

# FLUID 40K

## THE LIVING DOCUMENT SYSTEM FOR WARHAMMER 40K



A DICE LIKE THUNDER PRODUCTION

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# Fluid 40k

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This document is intended for use with Warhammer 40k 5<sup>th</sup> edition and the Fluid 40k game system. You can learn more about Warhammer 40k 5<sup>th</sup> edition at [www.games-workshop.com](http://www.games-workshop.com). Fluid 40k can be found at [www.dicelikethunder.com](http://www.dicelikethunder.com).

# What Is Fluid 40k?

Fluid 40k is a living document designed to update along with Warhammer 40k as new editions or army codices are released. By design, Games-Workshop releases new codices on a schedule that spans both years and editions, causing many codex entries to have either no effect on game play or entries that vary wildly or subtly from one codex to another. We have designed Fluid 40k to change all that.

The goal with Fluid 40k is not to rewrite all codices completely, but instead make sure that each unit entry such as wargear, psychic powers or unit abilities still have some effect in the current rule system. Where a codex entry has no function at all, the ability is re-written to have a similar effect valued at the same point total. Some abilities simply have less effect or an altered effect in the new edition. These are not changed, but may have minor tweaks.

Redundant entries are streamlined. It is our contention that, for example, ALL Land Raiders, Storm Shields or Company Standards should function the same way. We are not able to re-print unit entries published by Games-Workshop, instead we must reference where these entries are found. To this purpose players may need to have multiple codices available to build a Fluid 40k army. This is a necessary evil, unfortunately, but a decision that had to be made for legal reasons. We, for instance, do not know a single Dark Angels player that does not also own the Space Marines codex, so we hope that few people are unable to build a Fluid 40k army. It is not a perfect solution, but one we must live with.

You will notice that the main focus of “entry redundancy” is the wide variety of the forces of the Imperium. We do not intend to ignore other armies; the Imperium is just the biggest offender.

Each release of Fluid 40k comes on a predetermined date. Either on the same day as a major codex release or on the first Wednesday of a month in which there are no known codex releases. The Fluid 40k document lists on the cover the date it will become obsolete, which is the same day that a new version will be released with a new obsolete date. There will be at least one release every 3 months; more if a new codex is released.

This document is laid out in several sections:

Special Rules details all the general special rules that may appear in multiple books. Each rule references what book is the most current and therefore used in Fluid 40k. If a special rule is changed its new rule is listed here as well. Special rules for specific armies that only appear in one codex are in the codex's section described below.

Wargear details all the different wargear across the game universe and what book it should appear in. This is mainly Imperial forces, but the occasional bit from other codex's sneaks in. Wargear specific to only one codex appears in that codex's section.

Psychic powers is a very short section. Each psychic power with changes is outlined in the codex entry but there are a few “general” changes that need to be outlined and explained.

The Codex sections describe any changes specific to one codex. Many codices are self contained, and only require minor changes to fix broken wargear or clear up rules questions that Games-Workshop has not tackled yet in their FAQ's. Some (again Imperial Forces) require the references to other books. This makes game play more intuitive and streamlined during play.

Please come and discuss this document on the forums at [www.dicelikethunder.com](http://www.dicelikethunder.com) so that every update can be even better! We have no hubris; this is ever evolving and must be for the love of the game.

# RULES

## Universal Special Rules

The following Universal Special Rules replace all previous versions. If a codex entry gives a unit access to a special rule they use the version listed here instead.

### Warhammer 40k 5<sup>th</sup> Edition Rule Book Pages 74 to 76:

Acute Senses, Counter-Attack, Eternal Warrior, Fearless, Feel No Pain, Fleet, Furious Charge, Hit & Run, Infiltrate, Move Through Cover, Night Vision, Preferred Enemy, Rage, Relentless, Scouts, Skilled Rider, Slow & Purposeful, Stealth, Stubborn, Swarms, Tank Hunters, Turbo-Boosters, Vulnerable to Blasts

### Codex Space Marines:

And They Shall Know No Fear

### Holy Rage:

The unit benefits from the Fleet special rule. In addition it must move towards the nearest enemy unit during its own movement phase and must assault if able to do so.

### Righteous Zeal:

If the unit suffers any casualties during the shooting phase it must make a moral test unless it is required to take a pinning test. If it fails it moves 2D6" towards the nearest enemy unit. This movement may bring the unit into base contact with an enemy unit and the unit will count as having charged. The Unit also counts as Fearless during an assault.

### Hit & Run:

Games-Workshop revised the Hit & Run rules in the Witch Hunters FAQ. Use those rules for all models with the Hit & Run Special rule.

## Kill Points

Kill points are an important part of the 5<sup>th</sup> edition metagame. The goal is to prevent armies from having as many scoring units as possible without any consequences. To that end they work great. However, with some Codices nearly a decade old the system does not mesh perfectly to some newer codices.

- Troops, Elites, Fast Attack and Heavy Support units are each worth 1 kill point.
- Transports no longer provide kill points.
- Any unit taken from the HQ selection is worth 2 kill points, regardless of whether or not it has a retinue, units with retinues are considered one unit worth 2 kill points.
- Units that "split" into multiple units (such as Space Marines with Combat Squads) count as multiple units each worth 1 point. If an HQ splits into multiple units each unit is worth 2 points.

## Scoring Units

There are no changes to what units count as scoring. However models taken as a transport cannot contest objectives.

## Beasts

Beasts count as infantry for the purposes of moving up and down levels of a building.

We shall not fear my children. They will be crushed underneath the treads of our tanks. They refuse to accept change, they refuse to adapt. The old ways are no longer enough to sustain us. We shall not fear my children; fear is for the servants of the corpse god.

Grand Arch-General Theas Lestranve, Subjigator of Hersian IV

## WARGEAR

The following Wargear replace all previous versions. If a codex entry gives a unit access to wargear they use the version listed here instead. Only those items that have changed since earlier editions are listed here, those that have remained constant do not require updating. Point totals have not changed at this time but may be addressed later if it is deemed necessary. Use the points cost listed in the individual codex at this time.

**Bionics:** The Model benefits from a 6+ Invulnerable Save

<b>Chapter Banner</b>	[Codex Space Marines pg 53]
<b>Company Standard</b>	[Codex Space Marines pg 55]
<b>Camo Cloak</b>	[Codex Space Marines pg 100]
<b>Digital Weapons</b>	[Codex Space Marines pg 98]
<b>Dozer Blades</b>	[Codex Space Marines pg 103]
<b>Force Weapon</b>	[Warhammer 40k 5 <sup>th</sup> Edition pg 50]
<b>Frag Grenades</b>	[Warhammer 40k 5 <sup>th</sup> Edition pg 36 and 63]
<b>Krak Grenades</b>	[Warhammer 40k 5 <sup>th</sup> Edition pg 63]
<b>Narthecium</b>	[Codex Space Marines pg 55]
<b>Psychic Hood</b>	[Codex Space Marines pg 56]
<b>Sacred Standard:</b>	Any unit within 12" of a Sacred Standard counts as having killed one additional model for the purposes of determining who won combat and for the subsequent moral test.
<b>Storm Shield:</b>	[Codex Space Marines pg 101, see individual Codex sections for adjusted points costs]
<b>Teleport Homer</b>	[Codex Space Marines pg 101]

## WEAPONS

Assault Cannon

All units with an Assault Cannon should use the rules in Codex Space Marines

Cyclone Missile Launcher

All units with a Cyclone Missile Launcher should use the rules in Codex Space Marines.

## PSYCHIC POWERS

Minor Psychic powers no longer exist. Any reference to them should be ignored. Any ability that ONLY gave a unit immunity to minor psychic powers has been rewritten under the Codex entry. Any ability that granted immunity to minor psychic powers in addition to some other effect simply removes the reference to minor psychic powers.

## SPECIAL CHARACTERS

With the release of 5<sup>th</sup> edition, special characters have ceased to require a set point total for their inclusion in an army. In addition, special characters can be fielded as your own "counts as" unit, allowing for changed names and personal conversions. This carries over to all special characters in Fluid 40k. No special character requires a certain Army Size to be included in an army, and "counts as" models are encouraged.

They tell us our most powerful weapon is faith. It's true. I have faith in the Battle Cannon; I have faith in the powerfist. Notice they said faith and not "lasgun".

Private Bryne Utok, Executed for Treason

# UNITS

The following Units replace all previous versions. If a codex entry has access to a unit, they use the version listed here instead. Only those units that have changed since earlier editions are listed here, those that have remained constant do not require updating.

Units use the point costs and options in the book they are taken from instead of using the armies' codex. Some armies have upgrade options other units do not have; those are described in the section below.

A unit's force organization position does not change from its original codex, only the rules and point costs.

It is important to note that these are NOT Chaos units. Chaos Land Raiders & Dreadnoughts are representative of older units that have many modifications and non-standard repairs.

## Land Raiders

All armies with access to the Land Raider use the rules and point costs from Codex Space Marines. Any army with access to the Land Raider also has access to the Land Raider Crusader and the Land Raider Redeemer as described in Codex Space Marines. This does not include Chaos Land Raiders, as they are purposefully a Chaos only Land Raider variant.

Black Templar Land Raiders may also purchase the Blessed Hull Upgrade at a cost of 10 points. This upgrade is found in Codex Black Templar.

Daemonhunters Land Raiders may also purchase the Blessed Upgrade at a cost of 10 points, Psycannon Bolts at a cost of 10 points or Sacred Hull at a cost of 15 points. These upgrades are found in Codex Daemonhunters.

Witch Hunters Land Raiders may also purchase the Blessed Ammunition Upgrade at a cost of 10 points. This upgrade may be found in Codex Witchhunters.

## Dreadnoughts

All armies with access to the Dreadnought use the rules from Codex Space Marines. Any army with access to the Dreadnought or Venerable Dreadnought also has access to all variants, Dreadnought, Venerable Dreadnought and Ironclad Dreadnought as described in Codex Space Marines. Dreadnoughts use the same Force Organization slot as their own codex. All Daemonhunter Dreadnoughts, for instance, count as Heavy Support options.

Daemonhunters Dreadnoughts may also purchase the Blessed upgrade at a cost of 10 points, Psycannon Bolts at a cost of 10 points or Sacred Hull at a cost of 15 points. These upgrades are found in Codex Daemonhunters.

## Whirlwinds

All armies with access to the Whirlwind use the rules and point costs from Codex Space Marines.

## Land Speeders

All armies with access to the Land Speeder use the rules and point costs from Codex Space Marines. Any army with access to the Land Speeder also has access to the Land Raider Typhoon and the Land Speeder Tornado as described in Codex Space Marines.

## Drop Pods, Rhinos & Razorbacks

All armies with access to the Drop Pods, Rhino or Razorback use the rules and point costs from Codex Space Marines.

Blood Angels Rhino's also have the Overcharged Engines upgrade for free.



# BLACK TEMPLARS

## Storm Shields

The storm shield listed in the wargear section on page 26 should cost 15 points.

The cost for storm shields in a Sword Brethren Squad is unchanged.

Black Templar's Assault Squads must pay 10 points per model for Storm Shields instead of 3.

## Drop Pods & Drop Pod Assault

Any unit described in the Drop Pod rules on page 22 of Codex Black Templars may take a drop pod transport. The drop pod is found in Codex Space Marines on pages 69 and 135. These units are in addition to those that may purchase a Drop Pod as described in their profile (such as those derived from Codex Space Marines). Keep in mind that Drop Pods have a fixed transport capacity, and that models in Terminator Armor take two spaces in transports and therefore can only fit 6 in Drop Pod.

# BLOOD ANGELS

## Storm Shields

The Company Captain have the point cost for storm shields adjusted to 15 points.

## Furious Dreadnaught

The Blood Angels player may choose to use Ironclad Dreadnoughts in place of Furious Dreadnoughts. He may not field both in the same army and must use all the rules presented in Codex Space Marines for his Ironclad Dreadnought.

## Exsanguinator

The exsanguinator may not allow a vehicle to ignore a failed save.

## Unit Names

Any unit should simply have the title "Blood Angels" added to it. A tactical squad should be referred to as a "Blood Angels Tactical Squad" to avoid confusion. Units not mentioned in the UNITS section of Fluid 40k should be named in this way.

This is done to represent the different priorities and army structures placed on units by the varying forces of the Astartes.

# CHAOS DAEMONS

## Allies

Chaos Daemons taken as allies must begin the game in reserve. All models enter play by rolling for reserve separately and deep striking as normal. Half of the units do NOT enter play on the first turn.

# CHAOS SPACE MARINES

## Our Philosophy On Chaos

Codex Chaos Marines is not designed to represent rogue Space Marine chapters. It is designed to create Traitor Marines who have been active in the warp for quite some time. This could represent marines turned by Abbadon or remnants of chapters from the Horus Heresy. If you wish to build an army that represents a force who recently turned, Codex Space Marines or a rogue Inquisitor from one of the Inquisition codex's, is probably a better bet,

## Generic Daemons vs. God Specific Daemons

Summoned Greater Daemons and Summoned Lesser Daemons are still available just as described in Codex: Chaos Space Marines. However, you may not use any Summoned Greater Daemons or Summoned Lesser Daemons if you use allies from Codex: Chaos Daemons.

## Rhinos

Chaos Rhino's are virtually identical to those listed in Codex: Space Marines. The only notable difference is their use of the Combi-Bolter instead of the Storm Bolter and a misprint in their number of fire points. Use the listing in Codex: Chaos Space Marines but change their number of fire points from 1 to 2, the fire point is the top hatch.

## Land Raiders

As Chaos Marines either make new land raiders from guess work and reverse engineering or still have theirs from before the Heresy, Chaos Marine forces use the Land Raider presented in Codex: Chaos Space Marines and the upgrades presented within.

# DAEMONHUNTERS

## Storm Shields

The Storm Shield in the Daemonhunters Armory on page 16 costs 15 points instead of 10.

## What unit's are affected by the "Daemonic Infestation" special rule?

Since the original release of Codex: Daemonhunters there has been a large shift in the rules used for Daemons in Warhammer 40k as well as the rules for Sustained Assault. Daemonic Infestation should read:

### Daemonic Infestation

The presence of Grey Knights indicates intense daemonic activity and an imminent breach of catastrophic proportions. To represent this any time a Daemon Troop choice is completely destroyed it may instead be placed in reserves and re-enter play from the owning player's board edge. Begin rolling for the unit on the owning players next turn as if it had been in reserve since the beginning of the game. Units that return to play in this manner may not claim objectives and are worth no additional kill points.

## How does Banishment work in 5<sup>th</sup> edition?

With the removal of instability rules, Banishment no longer has any effect as it is written. Instead Banishment should now read:

### Banishment (20 points)

*The psyker bends his indomitable will to the dissolving of the bonds that hold his daemonic prey to the material plane, forcing them back to the hell from whence they came.*

Banishment is a psychic power that can be activated at the beginning of your opponents movement phase before rolls to determine if reserves enter play. No Daemon unit may deep strike within 6" of the casting model. Any daemon unit that ends its deep strike (after the scatter is determined) with a model within 6" of the psyker must roll on the Deep Strike mishap table.

## What counts as a Daemon in 5<sup>th</sup> edition?

Throughout the codex the term "Daemons" or "Daemonic" is used quite frequently. The following units count as a daemons:

<i>Codex Chaos Daemons:</i>	All Units
<i>Codex Chaos Space Marines:</i>	Daemon Princes, Possessed Chaos Marines, Summoned Greater Daemons, Summoned Lesser Daemons, Chaos Spawn, Defiler, Any vehicle with the Daemonic Possession vehicle upgrade.
<i>Codex Daemonhunters:</i>	Daemonhosts
<i>Codex Dark Eldar:</i>	Warp Beast Packs
<i>Codex Eldar:</i>	Avatar of the Bloody Handed God
<i>Codex Necrons:</i>	The Deceiver and The Nightbringer

## With the changes to missions in 5<sup>th</sup> edition how does the Emperor's Tarot work?

In games without a separate roll for the first turn (such as those presented in the 5<sup>th</sup> edition rule book) the Daemonhunters player instead gains a +1 (or -1) to his roll to "seize the initiative". In games where there is a roll for first turn, the Emperor's Tarot functions as listed.

## Sacred Incense affects "Chaos Models" what does this mean?

This should refer to "Daemons" and not "Chaos" Models.

## Transports

With the numerous changes to Transport rules since 3<sup>rd</sup> edition (when Codex Daemonhunters was published) many restrictions to their transports can be lifted. The fluff often describes Grey Knights as making use of transports as well as drop pods, as they are a Space Marine chapter. In addition, the removal of Fast Attack scoring units damages the Grey Knights limited fast attack choice potential.

Grey Knights taken as a troop choice may take a Rhino, Razorback or Drop Pod transport from Codex Space Marines. They may not take any Grey Knight upgrades on them.

# DARK ANGELS

*While many units may appear very similar (Tactical Squads for instance) the Dark Angels function within their own modified structure. This is why their Tactical squads may function differently from the Tactical Squads of other space marine armies. While this goes against the mission statement goal of having all units with the same name function the same, we believe it is within the Spirit and background storyline of the game, where as other differences are not.*

## **Storm Shields**

The only models with access to Storm Shields are Terminators, their costs are not adjusted.

## **Unit Names**

Any unit should simply have the title “Dark Angels” added to it. A tactical squad should be referred to as a “Dark Angels Tactical Squad” to avoid confusion. Units not mentioned in the UNITS section of Fluid 40k should be named in this way.

This is done to represent the different priorities and army structures placed on units by the varying forces of the Astartes.

# DARK ELДАР

## Capturing Prisoners

The rules for capturing prisoners are not changed, as Victory Points are still used in the event of a tie.

## Dodge

The armor save given against shooting attacks by the Dodge special rule is invulnerable.

## Grotesque's

The Grotesques "Feel No Pain" special rule works as printed in the Warhammer 40k rule book. In addition, they have the "Eternal Warrior" special ability.

## Wych Weapons

Wych Weapons are different than Witchblades used by the Eldar. Dark Eldar use Wych Weapons and the rules described in Codex Dark Eldar.

## Talos

The talos should be considered a monstrous creature. It may ignore difficult terrain when determining how far it can move or assault. It does NOT take damage when ending its turn in difficult terrain.

## Scaling Nets

A unit may run and assault after disembarking from a vehicle with scaling nets if the vehicle did not move more than 12" during the movement phase.

## Torture Amp

Models with a torture amp may also Ram, as Ramming is a form of Tank Shock.

## Gruesome Talismans

If a unit with one or more gruesome talismans ties during a round of close combat, it is instead considered a 1 wound victory for the unit.

## Nightmare Doll

The nightmare doll works in normal 5<sup>th</sup> edition scenarios. It is used on the first roll (that determines who deploys first and takes the first turn).

# ELDAR

## Diresword

The Dire Avengers Diresword inflicts Instant Death.

# IMPERIAL GUARD

## Imperial Guard Command Squad Kill Points

The command squad counts as a squad, not as a commander and his retinue. They must be purchased as a unit and therefore grant Kill Points as one.

## Die Hard

Models with Die Hard may always use their own unaltered leadership, ignoring any modifiers. They may not, however, ever default to another models leadership score (such as commanders).

## Camo Netting

Vehicles with the Camo Netting upgrade may deploy as if they were Troops.

# NECRONS

## C'Tan

The C'Tan are considered to have the "Eternal Warrior" special rule.

# ORKS

## Reinforced Ram Clarification

Vehicles with the Reinforced Ram may tank shock (as written in the codex). As ramming is a form of tank shock, Vehicles with the Reinforced Ram upgrade may ram even if they are not a tank. All behold the ork demolishun derby.

It wat iz called da smart plan.

Step first we get boyz. Lotsa boyz. ALL da boyz.

Step B, we get shootas. Lotsa Shootas. ALL da Shootas.

Step 4, PROFIT!

Treadbelly, Ork Mastermind

## SPACE MARINES

*As they are the basis for many changes needed in Warhammer 40k 5<sup>th</sup> edition, Codex Space Marines requires no updating at this time.*

*This of course is subject to change.*

## SPACE WOLVES

*Other than the changes listed in the general section, Codex Space Wolves requires no 5<sup>th</sup> edition updating. It is unique among the old codex's, as its unit list is derived mostly from Codex Space Marines which updates frequently.*

*Some wargear referenced by the Space Wolves no longer exists in Codex Space Marines. We believe this is a purposeful shift. As Codex Space Wolves is one of the last "adaptive" books still in use it requires more study to determine balance ramifications for re-introducing deleted wargear. In many ways Codex Space Wolves was "re-released" with Codex Space Marines because so many units and pieces of wargear were referenced from it.*

*There are some cases of Wargear that may need adaptation, like the other "lightly updated" Codex's it will be monitored closely.*

### **Space Wolves**

Because Wolf Guard are intended to have cheaper wargear but Other units are not, adjust the price for storm shields on page 14 to "5pts / 15pts".

### **Dreadnoughts**

As the original publishing of the Venerable Dreadnought this is clearly the oldest printing. The Space Wolves may field Venerable Dreadnoughts as an HQ choice in addition to an Elites choice. They use the profile presented in Codex Space Marines for these Dreadnoughts.

# TAU EMPIRE

## Command & Control Node

Units within 12" of a Command & Control Node count as having Initiative 4 for the purposes of falling back from close combat.

We recognize that this is a big change from its original purpose (avoiding priority tests). This change will be monitored closely, so far our testing has proven the upgrade "useful" but situational, just as the original rules were.

## Drones and Kill Points

Drones that are purchased as part of a Vehicle (for instance with a Devilfish) do not count provide any Kill Points when dethatched. In addition they may never count as scoring or claim/contest objectives.

# TYRANIDS

## Spore Mines:

Spore Mines offer up no kill points.

## Symbiotic Rippers

Units equipped with Symbiotic Rippers count as having dealt 1 addition wound for the purposes of determining assault results.

## Thornback

A Unit equipped with a Thornback counts as having dealt 4 wounds for the purposes of combat resolution if it dealt less.

## Lictors

Lictors do not have to test for dangerous terrain when they deploy. They were there all along after all.

# WITCH HUNTERS

*Games-Workshop did a fairly thorough job of updating Codex Witchhunters for 5<sup>th</sup> edition. Changes we made were purely based on the philosophical differences between Fluid 40k and Warhammer 40k 5<sup>th</sup> edition.*

## **Excruciators**

As a note, the Excruciators do not need to be changed, as Victory points are still used in the event of a tie even in 5<sup>th</sup> edition missions.

## **Liber Heresius**

The Liber Heresius only allows the owning player to choose his or her deployment zone. Roll to deploy first as normal, if the owning player wins the roll deploy as normal. If the winning player loses the roll he may select his board edge before his opponent deploys first. In missions with no roll for deployment zone (such as campaign mission with an attack or defender) this item has no effect.