

# FLUID 40K

## THE LIVING DOCUMENT SYSTEM FOR WARHAMMER 40K



A DICE LIKE THUNDER PRODUCTION

This Document Updates On  
April 17th, 2009  
at [www.dicelikethunder.com](http://www.dicelikethunder.com)

# Fluid 40k

By

Dan Duran

Richard Eckert

Mack Martin

A Dice Like Thunder Production, 2009

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

## Creating New Units

If an effect creates an additional unit the controlling player has the option of not creating the unit. Units which are not created are not counted as destroyed and are not worth a kill point. Any other effect of the ability still happens. For instance a chaos sorcerer who elects not to create a chaos spawn still removes the model it targeted.

## 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.

### 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.
- Dedicated Transports are worth 1 kill point.
- 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.

## 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 morale test.
<b>Storm Shield:</b>	[Codex Space Marines pg 101, see individual Codex sections for adjusted point 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

Dreadnoughts are an exception to Fluid 40k rule. They are representative of a marine from a specific chapter being entombed within a Dreadnaught custom built by the chapters techmarines & apothecaries. To this end they use the rules presented in their codex as they are designed to be different.

## Whirlwinds

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

## Predators

All armies with access to the Predator use the rules and point costs from Codex Space Marines. Note that this does not effect the "Baal Predator" or any other codex specific variant, just the "normal" Predator Tank.

## 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 a Land Speeder instead has access to the Land Speeder as described in Codex Space Marines.

## Drop Pods, Rhinos & Razorbacks

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

Blood Angels Rhino's must have the Overcharged Engines upgrade at a cost of 5pts.

# ALLIES

The goal for units in Fluid 40k is for units to be independently balanced and for Armies to be more, well, Fluid. This philosophy does not carry over only into updating the rule set and maintaining its intuitive nature (once of course you understand the updating). Armies must also fit the hobbyists own personal goals and storyline. To that end the Allies rules presented in Codex Daemonhunters and Codex Witch Hunters have been standardized.

Any army may take 1 HQ, 2 TROOPS, 1 ELITE and 1 FAST ATTACK choice from any other codex as described on the chart below. These units may not fulfill required force organization slots (2 troops & 1 HQ). An army may have allies from only one other codex. This includes Inquisition Codex's.

Special Characters may not be taken as allies. In addition any special ability from a special character only affects units taken from the same codex as the special character.

Please take note, some Armies may have allies that will not use them as allies! A great example is Imperial Guard and Orks. Imperial Guard may take Orks as allies (mercenaries) but Orks would certainly not have a unit of Imperial Guard under their command.

### A note on Assassins:

Assassins require an Inquisitor to be present in an army. This Inquisitor must be taken from the same codex as the assassin. Thus an army wishing to ally in an assassin must also ally in an Inquisitor HQ choice from the same codex.

Fool me once, shame upon thee. Fool me twice... well by then I'll have had you flayed alive and fed in pieces to my favorite mutants, starting with your manhood and ending with your heart.

Sister Rosetta, The Whore of Abbadon

**Available Allies**

	Black Templars	Blood Angels	Chaos Daemons	Chaos Marines	Daemonhunters	Dark Angels	Dark Eldar	Eldar	Imperial Guard	Necrons	Orks	Space Marines	Space Wolves	Tau Empire	Tyranid	Witch Hunters
<b>CODEX</b>																
Black Templars	■															
Blood Angels		■														
Chaos Daemons			■													
Chaos Marines				■												
Daemonhunters	■	■			■											
Dark Angels	■	■			■											
Dark Eldar							■									
Eldar								■								
Imperial Guard	■	■	■	■	■	■		■								
Necrons									■							
Orks			■													
Space Marines	■	■			■	■							■			
Space Wolves	■	■			■	■										
Tau Empire								■	■							
Tyranid									■							
Witch Hunters	■	■			■	■			■			■	■			

## **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.

### **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 while maintaining naming conventions.

# 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. Units with wargear that prevents deep strike scattering (like teleport homers) do not work on Allied Chaos Daemons.

Chaos Marine armies with allied Chaos Daemons may not select the Summoned Greater Daemon or Summoned Daemonic pack options from Codex Chaos Marines.

# 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

## 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 specific 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 in missions restrict what may be deployed.

# 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, as ram is described a form of tank shock.

After much debate, the end result is at most a Str 6 hit. Much testing has found that this really doesn't affect much, only occasionally doing damage to the enemy and often doing damage to the ork truck. It's just good fun though!

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.*

### **Storm Shields**

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".

# 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

When a vehicle with drones attached (such as the Devilfish Transport or Piranha) is destroyed the owning player may choose to remove the drones with the transport, thereby providing no additional kill points to his opponent. Should the drones become detached they act as a unit, providing kill points as any other unit would.

# TYRANIDS

## Spore Mines:

Spore Mines offer up no kill points.

## Symbiotic Rippers

Units equipped with Symbiotic Rippers count as having dealt 1 additional 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 owning 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 attacker or defender) this item has no effect.

## **Righteous Zeal**

The “Righteous Zeal” special rule that appears in Codex Witch Hunters should be renamed “Fanatical Zeal” to avoid confusion with the Black Templar’s ability of the same name.

## **Transports**

Since the Drop Pod transport was first introduced to the “fluff” of Warhammer 40k as a Sisters of Battle transport ability it seems appropriate to make them available in the current 5<sup>th</sup> edition. After much testing we have found this to not be unbalancing, although further testing is, as with any change, warranted.

Sisters of Battle, Dominion Squads, Celestine Squads & Retributor squads may take a Drop Pod transport from Codex Space Marines. They may not take any Witchhunter specific upgrades on the drop pod.