



WARHAMMER 40,000 RULES UPDATE

This document is a brief glimpse at some of the rules changes that will be seen in the upcoming revision of Warhammer 40,000. Obviously, this is a limited overview and is by no means comprehensive, but it does give you a taste of the exciting developments in the grim universe of the 41st millennium. Also, this overview assumes you have extensive knowledge of the existing rulebook and have played enough games to be considered a "veteran" gamer. The new Warhammer 40,000 rulebook will be released in September 2004. Look for more information and updates in White Dwarf magazine and on the Games Workshop Web Site.

USING THIS UPDATE

Okay, that's all fine and good, but how do you use this document? Well, you can compare these rules to the ones you already know and experiment with the revised rules in your games. Now you can see how your armies and units will function in the upcoming revision of Warhammer 40,000. In short, you can kick the tires and give it a test drive.

UNITS

All units are now categorized into specific types.

Infantry Types

Jump / Jet

Move 12" / Assault 6"

Ignore terrain moved over, may instead move as Infantry.

Jets can always move in Assault Phase.

Bike / Jet Bike

Move 12" / Assault 6"

May Turbo Boost, moving up to 24", but may not move through Difficult Terrain, shoot, or assault.

Jet bikes can always move in Assault Phase.

Beasts / Riders

Move 6" / Assault 12"

May *fleet of foot*. Test for terrain as Infantry.

Monstrous Creatures

Artillery

Vehicle Types

Walkers

Skimmers

Tanks

Shooting

Choosing a Target

Units must pass a Ld test to shoot at a target that is not the closest (however, units may choose to ignore Infantry targets to target Vehicles, Monstrous Creatures, and Artillery).

Vehicles, Monstrous Creatures, and Artillery do not have to take this test.

Line of Sight

Only terrain and vehicles block line of sight, NOT other opposing units.

Monstrous Creatures

Can fire two weapons per turn.

Cover

Buildings and Ruins give a 4+ cover save.

Weapons

Rapid Fire

May fire two shots up to 12" when moving.

May fire two shots up to 12" or one shoot at maximum range when stationary.

Units firing Rapid Fire weapons cannot assault.

Gets Hot!

Chance of meltdown is equal to the number of shots fired : 1 shot = roll of a 1, 2 shots = roll of a 1-2, etc.

Barrage

Guess weapons now simply place markers and roll for scatter – D6" if target in sight, 2D6" and take the highest if out of sight.

Ordnance Weapons

Scatter D6" if attacker is stationary, 2D6" and take the highest if attacker moved.

Ordnance Barrage may not be fired on the move.

Assaults

Charge

Units may not charge if they shoot with Rapid Fire or Heavy Weapons.

Units must charge the enemy they shot at.

Bonus attacks

Charging units gain +1 Attack.

Models with two close combat weapons gain +1 Attack.

Attacks

All models in base-to-base contact, or within 2" of a friendly model in base-to-base contact, fight with full Attacks and can use any special attacks (i.e., power weapons/fists).

Casualties

These are only taken from models that fight.

Sweeping Advances

Each unit rolls a D6 and adds its majority Initiative to the roll. A unit trying to fall back is wiped out if it has a lower result than the opposition.

Victors who wipe out their enemies move D6" instead of the usual 3".

Vehicles

Skimmers

If moving 6" or less when Immobilised, Skimmers crash-land instead of being destroyed.

Ordnance

Can be fired on the move (2D6" and take the highest scatter).

Firing

Vehicles can fire one main weapon and all weapons of S6 or less when moving up to 6" (12" if Fast) if they don't fire Ordnance.

Disembark

Passengers cannot assault unless disembarking from a stationary vehicle, an open-topped vehicle, or a Land Raider.

Armour Piercing

- AP1 weapons that score Glancing Hits count the hits as Penetrating.
- "AP-" weapons can only ever score Glancing Hits.

Ordnance and Blast Markers

All are half strength for AP if the blast marker hole is not over the vehicle.

Damage Charts

Immobilised and Armament Destroyed results are switched (i.e., 5 is now Immobilised for Glancing Hits).

Armament Destroyed: only affects S4 or higher guns. If no S4 armament remains, result counts as Immobilised.

Immobilised results count as Armament Destroyed if vehicle is already Immobilised.

Vehicles Immobilised with all armament lost count as Destroyed if they take a further Armament Destroyed or Immobilised result.

Passengers

Must immediately disembark and take a pinning test if a Penetrating Hit is scored on their transport.

Those disembarking from a destroyed vehicle are automatically pinned.

Walkers

In close combat, they always use their front AV.

Grenades can be used against them but only hit on a 6.

Morale

Outnumbering

Walkers count as 10 models if AV 12 or more, five models if AV 11 or less. Multi-Wound creatures count as their number of Wounds; Monstrous Creatures count as 10 models.

No Retreat!

Fearless units which lose close combat suffer +1 Wound if outnumbered by 2:1 or more, +2 if 3:1, +3 for 4:1 or higher, since they don't take the morale check.

Walkers outnumbered by 2:1 or more take a Glancing Hit.

Characters

Independent Characters

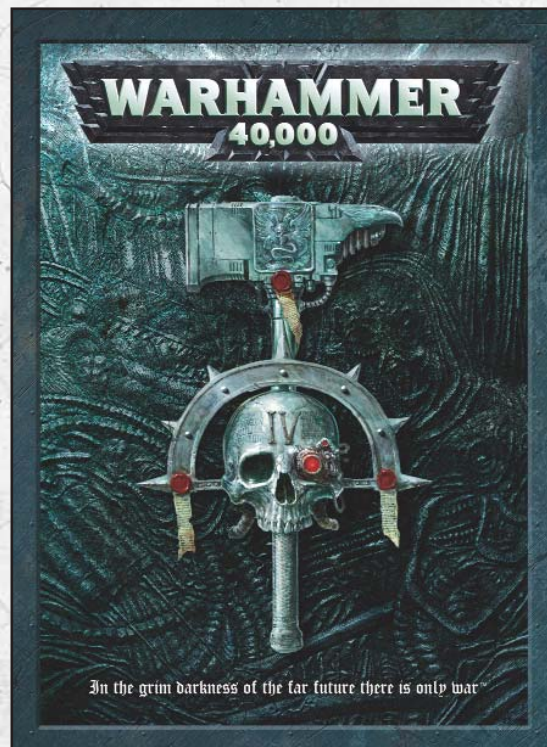
Only fight in close combat if in base-to-base contact.

Missions

All Missions

Use *Deep Strike* and *Infiltrators* rules on a D6 roll of 3+.

Use *Escalation* on a D6 roll of 5+. In *Escalation*, only Troops choices without transport can be deployed on Turn 1 and count as concealed (use *Night Fight* rules) until they move or shoot. All other units enter as *Reserves*.



Coming September 2004