cumulative
 - If stunned or immobilised roll to hit with grenades on WS comparison
 - Would norm need a 6
 - Walkers don't make moral checks but not affected by no retreat rule
- 5) Ramming
 - Walkers cannot ram
 - When rammed can choose to brace or death or glory
 - Brace - resolve as normal ramming
 - Death or glory
 - If stunned / immobilised / destroyed then not rammed
 - If fails takes the ram on the rear armour
 - Cannot death or glory if rammed in rear
- 6) Squadrons of walkers:
 - As normal squadron for shooting, movement, squadron damage etc
 - Each can make 6" reaction move to get into base contact
 - Damage resolved as for squadron
 - Therefore if only in base with one model but score three hits would allocate a hit to each model in a squadron of 3

Vehicle moving and shooting Summary:

	Stationary	Combat	Cruising	Flat out
All other	All	1 + Defensive	None	N/A
Fast	All	All	1 + Defensive	None
Walker	All	All	N/A	N/A

Universal Special Rule Changes

NB: Space Marines

The special rule "And they shall know no fear" (ATSKNF) does not appear in the 5th edition rulebook.

The universal special rules section of the book states that the section is for a special rules that affect a number of races, as ATSKNF only affects Space Marines it is likely that it will only appear in the SM codex (due to be released in October) in the same way that the special rule "Daemon" only appears in the Daemons codex.

I propose that we continue to use the ATSKNF rule as per 4th Ed until the new codex is released, however if the majority of the club think otherwise I guess SM players will have to abide by the majority decision.

In the meantime I will attempt to get an answer from GW.

1) Counter attack:

- Take Ld test when assaulted
- If pass get +1 attack
- Not if already locked when assaulted

2) Eternal Warrior

- Immune to instant death

3) Fearless

- As 4th Ed
- Can choose to go to ground
- Independent Characters (IC's) which join a fearless unit = IC become fearless
- Non-fearless unit joins fearless IC = IC loses fearless rule
- If falling back unit joined by fearless IC = auto rally at start of next movement phase

4) Feel no pain:

- As 4th Ed
- Cannot be used against some wounds:
 - That cause instant death (even if an eternal warrior)
 - From AP1 or AP2 weapons
 - Power weapons
 - Weapons which don't allow an armour save for any other reason (e.g. rending)

5) Fleet:

- Can assault in same turn as runs

6) Hit and Run:

- As 4th Ed
- Must pass Ld test if want to break off, if fail stay locked in combat
- Not slowed by difficult terrain but must test for dangerous terrain

7) Infiltrate:

- As 4th Ed
- Can set up inside a building
 - Counts as no line of sight by enemies
 - Building must be 12" away from enemy

- Gives an outflank move (see reserves rule)
- Can't infiltrate as norm if have a transport but can outflank in transport (see reserves rule)

8) Preferred Enemy:

- Re-roll to hits against preferred enemy
- No re-rolls for armour penetration against vehicles

9) Rage:

- Must always move as fast as possible towards nearest visible enemy
- Can choose to run in shooting phase but must be towards closest visible enemy
- Must always consolidate towards closest visible enemy
- Does not apply if falling back, in transport or no visible enemy

10) Relentless:

- Always count as stationary when shooting rapid fire / heavy weapons
- Can assault on turn they fire rapid fire / heavy weapons

11) Scouts:

- As 4th Ed
- If in a dedicated transport the transport also gets the scout ability
- Can outflank (see reserves rule)

12) Skilled rider:

- Re-roll dangerous terrain test if bike or cavalry

13) Slow and purposeful:

- As 4th Ed
- Relentless

14) Stubborn:

- Ignore negative Ld modifiers for morale checks
- Stubborn character confers trait to joined unit

15) Swarm:

- As 4th Ed
- Get stealth rule
- Can't give cover to monstrous creatures or vehicles

16) Turbo boosters:

- Boosting bikes and jetbikes get 3+ cover save
- In following turn boosted auto pass pinning tests but can't go to ground

17) Following traits are lost by an IC joining a unit that does not have the rule and lost by a squad which does have the rule which is joined by an IC which does not:

- Scouts
- Turbo Boosters
- Fleet
- Hit and Run
- Infiltrate
- Move through cover

Buildings Changes

1) 3 types:

- Buildings
 - Intact buildings where you can't physically place models inside
- Impassable buildings
 - e.g. vats, reactors etc - count as impassable so some troops can land on top of but must take dangerous terrain test
- Ruins

2) Buildings:

- Units from either side can enter
- Decide on capacity before game starts
- Use same rules for embarking / disembarking from transport (including emergency disembarkation)
- Only through door or access point (get within 2" of it etc)
- Larger models (terminators etc) can enter but count as two models
- 2 models can shoot from each fire point

3) Attacking buildings:

- Troops cannot be attacked directly
- Attack building and treat as a transport (shoot, penetrate etc)
- All hits in CC hit automatically
- Stunned, weapon destroyed and immobilised results count as shaken
- Wrecked / explodes results as norm

4) Attacking buildings with template weapons:

- Template weapons can be fired through fire points
- Template must touch fire point
- Squad inside take D6 hits
- Building takes 1 hit as normal

5) Firing from parapet / roof:

- Any number of models can fire from the roof (depending on physical space available)
- Cannot be attacked directly
- Whilst troops on roof all damage rolls increased by +1

6) Building Armour values:

Building	Armour
Bastion / bunker	14
Stone walled palace	13
Concrete city building	12
Brick house	11
Log cabin	10
Corrugated iron / wooden shed	9

Ruins Changes

1) Ruins:

- Difficult area terrain giving 4+ cover save
 - For all levels if mounted on a base
 - Not for ground level if not on a base (counts as clear terrain)
- Players can choose to count as dangerous terrain if they want

2) Different heights:

- If shooter and target at diff heights measure true distance base to base (diagonally)

3) Unit coherency:

- Where models on diff levels
 - As long as some part of body within 2" of any part of model below
= In coherency
- Be generous for small models e.g. swarms

4) Movement in ruins:

- Only infantry, walkers, jump infantry, monstrous creatures and jetbikes can go on upper levels
 - Only if they can fit
- Going up/down a level needs 3" of movement
 - Need to roll at least 3 on difficult terrain check to go up / down
- Can combine horizontal and vertical movement
 - e.g. roll a 5 on terrain check and can go forward / back 2" and up one level
- Can only go up 2 levels if roll a 6

5) Jetbikes and jump infantry:

- Ignore difficult terrain so can place 12" away, measuring vertically as well as horizontal (so poss a diagonal course)
 - Must take dangerous terrain test
- Jumpers don't **have** to use their jump packs, in which case no dangerous terrain test

6) Walls etc:

- Players decide at start of game if can move through walls as normal area terrain (would block line of sight for shooting though)
- In same way decide if can climb to higher levels anywhere or if must use stairs, ladders etc

7) Blast weapons:

- Hold above top of ruin and look down through to see who is hit
- Casualties can be taken from anywhere in squad
- Declare which floor aiming at
 - If scatters can still only hit models on level declared as target

8) Barrage weapons:

- Always hit top level
 - Can only hit models on top level regardless of scatter

9) Template weapons:

- Can only hit models on one level
 - Declare level shooting at
 - Can be one level higher or lower than where standing
- Jump infantry, skimmers and jetbikes with template weapons can declare any 1 level as the target

10) Assaults:

- Use same rule for coherency to work out engaged
 - engaged if in base or if within 2" of a model above or below which is in base
- If not physically poss to get to base (balancing etc) move as close to poss and declare in base if would have had the distance to reach base
 - Doesn't mean models can fight in mid air, just that if you couldn't balance models (rubble etc) that they can be placed where they balance and still fight

Mission Changes

1) Choose mission by rolling D6:

D6	Mission
1 - 2	Seize Ground
3 - 4	Capture and Control
5 - 6	Annihilation

2) Choose deployment type by rolling D6:

D6	Deployment type
1-2	Pitched battle
3-4	Spearhead
5-6	Dawn of war

3) Set up:

- Set up board as per instructions in mission type
- Deploy army as per instructions in deployment type
- Play

4) Mission types:

- Seize Ground:

- **Before making deployment type roll** position D3 + 2 objectives
- Roll off
- Winner chooses point on table to be an objective
- Alternates until all objectives deployed
 - Not in impassable terrain or within 12" of table edge / other objective
- Roll for deployment type + deploy as per that type

- To win:

- Have at least one scoring unit and no enemy unit (whether scoring or not) within 3" of objective
 - Most wins, otherwise a draw

- Capture and Control:

- Capture enemy base, defend your own
- After deciding deployment zones but before deploying
- Each player chooses point in own deployment zone to be his objective
 - Starts with who will deploy first
 - May not be in impassable terrain or within 24" of the other objective

- To win:

- Control the objective by having at least one scoring unit and no enemy unit (whether scoring or not) within 3" of it
 - Most wins, otherwise a draw

Annihilation:

- Destroy the enemy
- Score 1 kill point for each unit destroyed
 - IC with a retinue worth 1 kill point for each
- Most points wins, otherwise a draw

5) Deployment types:

Pitched Battle - long table edges

- Divide table in half
- Roll off, winner chooses to go first or second
- Player going first chooses table half and deploys entire army (other than those he has declared as reserves)
- All units more than 12" from halfway line
- Opponent deploys
- Deploy infiltrators (unless outflanking) then make scout moves
- Start the game

Spearhead - table quarters

- Divide table into four quarters
- Roll off, winner chooses to go first or second
- Player going first chooses table edge, sets up entire army in one of quarters on that side of board
- All units must be more than 12" from table centre
- Opponent deploys in opposite quarter
- Deploy infiltrators then make scout moves
- Start game

Dawn of war - table halves

- Divide table in half
- Roll off, winner chooses to go first or second
- Player going first chooses table edge, can deploy up to 2 units from troops selection and up to 1 unit from HQ selection in his half of the table
- Opponent then does the same, his units must be more than 18" away from enemy
- Troops and HQ can infiltrate (if they have the rule) but must still have max 2 troops and 1 HQ at end of deployment)
- Deploy infiltrators then make scout moves
- Start game

- All units not deployed and not declared as reserves before game started enter by board edge in 1st movement turn

- Use Night Fight rule for 1st turn

6) Ending the game:

- All games use Random game length
 - End turn 5, D6 roll of 3+ = play turn 6
 - End turn 6, D6 roll 4+ = play turn 7
 - Game ends after turn 7

7) Wipeout:

- If opponent has no units left on table at end of game you win!
- Units falling back when the game ends and those still in reserve count as dead

8) Scoring units:

- Only a scoring unit if from **TROOPS** section of force organisation chart
- Only **TROOPS** can win an objective but any other type can contest an objective
- **TROOPS** units are scoring as long as there is one model left alive

- A unit of troops **DOES NOT** count as scoring if:
 - It's a vehicle
 - It has the swarm special rule
 - It has a rule stating never a scoring unit

- If troops are on a transport they **CAN** hold objectives, measure from the hull

9) Secrecy:

- You must always let your opponent look at your roster **AFTER** the game
- Opponents may choose to play the game blind and not see each others roster until after the game or choose to swop rosters before the game and may choose to allow their opponent to see it during the game

10) Seize the initiative:

- Before the game starts the player going 2nd rolls a D6, on a roll of a 6 he can choose to go first

Mission special rule changes

1) All missions use Reserves, Deep Strike and Random Game Length. Dawn of war missions also use Night Fight

2) Reserves:

- Can choose not to deploy any unit, must declare that it is in reserve
- Must declare to your opponent **IMMEDIATELY AFTER DEPLOYMENT** whether it is moving on as normal, outflanking or deep striking
 - Can't change your mind later

What counts as units in reserve?

- Roll for each unit separately or units can be joined up into 1 reserve roll
 - e.g. If my Chaplain joins my assault marines I only need to pass one reserve roll to bring them on together
 - If I had a librarian which had joined a unit of terminators inside a Land Raider Crusader I would only have to pass 1 roll to bring all 3 on etc
- If organising units this way must tell your opponent before game and cannot change mind afterwards
- Remember, if you have a dedicated transport that you want to use to transport a unit other than the parent unit it must be held in reserve either empty or with the parent unit embarked
 - e.g. if you wanted a Devastator squad in a Tactical squad's Rhino you would need to roll for the Devastators and the empty Rhino separately

3) Arriving from reserve:

- Reserve rolls made as in 4th Ed
- If has not come on before so they automatically arrive in turn 5
- Start move from table edge
- If have Rage or other special rule controlling movement does not apply on turn they come in
- If an immobile unit (e.g. grot bomb launcher) comes on via deep strike

4) Outflank:

- Only if have infiltrators or scouts special rule
- Once have become available as a reserve roll D6
- 1-2 come onto board from short table edge on players left
- 3-4 come onto board from short table edge on players right
- 5-6 come onto board from either short edge
- Models can outflank with a transport but must be embarked on it when they arrive

5) Deep strike:

- Roll for scatter and deploy as 4th Ed
- Difficult terrain counts as dangerous
- Deep striking into ruins = ground floor
- Can't deep strike into vehicles or buildings, will count as impassable terrain
- Can shoot or run on turn arrive, count as moving, count as cruising speed for vehicles
- Can't assault (unless have a special rule)

6) Deep Strike mishap:

- If any model would land off table, in impassable terrain, on friendly model or within 1" of enemy model
 - roll D6
 - 1-2 = Unit destroyed
 - 3-4 = Opponent can place anywhere on board except impassable terrain
 - 5-6 = Back in reserve, if game ends before deployed count as destroyed

7) Night Fight:

- AFTER selecting target
- Roll $2D6 \times 3$ = distance can see in inches
- If can't see target lose chance to shoot.
- Barrage can fire at targets can't see. Roll extra D6 for scatter