

HOW 5TH EDITION AFFECTS EACH ARMY

CHAOS DAEMONS



Lots of Deep Striking Daemon Troops can capture game-winning objectives with ease.

Assault units like Greater Daemons and Daemon Princes can now Run and get to grips with the enemy faster.

Running also allows units to disperse after Deep Striking, offering them protection from template weapons.

NECRONS



Now that glancing hits can no longer kill it, the Monolith is even harder to destroy.

Improved infiltrate rules mean that Flayed Ones can now arrive on the enemy's flank, just where he doesn't want them.

Now that they can Run, Necrons can effectively field an assault force.

CHAOS SPACE MARINES



Chaos Marines and Daemons provide many units of Troops to capture objectives.

Both running and more resilient transports will get close combat specialists into combat faster.

Template weapons, such as Havoc's missile launchers, Obliterator's plasma cannons and the Defiler's battle cannons are now more effective at hitting multiple targets as there are no longer partial hits from template weapons.

ORKS



With the new line of sight rules, Grots can now be used to provide cover for Ork Mobs, giving them a 4+ Save.

When they are done protecting Boyz Mobs, Grots can sneak off to claim objectives.

Running and more resilient transports will get your infantry, Killa Kanz and Deff Dreads into combat more quickly.

With the updated vehicle rules, Kustom Force Fields will provide Killa Kanz and Deff Dreads with a 4+ cover save.

DAEMONHUNTERS



Grey Knight Terminators can Deep Strike to contest objectives and with more forgiving Deep Strike rules, you are much less likely to lose expensive units to an unfortunate roll of the scatter die.

Now that units assaulting vehicles always strike the rear armor, Grey Knights with Nemesis force weapons (+2 Strength) can damage almost any vehicle they can reach.

Storm bolter shots from Grey Knights offer reliable, massed firepower on the move. This fire can be applied to smaller units to force armor saves on models carrying special or heavy weapons.

SPACE MARINES



Rhinos and Razorbacks are now tougher and can rarely be destroyed by glancing hits.

Running Dreadnoughts can now keep pace with Rhinos and Assault Marines.

True Line of Sight allows your Devastators far greater fields of fire.

DARK ELDAR



Dark Eldar transports are much safer now that glancing hits are less dangerous and passengers take less damage when their transports are destroyed.

The new rules for intervening models allow units of Dark Eldar Warriors or Scourges to be screened by friendly troops.

Dark Eldar Wyches count as Troops in Lelith Hesperax's Wych army meaning they can capture objectives, and as noted above, the increased chance of receiving a cover save greatly enhances their survivability without hampering their movement.

TAU EMPIRE



Enemies can't consolidate into a new assault, so Fire Warriors gun lines can't be wiped out by a single close combat unit.

With so many cover saves in 5th Edition, the cumulative -1 penalty to Cover Saves provided by Marker Light shooting is an invaluable resource for taking down screened units.

Fire Warriors mounted in Devilfish make excellent game-winning objective grabbers.

ELDAR



Now that transports have become less dangerous for the passengers, Falcons and Wave Serpents are better for carrying troops.

Given that vehicles now receive cover saves from enemy shooting when obscured, The Fortune psychic power can now affect vehicles, further increasing the survivability of Eldar vehicles.

Avatars and Wraithlords can now run, allowing them to get into close combat faster.

TYRANIDS



A Broodlord and Genestealer retinue can enter on your opponent's flanks and assault in the turn they enter play.

With real Line of Sight, lesser creatures can more effectively shield the all-important Synapse Creatures of the Hive Mind.

Carnifexes can now Run which gets them into close combat more quickly.

IMPERIAL GUARD



Missile launchers, grenade launchers and mortars are much more effective against massed formations because misses will land somewhere nearby and there are no more partial hits from blast templates.

The enemy can no longer consolidate into another assault, so your line won't be rolled up the moment a single enemy unit hits your forces.

The new Line of Sight rules give massed heavy weapons far more to shoot at.

WITCH HUNTERS



Flamers and heavy flamers are now much more powerful as there are no partial hits from template weapons.

Both running and safer transport vehicles will make it a lot easier to get Battle Sister's bolters, flamers and melta guns into range.

The new Line of Sight rules will provide ample targets for Exorcists.

The best way to learn something new is to dive in! If you don't have the time to play an entire game of 5th Edition Warhammer 40,000, this table is designed to illustrate the key changes between 4th Edition and 5th Edition. As you read over this list of changes, refer to the table set-up for examples of how to apply the new rules.

Line of Sight

- Warhammer 40,000 5th Edition uses "true line of sight" which means that if your models can see a target (and are in range) they can shoot at it.
- Models in a shooter's own unit do not block line of sight when shooting at a target, as they have been drilled to stay out of each other's line of fire.
- If target models are partially obscured by terrain, they will get a cover save (the value of the save is determined by the type of cover).
- If target models are partially obscured by another unit (friend or foe), the target will get a 4+ cover save.

Take a quick look at our set-up to determine who can shoot and what kind of cover saves might apply to various targets.

Running and Running with Fleet Units

- In the Shooting Phase, units may choose to Run instead of shooting.
- If a unit chooses to Run they can move up to 6" in any direction.
- Units that choose to Run may NOT however, launch an Assault in the Assault Phase.
- If a unit that has the Universal Special Rule *Fleet*, then they may choose to Run in the Shooting Phase AND launch an Assault in the Assault Phase.

Take a quick look at our set-up to determine the best movement choices to be made by the various troops on the table.

Wound Allocation

- In 4th Edition, players whose units suffered shooting wounds got to choose which models were removed from a unit after armor saves were rolled. This meant they could essentially protect sergeants and heavy weapon troopers from incoming fire. This led to problematic units like huge mobs of Ork Boyz concealing an untouchable Nob with a power claw.
- In 5th Edition, wounds are allocated before armor saves are rolled and each model in a unit must suffer a wound before anyone suffers a second wound. If any models are different (different weapons, equipment, stats etc.) these wounds are saved separately.

Take a look at our set-up and see how quickly you can take out the specialists from the squad.

All Out Assaults

- In 4th Edition a player could choose to only assault two or three models in an enemy unit, killing them and leaving no-one to strike back. This led to sergeants or special weapon troopers being picked out and large mobs forced to flee by much smaller units.
- In 5th Edition, once all of the Assaulting unit has engaged their target unit, the members of the target unit that are not engaged must move up to 6" to engage as many of the Assaulting unit as possible.
- Note that the Universal Special Rule *Counter-Attack* has changed too. It now gives a bonus +1 attack to the unit being assaulted (if they first pass a Leadership test).

Take a look at our set-ups and see if you'd make the right choice about which unit to assault.

Consolidation

- In 4th Edition a unit could destroy an enemy unit in combat and then consolidate into a fresh enemy unit, handily avoiding any chance of being shot at. This led to large static gun lines being chewed up by relatively small units of combat specialists.
- In 5th Edition, units that win a fight and consolidate can only move to within 1" of an enemy model. This means that there'll be no more line-rolling from small combat units or powerful characters.

Take a look at our set-up and see which direction you'd think of consolidating after crushing your enemy!

Blast Weapons and Template Weapons

- The main change for Ordnance, Blast, and Template weapons is that there are no more partials. If your model is touched by the template it is hit!
- In 4th Edition, firing a Blast weapon meant that you placed the template hole over a target model and rolled to hit. If you missed, no damage was done.
- In 5th Edition, firing a Blast weapon means that you place the template hole over a target model and roll a scatter die and 2D6. If you roll a HIT, the shot is on target. If you roll an arrow, the Blast moves in that direction a total of the 2D6" less the BS of the model firing. This means against large units (like Ork mobs) you have a very good chance of always hitting at least one model.

Take a look at our set-up and roll a few dice. You'll soon get an idea of the devastation that can be wrought by Blast and Template weapons.

A number of other rules have been tweaked and will also affect your army. Chat with a staff member to learn more about the latest evolution of Warhammer 40,000.