

DESIGNERS' COMMENTARY

Since the announcement of Warhammer 40,000, some of you have been in touch with questions about the rules. Here you will find some of the most frequently asked of these questions, chosen by our group of expert and experienced playtesters, along with the answers and some guiding examples and commentary.

Q: If a rule modifies a model's Strength characteristic, and that model is equipped with a melee weapon that also has a modifier (e.g. 'x2'), could you explain the order in which the modifiers are applied to the characteristics and the weapon's Strength?

A: First you must determine the model's current Strength characteristic. To do so apply all modifiers to it that multiply or divide the value, then apply any that add or subtract to it. Having done this, you then modify this value as described by the weapon's Strength characteristic.

For example, let's imagine a model with a basic Strength characteristic of 3 is under the effects of two psychic powers: a friendly one that doubles their Strength characteristic, and an enemy one that subtracts 1 from their Strength characteristic. That model's current Strength is therefore 5. If this model then fights with a weapon like a power fist, which has a Strength characteristic of 'x2', that attack will therefore be resolved at Strength 10.

Q: Are modifiers to dice rolls cumulative in the same way that modifiers to characteristics are?

A: Yes.

For example, if a model has the benefit of cover (+1 to its saving throw) and is wounded by a plasma pistol (AP-3, so -3 to its saving throw), the total modifier to the model's saving throw will be -2.

Q: Can a dice roll ever be modified above 6?

A: Yes.

Note that in some cases, a roll will only be successful on rolls of 7+. Poxwalkers, for example, have a Save characteristic of 7+, meaning that without at least a +1 modifier to their saving throw (such as that gained from cover) they will not be able to pass the roll.

Q: Can a dice roll ever be modified to less than 1?

A: No. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.

Q: If a rule or ability grants a re-roll on, for example, 'hit rolls of 1' (such as a Space Marine Captain's Rites of Battle ability) does that effect trigger before or after applying modifiers to the hit rolls?

A: Re-rolls always happen before modifiers, so the re-roll ability is triggered before applying modifiers.

For example, let's imagine a Space Marine (Ballistic Skill 3+) moves and fires a heavy bolter (a Heavy 3 weapon) whilst within range of a Space Marine Captain's Rites of Battle ability (allowing you to re-roll hit rolls of 1).

The hit dice are rolled and result in a 1, 2 and 5.

Re-rolls are applied before modifiers. In this example a single dice is re-rolled because of the Captain's ability, this time resulting in a 3.

Modifiers are applied after re-rolls. In this example there is a -1 modifier to the hit rolls for moving and firing a Heavy weapon. That means that the post-re-roll scores of 2, 3 and 5 are modified to 1, 2 and 4. Comparing the final results to the model's Ballistic Skill, only one shot hits the target.

Q: When making a hit roll with a supercharged plasma weapon, do you determine whether a '1' was rolled before or after applying re-rolls and modifiers?

A: You apply all re-rolls and modifiers first.

For example, if, after re-rolls and modifiers, the final result is then a 1 (or counts as a 1, as explained above), then the supercharged plasma weapon injures or kills the firer.

Q: If a rule states that an ability triggers on, for example, 'hit rolls of 6+', does this refer to the result of the dice rolls before or after modifiers are applied?

A: It refers to the final result, after re-rolls and modifiers (if any) have been applied.

The only exception to this would be abilities that specifically state, for example, 'unmodified hit rolls of 6', or 'hit rolls of 6 before modifiers are applied.'

Q: Can I use the Command Re-roll Stratagem to re-roll a dice roll made by my opponent?A: No.

Note that the rules assume that a player always rolls their own dice (instead of asking their opponent, for example, to roll hit rolls, saving throws, etc. on their behalf). That being the case, you can only use the above-mentioned Stratagem to affect dice rolls you make, and not those made by your opponent.

Q: What happens if a unit that has become split up during battle cannot re-establish unit coherency the next time it moves?

A: In this case the unit cannot move.

Note that the rules concerning unit coherency apply any time that a unit is moved, including charging, piling in, consolidating, etc. Again, if a unit cannot end such a move in unit coherency, it cannot make the move.

Q: Can CHARACTERS only perform a Heroic Intervention against enemy units that charged this turn, or can they do so against any enemy unit?

A: They can do so against any enemy unit.

Note that they can only do so if they end up closer to the nearest enemy model, whether it charged this turn or not.

Q: Some CHARACTER units can include non-CHARACTER models – the Genestealer Cults Patriarch and its Familiar 'upgrade', for example. Can such a unit be shot at even if it isn't the closest visible enemy unit?

A: No. The restrictions on targeting CHARACTERS applies to a unit whilst any model in the unit has the CHARACTER keyword (and none have 10 or more wounds).

For example, if a Patriarch takes a Familiar as an upgrade, the Patriarch is a CHARACTER, but the Familiar is not. Neither has 10 or more Wounds. Enemies can therefore only target the pair if they are the closest visible enemy models. If the Patriarch is slain and the Familiar is not, enemy units could then target the Familiar freely.

Q: If a model cannot shoot at the closest visible enemy unit for some reason (e.g. it is within 1" of one of your units) but the next closest visible enemy unit is a CHARACTER, can that model then target the character?

A: No.

Q: When rolling for abilities such as 'Disgustingly Resilient' or 'Tenacious Survivor' against attacks which inflict multiple wounds, do you roll to ignore each individual wound inflicted by the attack, or do you roll only once to ignore all the wounds inflicted by the attack?

A: Roll to avoid each wound lost separately.

For example, if a model with Disgustingly Resilient fails its saving throw against an attack made by a thunder hammer (Damage 3), you would roll three dice and for each result of 5+ you would ignore a single wound.

Q: When determining whether a model benefits from cover, does the model's entire unit need to be fully on or within terrain, or just the model making a particular saving throw?

A: All of the models in a unit need to be at least partially on or within terrain if any of the models are to receive the +1 bonus to their saving throw.

Note, however, that it is possible for a unit to gain the benefit of cover as it suffers casualties during the Shooting phase by removing those models that are not on, or within terrain. As soon as the last model that was not on or within terrain is slain, the rest of the unit immediately starts to receive the benefit of cover.

Q: What happens when a model fires a weapon that can shoot at targets that are not visible to it (such as a mortar) at a target it cannot see, if the target unit is within range of a piece of terrain that grants it the benefits of cover only when it is obscured by a certain amount from the point of view of the firer (such as a unit within 3" of Imperial Statuary)?

A: The unit receives the benefit of cover.

Q: Is a unit's charge roll the same thing as its charge distance?

A: Yes.

Q: Can you declare charges against units that are not visible to the charging unit?

A: Yes.

Note however that the unit being charged still obeys the normal rules for targeting when it fires Overwatch, and so, if a model cannot see the charging unit, it will not be able to fire Overwatch.

Q: If any of your units are eligible to fight in the Fight phase, can you choose for them not to fight this turn? Also, if any of your units charged in the Charge phase, do they have to fight first in the Fight phase, or can you choose for them to wait until later in the phase?

A: All eligible units must fight in the Fight phase; they cannot 'pass' and wait for another phase. Additionally, a unit must fight when it is its time to do so; it cannot 'hold' in order to fight later in the phase. So if a unit charged in the preceding Charge phase, it must fight before any

non-charging models in the Fight phase (barring any related abilities).

Note that when a model fights, it must do all of its close combat attacks if it can do so – you cannot choose for it not to do so (though you can still choose which weapon it uses for each close combat attack).

Q: If a unit starts the Fight phase within 1" of an enemy unit but, due to casualties suffered and models removed, it is no longer within 1" of any enemy units later in the phase, can it still be chosen to fight?

A: No, unless the unit in question charged this turn it cannot be chosen to fight if there are no longer enemy units within 1". Note that it is possible – if heavy enough casualties have been incurred – that even a unit that did charge may not be close enough, even after a pile-in move, to make close combat attacks. It can still, of course, consolidate.

Q: If a unit starts the Fight phase with no enemy units within 1", but then enemy units that have been chosen to fight move to within 1" of it as a result of their pile-in or consolidation moves, can that unit then be chosen to fight when it is your turn to choose a unit?

A: Yes.

Note, however, that units can only be chosen to fight once per phase.

Q: When piling in and consolidating, does a model have to move as close as possible towards the nearest enemy model, or do they just need to move closer to it?

A: If a model moves at all when piling in or consolidating, it only has to end its move closer to the nearest enemy model than where it started. It is not necessary to move as close as possible (i.e. base-to-base contact).

Note that if a model is in base-to-base contact, it cannot possibly end a move closer to the enemy, and so cannot move when its unit piles in or consolidates.

Q: If a unit piles in or consolidates into a unit it didn't declare a charge against in the preceding Charge phase, does that unit get to fire Overwatch?

A: No.

Remember though that units that charged can only make close combat attacks against units that they declared the charge against, even if pile-in moves, etc. bring them within 1" of a different unit.

Q: When is a unit considered to be 'completely destroyed' or 'wiped out'?

A: These two terms are used synonymously. A unit is considered to be completely destroyed when the last model in that unit is destroyed (also referred to as slain) or flees.

Q: Which player rolls the D6 to see if a vehicle explodes, or if a monster has death throes, etc. when it is destroyed?

A: The player whose model has been destroyed rolls the D6.

Q: In missions where players alternate deploying units, do units that are set up somewhere other than the battlefield still count as a player's deployment choice? What about units that begin the battle embarked within a transport?

A: Units with abilities on their datasheets that allow them to be set up somewhere other than the battlefield must still be 'set up' in that locale, and so still count as a deployment choice. When you choose to set up a transport, declare what units (if any) are embarked inside – these are not separate deployment choices.

For example, two players are deploying their armies for the Only War mission. The mission instructs them to alternate deploying their units. Player A starts by setting up a unit of Ork Boyz on the battlefield. Player B then sets up a unit of Intercessors on the battlefield. Player A then sets up a Battlewagon on the battlefield – as it is a transport, Player A declares it will start the battle with a Warboss and a unit of Tankbustas embarked inside. Player B then sets up a unit of Terminators, but uses their Teleport Strike

ability to set them up in a teleportarium chamber instead of on the battlefield. Player A then sets up their next unit, and so on.

Q: Can a Battle-forged army ever have fewer than 0 Command Points?

A: No.

Regardless of how many Auxiliary Support Detachments you take, you can never start a battle with fewer than 0 Command Points.

Q: What is the difference between a unit's Power Rating and its points value? Can I play a matched play game using my army's Power Level instead of its points total? Can I play a narrative play mission using a points total?

A: A unit's Power Rating is a measure of its efficacy on the battlefield. The higher the Power Rating, the more powerful the unit. An army's Power Level is calculated by adding up the Power Ratings of all the units in the army, so an army with a high Power Level is more powerful than one with a low Power Level.

Power Ratings are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons and wargear it can take (they are actually based on a calculation of the unit's average value, after considering all possible combinations of weapons and wargear the unit can have). They can therefore be used as a quick guide to establish the comparative might of each army, and are intended primarily for open and narrative play games.

Points values are similar, but are designed specifically with matched play in mind because they offer more granularity.

Whilst it takes a little longer to work out each unit's points value, doing so enables you to differentiate between two similar squads equipped with different weapon options, as the points values listed in our books reflect the fact that some weapons are more powerful than others. There is a relationship between the two – a unit with a high Power Rating will also have a

high points value. As a result, it is perfectly legitimate to play a matched play game using Power Ratings instead of points values. Likewise, if you wish to use points values in a narrative or open play game, you can. We recommend both players use the same method as each other, but as long as you both agree, you can decide which method you prefer to use.

Q: If I can choose a keyword for a unit, such as <REGIMENT> for Astra Militarum, could I choose that keyword to be, for example 'BLOOD ANGELS' or 'DEATH GUARD'?

A: No.

In the example above, 'Blood Angels' is a Chapter of the Adeptus Astartes and 'Death Guard' is a Legion of the Heretic Astartes – neither of which are Regiments of the Astra Militarum.

Q: If I create an Astra Militarum Regiment of my own and name them, for example, the 'Emperor's Finest', and I then also create an Adeptus Astartes Chapter of my own choosing, and also call them the 'Emperor's Finest', do the abilities that work on the <REGIMENT> and/or <CHAPTER> keywords now work on both the Astra Militarum and Adeptus Astartes units?

A: No.

The intent of naming Regiments, Chapters, etc. of your own creation is to personalise your collections and not to enable players to circumvent the restrictions on what abilities affect what units. It is also not intended to circumvent the restrictions on which units are able to be included in the same Detachment.

Q: When a model does not have a base, as is the case with many vehicles, what exactly is the 'hull' of the model?

A: The hull of these models refers to the main body of the model. It does not include things such as turrets, sponsons, aerials, banners, spikes etc. If there is still doubt, we recommend both players agree about what constitutes the hull of such models before the battle begins.

Q: What is the difference between a keyword and a Faction keyword?

A: The only real difference is that Faction keywords are used when building an army; when Battle-forging an army, for instance, you will often only be able to include units in the same detachment if they share the same Faction keyword. Also, if you are playing a matched play game, you will need to have an Army Faction – this is a Faction keyword that is shared by all of the units in your entire army (with the exception of those that are Unaligned). Once the battle has begun, there is no functional difference between a keyword and a Faction keyword.

*For example, when creating a Battle-forged army for matched play, I take two Patrol Detachments; the first contains only units with the **HERETIC ASTARTES** Faction keyword, and the second contains only units with the **DAEMON** Faction keyword. My Army Faction is '**CHAOS**' because this is a Faction keyword every unit in the entire army shares.*

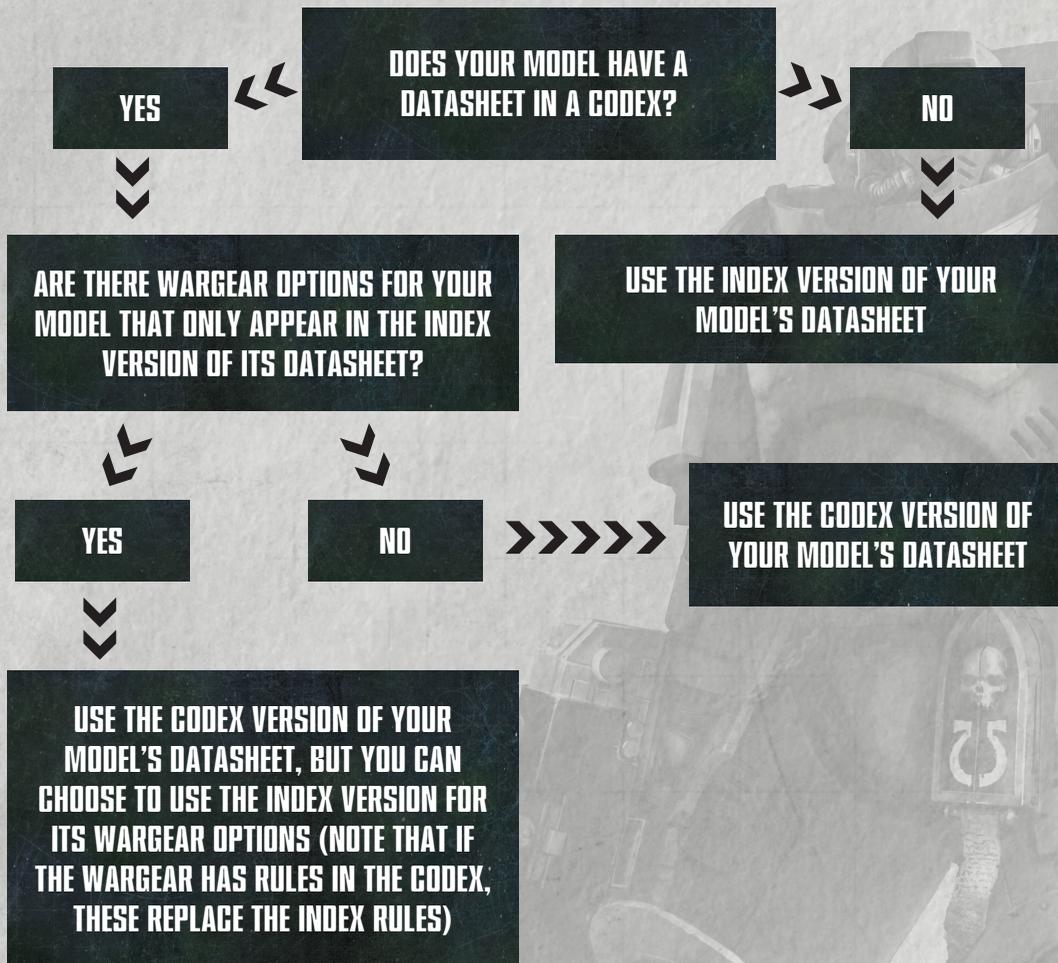
*Once the battle has begun, the distinction between keywords and Faction keywords no longer has any effect – both are used to interact with abilities identically. Imagine, then, that the **HERETIC ASTARTES** Detachment contains a unit of Possessed (which does not have the **DAEMON** Faction keyword, but does have the **DAEMON** keyword), and I choose for them to replace their **<MARK OF CHAOS>** keyword with **KHORNE**. If the **DAEMON** Detachment contained a Herald of Khorne, his ability to 'add 1 to the Strength characteristic of all **KHORNE DAEMONS**' would also apply to the unit of Possessed, as they have both the **KHORNE** and **DAEMON** keywords.*

Q: Several missions refer to different types of victory – minor victory, major victory, heroic victory, etc. Do the different types of victory mean anything?

A: Only for determining bragging rights post-battle.

WHAT DATASHEET RULES SHOULD I USE?

Use the following flowchart to determine which datasheet to use for your models. Note that regardless of which datasheet you use, if you are playing a matched play game, or a game that uses a points limit, you should always use the most recently published points for your models and their weapons and wargear.



For example, if you wished to use a Commissar with a power axe, you would check if the codex – *Codex: Astra Militarum* – has a datasheet for Commissars. It does, so you would use this datasheet – however, it does not support the wargear options which allow him to replace his power sword with a power axe, so you would use the Commissar wargear options from *Index: Imperium 2*.

Similarly, as *Codex: Astra Militarum* does not have a weapon profile for the power axe, you would use the one found in *Index: Imperium 2*.

When coming to calculate the points cost, the Commissar himself and the bolt pistol have points in *Codex: Astra Militarum*, so you would use those alongside the cost for the power axe from *Index: Imperium 2*.

Alternatively, if you wished to field an Autarch model with a banshee mask, you would use the Autarch datasheet from *Codex: Craftworlds* alongside the appropriate wargear option from *Index: Xenos 1*.

Codex: Craftworlds contains rules and points costs for all your Autarch's wargear, so you would use these in place of the ones from *Index: Xenos 1*.



STEPPING INTO A NEW EDITION OF WARHAMMER 40,000

Since the release of Warhammer 40,000 we have received lots of questions regarding some of the rules. Many of these are from veteran players, those who have played previous versions of Warhammer 40,000 and so are used to playing using certain mechanics that have either now subtly changed or do not exist within the new rules at all. This has created some situations that are unique to these veteran players as they continue to apply preconceptions from previous editions, and so this document has been created with the purpose of guiding existing players to the rules as presented in the latest edition of Warhammer 40,000. This guide has been created alongside our expert group of playtesters – players who themselves fall into the category of veterans and who have a huge amount of experience of just this kind of transition. If you are new to Warhammer 40,000 you do not need to read this guide, as you will have no preconceptions to unlearn.

Core Rules Questions

Q: If a VEHICLE model has a base, but it is itself larger than the base (such as a Stormraven Gunship), what do I measure to – the base or the hull of the vehicle?

A: Unless such a model's datasheet has an ability saying otherwise, you measure to and from the model's base.

Q: How do I determine if a model is visible to another model?

A: The models are visible to each other if you can draw a straight, uninterrupted line between any part of one model to any part of the other.

Q: How do vertical distances work for movement and measurements?

A: All distances are measured in three dimensions, so if a unit moves over a hill or scales a wall, the horizontal distance and vertical distance combined cannot exceed its Movement characteristic. This means that in order to traverse across an obstacle, you must move up to the top of that obstacle, move across the top of it, then move down it.

Q: What happens when an INFANTRY model cannot completely end its move on a floor of ruins when attempting to scale the walls?

A: If an INFANTRY model is unable to complete a move to a stable position, use the Wobbly Model Syndrome

guidelines in the core rules to identify with your opponent where your model's actual location is.

Q: Can I roll to Deny the Witch with a psyker that is not targeted directly by a psychic power?

A: Yes.

Q: Does my psyker need to be visible to the enemy psyker manifesting the psychic power to attempt to Deny the Witch?

A: No. The psyker just needs to be within 24" of them.

Q: If a psychic power affects a friendly unit, does that unit need to be visible to my psyker for me to be able to manifest it upon them?

A: No, unless the specific psychic power says otherwise.

Q: Can you manifest psychic powers while embarked upon a transport, whether they have the Open-topped ability or otherwise?

A: No, unless specifically stated otherwise.

Q: When shooting with models, do I measure ranges from the model's weapons, or from its base (or hull, if it's a vehicle without a base)?

A: Distances are measured from the closest point of the model's base (or from the closest point of the vehicle's hull if it does not have a base) to the closest point of the target's base (or hull).

Q: If a model uses a weapon that always wounds on a set value, but the roll required to successfully wound the model is worse than if that model were fighting using its basic Strength characteristic, what roll to wound is required?

A: The value described in the weapon's abilities takes precedence.

For example, if a Grotesque (with a Strength characteristic of 5) attacked an enemy unit with a Toughness characteristic of 3 using its flesh gauntlet, it would successfully wound that unit on rolls of 4+, even though its Strength is greater than the target's Toughness.

Q: If an enemy unit is attacked by a weapon that has the ability 'Units attacked by this weapon do not gain any bonus to their saving throws for being in cover', do they a) not gain any bonuses for being in cover for the remainder of the battle, b) not gain any bonuses for being in cover when resolving all of the firing unit's attacks, or c) not gain any bonuses for being in cover against attacks made by the weapon that has this ability?

A: The answer is c), the enemy unit being attacked does not gain any bonuses for being in cover when resolving the attacks made by the weapon with this ability.

Q: Can you wound models in a target unit that are not visible to the firer or that are beyond its maximum range?

A: Yes.

When resolving a shooting attack, only one model in the target unit needs to be visible and within range of the firing model in order to make the attack. Your opponent can allocate any resulting wounds to any unwounded models in the target unit that they choose, even those that are not visible or within range of the attack.

Q: Is there any limit on the number of enemy units I can choose as targets of a charge?

A: No – so long as all the targets of the charge are within 12", you can declare as many targets of a charge as you like.

Q: Can a single-model unit declare charges against multiple units?

A: Yes.

A single model can declare charges against several units, even if it would be impossible to finish the charge within 1" of all of them. Doing so gives you more choices on where to actually move, depending upon your subsequent charge roll, but leaves you vulnerable to more Overwatch.

Q: Does a weapon have to be in range of the charging unit to fire Overwatch at it?

A: Yes.

Q: A unit has a special rule that says, for example, 'add 3" to the dice roll(s) for determining the charge distance of the unit'. Does that mean my unit can move 15" if I roll a double 6 on 2D6?

A: Yes. Note though that you can only ever declare a charge against an enemy unit you are within 12" of, unless the charging unit has an ability that says otherwise.

Q: Must a unit end its charge move as close as possible to the target(s) of its charge (i.e. base-to-base contact), and must a unit attempt to engage as many of the targets of its charge as possible?

A: No. The first model in the charging unit that is moved only has to finish its charge move within 1" of at least one of the units that was selected as a target of its charge.

The only other restrictions that apply are that the charging unit must end its move in unit coherency, and no models in the charging unit can move within 1" of an enemy unit that was not selected as a target of the charge.

Q: Do units have to pile in and consolidate?

A: No, these extra moves are optional.

Also note that if a unit does pile in or consolidate, you do not need to necessarily move all of the models in the unit (but any that do move must end their move closer to the nearest enemy model).

Q: When can I target an enemy CHARACTER that has a Wounds characteristic of less than 10?

A: Such a CHARACTER can only be targeted in the Shooting phase if it is the nearest visible model to the firing model. You can target enemy CHARACTERS without restriction in the Psychic phase*, Charge phase, Fight phase, etc. You may also make shooting attacks at enemy CHARACTERS which occur outside the Shooting phase (i.e. when resolving Overwatch in the Charge phase).

**Note, however, that some psychic powers, such as Smite, do not target units but instead affect the nearest enemy unit.*

Q: Can I embark within a transport at any time other than in the Movement phase, such as following a consolidate move that takes a unit within 3" of a transport?

A: No. You may only embark within or disembark a transport in the Movement phase, unless a rule or ability explicitly says otherwise.

Q: Can a unit that Advances or Falls Back embark within a transport? What about if the transport has moved before – can a unit still embark inside?

A: Yes, yes and yes (remember though that a transport cannot both embark and disembark units in the same turn).

Q: Can units move within 1" of enemy models whilst Falling Back?

A: Yes, but they must end their move more than 1" from all enemy models.

Remember though that they cannot move 'through' other models.

Q: How do objective markers work for purposes of vertical distances?

A: Include both vertical and horizontal distances when determining the number of models within range of an objective marker.

Q: Can a unit be healed or repaired to above its starting number of wounds?

A: No, unless specifically stated otherwise.

Index Books Questions

Q: Can a model take the same wargear option more than once? For example, can a Space Marine Terminator replace his storm bolter with a cyclone missile launcher and another storm bolter, and then replace its 'new' storm bolter with a heavy flamer?

A: No.

Q: How do the weapon profiles of CAVALRY mounts, and other models such as chariots (which have weapon profiles for riders and mounts), work?

A: Each weapon profile is treated as a separate weapon the model is equipped with.

Note that typically these weapon profiles have abilities that mean they can be used to make additional attacks.

For example, a Thunderwolf mount provides its rider with a set of extra attacks with its own melee weapon profile (crushing teeth and claws). So, the rider can make all its attacks using, for example, its thunder hammer, and then it can make an additional set of attacks using the Thunderwolf's melee weapon profile. When resolving these attacks, bonuses and penalties to the rider's hit rolls and wound rolls also apply to the Thunderwolf's attacks – it is effectively a weapon wielded by the rider. As such, where a mount's weapon profile has a Strength characteristic other than User – as is the case with the Thunderwolf – the Strength of the mount's attacks is not affected by changes to the model's Strength. Note, however, that the mount's weapon profile would be affected by changes to the Strength (or other characteristics) of a model's weapons.

Q: The Mob Rule ability says that 'a unit with this ability can use the number of models in their unit as their Leadership characteristic'. Is this fixed at the number of models in the unit at the start of the battle, or does it vary throughout the battle?

A: It is not fixed and will vary throughout the game.

This ability is based upon the number of models in the unit at the time. Thus, as the unit suffers casualties throughout the battle, its Leadership characteristic will be lower.

Q: If the Strength from Death ability is triggered, and I choose to manifest a psychic power as if it were the Psychic phase, can I attempt to manifest a power I already attempted to manifest this turn?

A: No. The psyker can only attempt to manifest a different psychic power that it knows.

Q: If the Strength from Death ability is triggered, and I choose to manifest a psychic power as if it were the Psychic phase, can I attempt to manifest a power that another psyker in my army has attempted to manifest this turn?

A: Yes. Note, however, that if you are playing a matched play game, then the Psychic Focus rule still applies, in which case your psyker cannot attempt to manifest a psychic power that has already been attempted by another psyker in your army this turn (with the exception of *Smite*).

Q: Can I use a Soulburst action to charge in the Fight phase and fight in the same phase?

No. A unit that uses a Soulburst action to charge in the Fight phase cannot then fight in that phase.

Q: If I use a Soulburst action to charge in my opponent's turn (other than in the Fight phase), when does that unit fight in the Fight phase?

This unit will fight before any units that did not charge this turn. If your opponent also has units that have charged this turn then players alternate choosing units that have charged to fight with, starting with the player whose turn it is (in this case, your opponent's).

Q: How do psychic powers and abilities that can slay models – like 'Eadbanger and the C'tan power Time's Arrow – interact with abilities such as Commissar Yarrick's Iron Will, which allows him to negate his final wound on 3+?

A: These powers and abilities do not inflict damage or cause models to lose wounds, so in these cases abilities like Yarrick's Iron Will have no effect.

Q: Do models that are still embarked within a transport count as being in range of an objective marker if their transport is within range of it?

A: No.

Q: If a unit has an aura ability, and it is embarked within a transport, does that aura ability still apply, whether the transport has the Open-topped ability or otherwise?

A: No.

Q: If I charge a transport that has the Open-topped ability, can units that are embarked inside also fire Overwatch at the charging unit?

A: No.

Q: Can a model with the ability to repair vehicles – such as a Techmarine or an Ork Mek – use that ability to repair a transport they are currently embarked within?

A: No.

Q: Do Space Marine teleport homers count as separate units for the purposes of deployment?

A: No. It is set up at the same time as the unit that is equipped with a teleport homer is.

Q: A Space Marine Apothecary's Narthecium ability says to select a 'friendly <CHAPTER> INFANTRY or BIKER unit'. Does this mean 'a friendly <CHAPTER> INFANTRY or <CHAPTER> BIKER unit' or can it be used to affect BIKER units from other Chapters?

A: It means '<CHAPTER> INFANTRY or <CHAPTER> BIKER' – you cannot select a BIKER unit from a different Chapter.

Q: Do models with profiles, such as Armorium Cherubs and Ammo Runts, count as a model for the purposes of embarking within transports or when measuring ranges to and from the unit?

A: Yes – for all rules purposes they are part of the unit.

WARHAMMER 40,000

THE BIG FAQ 2 2018

Revision 1

Release Notes

In the Autumn update for Warhammer 40,000, we introduced an updated matched play rule that meant, in matched play games, units that did not start the battle on the battlefield could not be set up until the second battle round. As a result, several unit abilities changed so as to not contradict this rule. Unfortunately, a handful of unit abilities slipped through our net. This revision endeavours to catch those abilities.

The Autumn update also included an errata that changed the way the **FLY** keyword interacts with the Charge phase. As with the other change, unfortunately a few units that can ‘move as if they can **FLY**’ were missed. This revision – and the corresponding codex FAQ updates – are intended to catch the remainder.

We’ve had a lot of feedback on this matter, so we thought it would be useful to explain what we were, and what we were not, attempting to achieve with this errata.

This errata was designed to answer a common question that arose when units that can **FLY** were attempting to charge units atop a tall terrain feature, or vice versa. In such a situation, even though the vertical distance between the charging unit and its target could be quite large, the horizontal distances involved could be very small, or even nothing. As they ignored the vertical distance to their target when charging, this could result in automatic charges. This was further compounded when a unit arriving from reserve was set up more than 9" vertically from enemy models on top of a tall terrain feature, but then either had a charge distance that was substantially less than 9" (or was automatically charged) that turn when combined with the above. This was not the intent of the original rule and we therefore took the difficult decision that units that can **FLY** should have to roll the same charge roll as any other unit.

To be clear, the errata was not published as an attempt to redress any perceived balance within the game, or to tone down the power of certain units that can **FLY** (or that can move as if they could **FLY**). It was designed to make charge rolls clear and unambiguous for all units – hence we feel it is important that no unit is excluded from the errata. If the power of any units has been affected as a result of this errata, then we shall review it and adjust its points value (and Power Rating) accordingly.

Finalised Matched Play Rules

The Battle Brothers matched play rule was introduced as a beta version back in Spring 2018. This is now the final form of this matched play rule:

BATTLE BROTHERS

All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common. In addition, this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network. This has no effect on your Army Faction.

In addition, the following two matched play rules as confirmed in the Spring update continue to apply.

PSYCHIC FOCUS

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, unless the psyker attempting to manifest *Smite* has either the Brotherhood of Psykers (see *Codex: Grey Knights*) or Brotherhood of Sorcerers ability (see *Codex: Thousand Sons*), you must add 1 to the warp charge value of *Smite* for each attempt (whether successful or not) that has been made to manifest *Smite* during a given Psychic phase, to a maximum warp charge value of 11.

For example, if an **ORK** psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then the warp charge value of *Smite* is 7 for that attempt (note that if the result of the psyker's Psychic test is more than 10, it still inflicts D6 mortal wounds instead of D3 as normal).

TARGETING CHARACTERS

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (other than other **CHARACTERS** with a Wounds characteristics of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

Beta Matched Play Rules

TACTICAL RESERVES

Following feedback, we are changing the Tactical Reserves beta matched play rule proposed in the Spring 2018 update, which was itself an update to an existing matched play rule in the *Warhammer 40,000* rulebook. The original wording in the *Warhammer 40,000* rulebook restricted the number of units that could arrive during a game to half your army, but the intent was 'half of your army's strength'. The first beta version of this rule clarified this to be half the Power Level of your army, but as matched play games typically use points values instead of Power Ratings, we have clarified that this should instead be half the points value of your army.

Even when limited to half your army, the ability to arrive on the battlefield mid-game remains very powerful, enabling units that can do so to arrive where they will be most effective whilst granting them immunity from attacks until they are on the battlefield. Armies that use a heavy proportion of 'reinforcement units' continue to dominate on many gaming tables, which is why we felt it necessary to rein in the power of these abilities in Spring 2018. However, our original beta rule, which limited the units that arrived as reinforcements during the first battle round to being set up within their own deployment zone, received a lot of mixed feedback. Whilst it did help to rein in the power of some armies that used a heavy proportion of reinforcement units, it also raised a lot of questions from players regarding which units, abilities, powers and so on were affected. Some players felt it was unfair that all of their units were restricted, whilst all of their opponent's units were exempt. Perhaps the biggest criticism we received, though, was that the rule seemed to break many players' suspension of disbelief, as they could not understand the background reasons behind it – what was the rule representing on the battlefield?

As a result, we are proposing a new version of this beta rule that is designed to rein in the power of reinforcement-heavy armies whilst also maintaining a more narrative theme. To that end, units that arrive as reinforcements must now wait until the second battle round to do so – they are reserves that arrive to reinforce your army mid-battle, not reinforce it before your opponent has had a chance to move any of their own models.

We also felt, because it was so different, that we should re-release this as a new beta matched play rule, rather than enshrine it in the rules before the wider community has had a chance to provide adequate feedback. We have also removed the exemption that Genestealer Cults had in the previous beta version of this rule – rest assured this has been taken into account for *Codex: Genestealer Cults*, which is currently in development.

TACTICAL RESERVES

Instead of being set up on the battlefield during Deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during Deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during Deployment (including those that are embarked within **TRANSPORTS** that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.

Related Errata

If you are using the Tactical Reserves beta matched play rule, the following errata apply:

Codex: Space Marines, page 197 – Strike From the Shadows

Change this Stratagem to read:

‘Use this Stratagem when you set up a **RAVEN GUARD INFANTRY** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.’

Codex: Chaos Space Marines, page 160 – Forward Operatives

Change this Stratagem to read:

‘Use this Stratagem when you set up an **ALPHA LEGION INFANTRY** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.’

Codex: Adeptus Mechanicus, page 98 – Clandestine Infiltration

Change this Stratagem to read:

‘Use this Stratagem when you set up a **STYGIES VIII** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.’

Codex: Craftworlds, pages 91 and 94 – Illic Nightspear and Rangers, Appear Unbidden

Change the last sentence of this ability to read:

‘At the end of any of your Movement phases, this unit can emerge from the webway – set this unit up anywhere on the battlefield that is more than 9" away from any enemy models.’

Codex: Craftworlds, page 123 – Shiftshroud of Alanssair

Change the last sentence of this ability to read:

‘At the end of any of your Movement phases, this unit can emerge from the webway – set this unit up anywhere on the battlefield that is more than 9" away from any enemy models.’

Codex: Tyranids, Page 110 – Sporocyst, Bombardment Organism

Change this ability to read:

‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.’

Index: Xenos 1, page 79 – The Yncarne, Inevitable Death

Change the first sentence of this ability to read:

‘When you set up the Yncarne, it can be set up in waiting rather than on the battlefield.’

Imperial Armour – Index: Xenos, Page 18 – Meiotic Spores, Outriders of the Swarm

Change this ability to read:

‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.’

New Beta Matched Play Rules

We are also introducing the following two new beta matched play rules: Prepared Positions and Tactical Restraint. As with our previous beta matched play rules, do let us know what you think.

Prepared Positions is a Stratagem that is available to the player who has the second turn in the game. Often, taking the first turn gives a player a distinct advantage, enabling them to target and shoot their opponent's units before they can react. This Stratagem gives the player who has the second turn a chance to better weather that storm.

Tactical Restraint is a new rule that limits the rate at which Command Points can be regenerated throughout the battle via Warlord Traits, relics, etc. With the increase to the total number of Command Points available to all armies that we introduced in the Spring update – which increased the number of Command Points that Battalions and Brigades gave a player – these types of rules were made commensurately better. This matched play rule attempts to correct this, ensuring that your pool of Command Points remains a precious resource.

PREPARED POSITIONS

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP

PREPARED POSITIONS

Stratagem

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army that are wholly within your Deployment Zone, other than **TITANIC** units, receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

TACTICAL RESTRAINT

There are several Warlord Traits, Relics and abilities that give you a chance to gain or refund Command Points when you or your opponent either use a Stratagem or spend Command Points to use a Stratagem. In matched play games, each player can only gain or have refunded a total of one Command Point per battle round as the result of such rules, regardless of the source.

This does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to or the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils, Agents of Vect, etc.).

Interim Balance Review

Further to the above matched play rules, we have decided to make a number of small errata to enhance the balance of Warhammer 40,000, based on community feedback. As errata, these are effective immediately, and detailed below.

STRATAGEMS

The Warp Surge Stratagem appears to be too effective, enabling a potential invulnerable save of 2+. As a result, we are making a small change to this Stratagem. This change appears in the *Codex: Chaos Daemons* errata, but is shown below for convenience.

Codex: Chaos Daemons, page 126 – Warp Surge

Change the rules text of this Stratagem to read:

‘Use this Stratagem at the start of any phase. Select a unit of **DAEMONS** from your army; until the end of the phase, you cannot re-roll saving throws for this unit, but its invulnerable save is improved by 1 (to a maximum of 4+).’

The following Stratagems appear to be too effective. As a result, we are increasing their Command Point cost by 1 each. These changes appear in the respective errata documents, but are shown below for convenience.

Codex: Blood Angels, Page 136 – Upon Wings of Fire

Change the Command Point cost of this Stratagem to 2CP.

Codex: Imperial Knights, Page 109 – Oathbreaker Guidance System

Change the Command Point cost of this Stratagem to 3CP.

Codex: Imperial Knights, Page 111 – Order of Companions

Change the Command Point cost of this Stratagem to 3CP.

Codex: Imperial Knights, Page 111 – Our Darkest Hour

Change the Command Point cost of this Stratagem to 3CP.

Codex: Drukhari, Page 120 – Agents of Vect

Change the Command Point cost of this Stratagem to 4CP.

Note also that the Agents of Vect Stratagem has received an errata. This change appears in the *Codex: Drukhari* errata document, but is shown below for convenience.

Codex: Drukhari, Page 120 – Agents of Vect

Change the final sentence of this Stratagem to read:

‘This Stratagem cannot be used if there are no **KABAL OF THE BLACK HEART** units from your army on the battlefield, and cannot be used to affect Stratagems used ‘before the battle’ or ‘during deployment’.’

WARHAMMER 40,000

RULEBOOK

Official Update Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 177 – Moving

Change the second paragraph to read:

'If the datasheet for a model says it can **FLY**, then during the Movement phase it can move across models and terrain as if they were not there.'

Page 178 – Re-rolls

Change this paragraph to read:

'Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a result that was made by adding several dice together (e.g. 2D6, 3D6, etc.) then, unless otherwise stated, you must roll all of those dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied.'

Page 179 – Choose Unit to Shoot With

Change the fourth sentence to read:

'Unless otherwise noted, each model in the unit attacks with all of the ranged weapons it is armed with – if a model in the firing unit has any weapons that can only be used once per battle, you can choose whether or not the model will fire that weapon.'

Page 179 – Choose Ranged Weapons

Change the last sentence of the first paragraph to read:

'In either case, at the same time that you choose targets for the shooting unit's attacks, you must declare how you will split the shooting unit's shots; then resolve all the shots against one target before moving on to the next.'

Page 181 – Ignoring Wounds

Add the following as a boxout on this page:

Ignoring Wounds

Some units have abilities that allow them to ignore the damage suffered each time it loses a wound (e.g. Disgustingly Resilient, The Flesh is Weak and Tenacious Survivor). If a model has more than one such ability, you can only use one of those abilities each time the model loses a wound.'

Page 182 – Choose Targets

Change the third sentence of the second paragraph to read:

'In either case, at the same time that you choose targets for the unit's close combat attacks, you must declare how you will split the unit's close combat attacks; then resolve all attacks against one target before moving on to the next.'

Page 183 – Choose Melee Weapon

Change the second sentence to read:

'In addition to their other weapons, all models are assumed to be equipped with a close combat weapon, which has the following profile:'

Page 183 – Close combat weapon

Change the AP characteristic to read '0'.

Page 183 – Embark

Change the first sentence to read:

'If all models in a unit end their move within 3" of a friendly transport in the Movement phase, they can embark within it.'

Page 186 – The Warlord

Change the first sentence to read:

'Once you have mustered your army, nominate one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role).'

Page 200 – Deployment

Change this paragraph to read:

'After terrain has been set up, the Defender sets up three of their units wholly within their deployment zone – one of these units must have the Troops Battlefield Role. The Attacker then selects three of their units to serve as their patrol and sets them up wholly within their deployment zone – one of these units must have the Troops Battlefield Role. All other units arrive later in the battle using the Reserves rules (pg 194).'

Pages 204 and 206 – Deployment

Change the penultimate sentence to read:
‘The Attacker then sets up as many of their units as they wish wholly within their deployment zone.’

Page 214 – Organised Events

Replace this boxout with the one at the end of this document.

Page 215 – Sudden Death

Change point 2 to read:
‘If at the end of any turn after the first battle round, one player has no models on the battlefield, the game ends immediately and their opponent automatically wins a crushing victory. When determining if a player has any units on the battlefield, do not include any units with the Flyer Battlefield Role – these units cannot operate within a combat airspace indefinitely and they cannot hold territory without ground support. Furthermore, do not include any units with the Fortification Battlefield Role unless they have a unit embarked inside – even the most formidable bastion requires a garrison if it is to pose a threat.’

Pages 218, 219, 220, 221, 222, 223, 230, 231, 232, 233, 234, 235, 261 – Deployment

Change ‘A player’s models must be set up within their own deployment zone’ to read:
‘A player’s models must be set up wholly within their own deployment zone.’

Page 226 – Using Tactical Objectives

Add the following to the end of the paragraph:
‘Unless otherwise stated, a player controls an objective marker if they have more models within 3" of the centre of it than their opponent.’

Page 229 – 62, Witch Hunter

Change the rules text to:
‘Score 1 victory point if at least one enemy **PSYKER** unit was destroyed during this turn.’

Page 242 – Battlefield Role Slots

Change the last sentence of the second paragraph to read:
‘For example, in order to take a Battalion Detachment – which you can see on the facing page – you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.’

Page 242 – Understrength Units

Change the second paragraph to read:
‘If you are using Power Ratings, you must still pay the Power Rating cost as if you had a minimum-sized unit, even though it contains fewer models. If you are using points, you only pay the points for the models you actually have in an understrength unit (and any wargear they are equipped with). An understrength unit still takes up the appropriate slot in a Detachment. If you are playing a matched play game, you can only include an understrength unit in an Auxiliary Support Detachment.’

Page 243 – Battalion Detachment, Command Benefits

Change this Detachment’s command benefits to read ‘+5 Command Points.’

Page 243 – Brigade Detachment, Command Benefits

Change this Detachment’s command benefits to read ‘+12 Command Points.’

Page 248 – Woods

Change the last sentence of the first paragraph of rules text to read:
‘Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.’

Page 248 – Ruins

Change the first paragraph of rules text to read:
‘Unless they can **FLY, VEHICLES, MONSTERS, CAVALRY** and **BIKERS** can only be set up or end their move on the ground floor of ruins.’

Change the third paragraph of rules text to read:
‘**INFANTRY** units that are entirely on or within a ruin receive the benefit of cover. Other units that are entirely on or within a ruin only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.’

Page 249 – Craters

Change the first paragraph of rules text to read:
‘**INFANTRY** units that are entirely within a crater receive the benefit of cover.’

Page 249 – Barricades

Change the first sentence of rules text to read:
‘When a model targets an enemy **INFANTRY** unit that has all of its models within 1" of a barricade, the target unit receives the benefit of cover if the attacking model is closer to the barricade than it is to the target.’

Page 250 – Imperial Statuary

Change the first paragraph of rules text to read:
‘Units within 3" of Imperial Statuary that are at least 25% obscured by it from the point of view of the shooting model receive the benefit of cover.’

Page 265 – Deployment

Change the first paragraph to read:
‘After the battlefield has been created, the Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.’

Page 269 – Deployment

Change the first paragraph to read:
‘The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army wholly within their deployment zone.’

Page 271 – Deployment

Change the penultimate sentence of the second paragraph to read:

'Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield.

FAQs

GENERAL QUESTIONS

*Q: Can I ever skip a phase, or part of a phase? For example, if my army contains no **PSYKERS**, can I skip my Psychic phase?*

A: No. You must play out all of the phases in a turn, and all parts of each phase. In the example you give, your opponent may have rules or Stratagems that are used in your Psychic phase, and so you cannot skip it.

Q: If a unit has a Strength characteristic of '-', but I need to use that characteristic to resolve a rule (e.g. shooting web pistols or webbers, the Death Grip Stratagem etc.) what value should I use?

A: Substitute the unit's Toughness characteristic for its Strength characteristic for the purposes of resolving such rules.

Q: What does within 1" mean? Does it mean any distance up to 1", or does it mean any distance up to and including 1"?

A: It means any distance up to and including 1".

Q: Can you clarify what the difference is between 'wholly within' and 'within' for rules purposes?

A: If a rule says it affects units/models that are 'wholly within' then it only applies if the entire unit/model is within. If it just says 'within', however, then it applies so long as any part of the unit/model is within.

For example, units gain the benefit of cover if every model in the unit is either on or within terrain. So long as all the models in that unit are either on or partially within the terrain, they gain the benefit of cover.

Q: When a rule refers to the 'nearest' unit/model, and two are equidistant, who decides which is the nearest?

A: Unless stated otherwise, the player controlling the unit that is using the rule decides.

For example, if a psyker manifested the *Smite* psychic power, and two enemy units were both exactly 4" away, the player controlling the psyker could choose which is the 'closest' and hence which suffers damage from the power.

Similarly, if in your Shooting phase an enemy **CHARACTER** and another enemy unit were both exactly 10" away from your firing model, you could choose which is the closest before resolving the shots – so you could choose to shoot the Character if you want. If two enemy Characters are equidistant from a firing model (and there is no other closer enemy unit) then the firing model's controller can choose which of the two Characters is closest before resolving the model's shots. Note that it cannot choose for them both to be the closest, so cannot split its fire between the two.

If neither player controls the origin of the rule in question (e.g. if a mission's rules include gigantic rocks that are crashing indiscriminately into the battlefield) then the players should roll off. Whoever wins decides which unit/model is nearest.

Q: Can I set up a unit, or finish any sort of move with a unit, so that its models form several separate groups (where each group consists of models from that unit that are within 2" horizontally and 6" vertically of at least one other model from their group)?

A: No. The unit must set up or finish any sort of move as a single group.

Q: If one of my units shoots an enemy unit in which only one model is visible, and I resolve the attacks one at a time, slaying that model before I have resolved all of my unit's attacks, what happens to the rest of the attacks – are they wasted?

A: No. You determine the number of attacks the firing unit will make against the target unit before any of those attacks are made (i.e. before any hit rolls are made). If you are resolving these attacks one at a time and your opponent removes the only visible model as a casualty, you still continue to resolve the remainder of the firing unit's attacks against that target.

Q: For rules that modify a weapon's characteristic(s), if that characteristic is a random value, how is the modification applied? For example, if a rule increases a weapon's Damage characteristic by 1, and the weapon's normal Damage characteristic is 'D3', what is its modified characteristic?

A: Any such modification is applied after the random result is rolled. In the example given, the modified characteristic would be D3+1.

*Q: Can a unit fire Overwatch at a **CHARACTER** if, when it declares its charge at them, there are other visible enemy models that are closer?*

A: Yes.

Q: Can I use the Command Re-roll Stratagem to retroactively re-roll a dice? For example, if I take a Psychic test, and then my opponent successfully Denies the Witch, could I use the Stratagem to try and increase the result of the original Psychic test?

A: No. You must use the Stratagem as soon as you have rolled your dice, before anything else occurs.

*Q: Do units that are not **INFANTRY** (**VEHICLES**, **MONSTERS**, etc.) gain the benefit of cover from woods, ruins etc. if they are at least 50% obscured by that piece of terrain but are not actually on or within it?*

A: No. Unless they are **INFANTRY, such a unit must meet the two following conditions to gain the benefit of cover:**

- All of its models must be either on or within the terrain.
- The unit must be at least 50% obscured from the point of view of the firer (note that it doesn't matter what is obscuring the target, only that it is obscured).

Q: If a rule allows me to re-roll Damage rolls of 1, and the Damage characteristic for a weapon is D3, do I re-roll the D6 rolls of 1 and 2 (which are halved to get the D3 result) or only the original D6 rolls of 1?

A: In this case, you re-roll the D3 result (so you re-roll rolls of 1 or 2 made on the D6).

*Q: Two enemy **INFANTRY** units are within 1" of each other and in the same piece of terrain. Do they both receive the benefit of cover against shooting attacks made with Pistols by the other unit?*

A: Yes.

Q: If my unit, which is equipped with Pistols, is within 1" of an enemy unit in the Shooting phase, but the closest enemy unit to some of the models in my unit is actually another enemy unit (i.e. not the enemy unit that is within 1" of my unit), which unit do those models shoot at?

A: Each individual model in your unit can shoot its Pistols at the closest enemy unit, whether it is the unit within 1" of the firing model's unit or not (in such circumstances, the firing model can shoot the closest unit even if other friendly units are within 1" of it).

Q: In the narrative play missions that use the Reserves mission rule, what happens with units such as Terminators that have abilities that allow them to be set up on the battlefield mid-battle? Can they be set up at the end of any Movement phase, as indicated by the ability, or can they only do so when they arrive from Reserves?

A: If the unit is deployed somewhere other than the battlefield (for instance, in a teleportarium chamber) then it is only set up on the battlefield when it arrives from Reserves.

Q: Some rules allow me to add models to a unit during the battle (e.g. the Poxwalker's Curse of the Walking Pox ability). Where are those models set up?

A: Unless otherwise stated, these new models are placed anywhere that is more than 1" from any enemy model and still within unit coherency of a model in its own unit that was itself on the battlefield at the start of the phase in which the new model was created. Note that if you cannot set up a new model on the battlefield because there is no room, it is simply not set up.

Q: Is it possible to use a Stratagem from one codex to target a unit from another?

A: Yes, so long as the unit the Stratagem is being used on has the appropriate keywords (note that the Stratagems in *Codex: Chaos Daemons* and *Codex: Tyranids* are specific exceptions to this, as discussed in the relevant FAQs and Errata).

For example, you can use the Tide of Traitors Stratagem from *Codex: Chaos Space Marines* on a unit of Cultists from a **DEATH GUARD** Detachment (from *Codex: Death Guard*) if your army has both an **ALPHA LEGION** Detachment and a **DEATH GUARD** Detachment in a single Battle-forged army.

Also note that the only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction.

*Q: For the purposes of the Strategic Discipline matched play rule, are Stratagems with identical names that appear in different codexes (e.g. 'Veterans of the Long War', which is a Stratagem in *Codex: Chaos Space Marines*, *Codex: Death Guard* and *Codex: Thousand Sons*) considered to be the same Stratagem?*

A: Yes. This means that, in matched play games, such Stratagems can only be used once per phase regardless of their source. For example, if you use the Veterans of the Long War Stratagem from *Codex: Chaos Space Marines*, you cannot in the same phase also use the Veterans of the Long War Stratagem from either *Codex: Death Guard* or *Codex: Thousand Sons*.

Q: For the purposes of the Tactical Reserves matched play rule, do units that act separately after they have been set up (e.g. Mek Gunz and their Grot Crew, T'au Battlesuits and their Drones, units that have the Vehicle Squadron ability, etc.) count as being a single unit, or several units?

A: Such units are a single unit for the purposes of the Tactical Reserves rule.

*Q: If both players have Stratagems or abilities that are used 'at the beginning of the first battle round but before the first turn begins' (for example, if both players use the Forward Operatives Stratagem from *Codex: Chaos Space Marines*), who resolves their abilities first?*

A: Unless the rule in question says otherwise, the players roll off and, starting with the winner, alternate resolving such rules one at a time.

Q: The rules for Advancing state that you roll a dice and add the result to the Move characteristic of the models in the unit 'for that Movement phase'. If, for whatever reason, I am able to Advance and then move normally with a unit in the same Movement phase, does the number I added to the unit's Move characteristic when it Advanced still apply when I make the normal move with the unit? For example, I have a unit whose Move characteristic is 6". It Advances, and I roll a 6, adding that to its Move characteristic to make 12". If it moves again in the same phase, its Move characteristic is still 12", so can it move up to 12" when making this move?

A: Yes. Note that a unit cannot Advance more than once in the same Movement phase, so the Move characteristic of a unit can only be modified once in this manner.

Q: If a unit with a minimum Move characteristic is affected by an ability which changes its Move characteristic, do I change both its minimum and maximum Move characteristics?

A: Yes. For example, an undamaged Hemlock Wraithfighter has a Move characteristic of 20"-60". If it was affected by the *Doombolt* psychic power, in the following Movement phase, its Move characteristic would be 10"-30".

Q: If a Stratagem instructs you to select a unit from your army at the start of the turn, can I choose one that is not yet on the battlefield (because it was, for example, set up in a teleportarium chamber during deployment)?

A: No, unless the Stratagem specifically says otherwise.

Q: If I set up a unit on the battlefield as reinforcements at the end of my Movement phase, can I then use any Stratagems that are used 'during your Movement phase'?

A: No, unless the Stratagem specifically says otherwise.

Q: If you use a Stratagem to remove a model from the battlefield and set it up again, does the model retain any persistent effects (for example, a bonus to one of its characteristics as a result of an ability)?

A: No.

*Q: If I use a Stratagem such as **Auspex Scan** or **Forewarned** to shoot with a unit 'as if it were the Shooting phase', does the restriction on not being able to target an enemy **CHARACTER** with a Wounds characteristic of 10 or less apply, even though that Stratagem is being used in the Movement phase?*

A: Yes.

Q: When a unit is chosen to make a charge move and fails the charge, do they still count as having charged? Specifically, can a unit that has failed a charge move be chosen to pile in – and potentially consolidate – towards the enemy?

A: A unit only counts as having charged if they made a charge move. If a charge fails, and no models make a charge move, they do not count as having charged. As such, they cannot be chosen to fight in the Fight phase (and so cannot pile in or consolidate) unless an enemy unit moves within 1" of them.

*Q: Can you perform **Heroic Interventions** in your opponent's charge phase even if they did not declare any charges that phase?*

A: Yes.

*Q: Can you ever perform a **Heroic Intervention** during your own turn?*

A: No.

Q: If a unit declares a charge against an enemy unit that is entirely on the upper level of a terrain feature such as a ruin, Sector Mechanicus structure, etc., but it cannot physically end its charge move within 1" of any models from that unit (either because there is not enough room to place the charging unit, or because the charging unit is unable to end its move on the upper levels of that terrain feature because of the expanded terrain rules for it – as with ruins, for example), does that charge fail?

A: Yes.

REINFORCEMENTS

Q: If a rule creates a new unit during the battle in a matched play game and adds them to my army, must I pay for the unit with my reinforcement points?

A: Yes (unless the rule itself says otherwise). If you don't have enough reinforcement points, you cannot add that unit to your army.

*Q: What about rules that transform one model into another model – such as turning an enemy **CHARACTER** into a Chaos Spawn; do I still need to pay reinforcement points to add the Chaos Spawn to my army?*

A: Again, yes (unless the rule itself says otherwise).

Q: What about rules that add models to existing units; do I need to pay reinforcement points for those models?

A: No (unless the rule itself says otherwise or adding the models would take the unit above its starting size).

The rules for reinforcements say that when a unit is set up on the battlefield as reinforcements, it cannot move or Advance further that turn, but can otherwise act normally (shoot, charge, etc.).

Q: Can such a unit make a charge move? Can it pile in and consolidate?

A: Yes to both questions – the unit can declare a charge and make a charge move, and if it is chosen to fight, it can pile in and consolidate.

*Q: Can such a unit move or Advance for any other reason e.g. because of an ability such as **The Swarmlord's Hive Commander** ability, or because of a psychic power such as **Warptime** from the **Dark Hereticus** discipline, or because of a Stratagem like **Metabolic Overdrive** from **Codex: Tyranids**, etc.?*

A: No.

*Some rules – such as **Early Warning Override** in **Codex: T'au Empire**, **the Ever Vigilant Stratagem** in **Codex: Adeptus Custodes**, and **the Auspex Scan Stratagem** in **Codex: Space Marines** – allow units to shoot at enemy units that have just arrived on the battlefield as reinforcements, as if it were the Shooting phase.*

*Q: If the unit arriving as reinforcements is a **CHARACTER**, can the firing unit shoot at it even if it is not the closest enemy unit?*

A: No – unless the firing unit is using a weapon that allows them to target a **CHARACTER** even if it is not the closest enemy unit. This takes place 'as if it were the Shooting phase', so all the normal restrictions of the Shooting phase still apply.

*Q: If the unit arriving as reinforcements has another unit embarked inside it which must disembark after it has been set up (such as units embarked within a **Drop Pod**, or a **Tyrannocyte**), can the firing unit shoot at the unit as it disembarks?*

A: No – though the unit can shoot at the **Drop Pod**/**Tyrannocyte** before the units inside disembark.

TRANSPORTS

*Q: Where **Detachments** say that you may include 1 **Dedicated Transport** for each other choice, what does that mean?*

A: It means that for each unit you include in the **Detachment** that does not have the **Dedicated Transport Battlefield Role**, you can include one **Dedicated Transport**.

Q: How do transports work with regards to disembarking units upon the transport's destruction?

A: Disembarking from a destroyed transport operates as follows:

1. If the transport has the Explodes ability (or equivalent) roll to see if it explodes and resolve any resulting damage to nearby units.*
2. All models inside immediately disembark following the standard rules for disembarkation.
3. Roll a number of D6 equal to the number of models disembarked in this fashion.
4. Each result of a 1 yields a slain model, and must be allocated to one of the models which disembarked; the controlling player may choose which model.
5. Remove the destroyed transport model.

* Note that if the transport does explode, units being transported are not affected as they are not yet on the battlefield.

For example, a Razorback is transporting a Tactical Squad of five models and one Space Marine Captain when it is destroyed. The Razorback rolls a 6 for its Explodes ability, inflicting D3 mortal wounds on each unit within 6". The six models inside now disembark, and six D6 are rolled. Two of the results are a 1, so two models are slain – the Space Marine player chooses two of the Space Marines from the Tactical Squad. The Razorback model is now removed from the battlefield.

Q: The Tactical Reserves matched play rule states that at least half the total number of units in my army must be set up on the battlefield during Deployment. If I have units embarked in a transport, do they count against the number of units I have to set up during Deployment? If, for example, I have a Valkyrie with three units embarked inside it that will arrive on the battlefield during the game, how many other units do I need to set up during Deployment to satisfy the Tactical Reserves rule?

A: Yes, embarked units count as units in your army, so must be counted when referring to this rule. If you have three units embarked inside a transport that will arrive during the game, you need to set up at least four other units on the battlefield during Deployment – equivalently, if you set up three units in a transport on the battlefield, you could set up four other units to arrive during the game.

Q: If a transport moves, do any models embarked inside it count as also having moved?

A: Yes.

Q: If a transport with the Open-topped ability (e.g. a Trukk) is within range of an aura ability, are units that are embarked upon that transport affected by that ability?

A: No.

Q: Can units embark inside a transport in a phase other than the Movement phase, such as when they are using the Fire and Fade Stratagem from Codex: Craftworlds, or when a unit performs a Soulburst action to move again?

A: No, unless the rule in question specifically states that the unit can embark inside a **TRANSPORT**.

UNIT AND WEAPON ABILITIES

Q: If I have a weapon that can target enemy units that are not visible to the firer (such as a mortar), can I shoot at an enemy CHARACTER that has a Wounds characteristic of less than 10 if it is not the closest enemy model?

A: No.

Q: Lots of aura abilities say they grant an ability to nearby units that are within range of any such models. Are the bonuses cumulative (i.e. if I am within range of two models with identical aura abilities, is the bonus doubled)?

A: Unless stated otherwise, no. The bonus for such an ability applies once if any (i.e. one or more) of these models are within range.

Q: Can abilities that are used 'instead of shooting', such as Smoke Launchers, be used if the model using them has Fallen Back, Advanced or has enemy models within 1" of it?

A: Yes. A model can use such an ability so long as it does not shoot – it does not matter whether this is because the model cannot shoot or it chooses not to.

Q: Some CHARACTERS have aura abilities, such as a Commissar's Aura of Discipline or a Chaplain's Spiritual Leader, that allow nearby friendly units to use the character's Leadership characteristic instead of their own. There are also lots of abilities that modify Leadership characteristics. Could you explain how these rules interact and in what order I should apply the substitution and any modifications?

A: You modify the Leadership characteristic first, then you use the character's Leadership characteristic instead (this means that the modification will not affect the unit unless the character's Leadership has also been modified).

Q: If both players have units with abilities that allow them to be set up during deployment 'after both armies are fully deployed' (e.g. Rattlings' Find the Best Spot), which player deploys their units first?

A: The players should roll off and, starting with the winner, they should alternate setting up such units.

Q: A number of abilities allow a unit to arrive during the battle and be set up more than 9" from any enemy models. If I use such an ability to set up as close as allowed towards an enemy unit and then select it as the target of the charge, what is the minimum charge distance I need to roll to make a successful charge (assuming no modifiers)?

A: 9.

Q: If a unit uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, does that unit count as having moved for the purposes of moving and firing Heavy weapons?

A: Yes.

Q: If a unit starts its Movement phase within 1" of an enemy, can it use a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power?

A: Yes.

Q: If a unit starts its Movement phase within 1" of an enemy unit but elects to remain stationary, but subsequently uses a rule that removes them from the battlefield and then sets them up again, such as the Teleport Homer ability or the Gate of Infinity psychic power, is it considered to have Fallen Back this turn?

A: No.

Q: If a weapon such as a rail rifle has an ability that can inflict a mortal wound on the target in addition to the normal damage, but the 'normal damage' is subsequently saved, does the target still suffer the mortal wound?

A: Yes. Note that if the 'normal damage' was not saved, the wound would be allocated on the target unit first (and any resulting damage inflicted) before the mortal wound was inflicted.

Q: Some abilities and Stratagems confer extra bonuses each time a hit roll of, for example, 6+ is rolled. If a weapon has an ability that says 'this weapon automatically hits its target', do I still roll the hit rolls for those attacks in the hope of gaining such a bonus?

A: No, no hit rolls are made when resolving attacks with such weapons (and so they will never benefit from such a bonus).

Q: If a rule states that you can choose a unit to 'fight again', what does this mean exactly?

A: Repeat the entire Fight phase for that unit – i.e., choose to fight with the unit, pile in with that unit, choose its target, choose its melee weapon, resolve its close combat attacks, then consolidate with it.

Q: If a unit has an ability that allows it to fight twice in the Fight phase (e.g. Berzerkers), at what point during the Fight phase do they fight for the second time?

A: Treat each time the unit is able to fight as a separate unit selected to fight for all purposes.

So, if such a unit charged this turn, it will fight both times before any units that did not charge. If the unit did not charge this turn, then, after all units that did charge have fought, you can select this unit to fight with, then your opponent can select a unit to fight with, then you can select your unit to fight with for the second time (you need not consecutively use both of the unit's opportunities to fight – unless of course there are no other eligible units to select to fight with).

Note that any rule that interrupts the normal sequence of who fights first (such as the Counter-Offensive Stratagem, or the Slaanesh Daemon Quicksilver Reflexes ability) may be used to fight in between the unit's first and second 'fight'.

Q: If a unit that can fight twice in the Fight phase charges one enemy unit and destroys it during their first 'fight' in the subsequent Fight phase, and then consolidates into a second enemy unit, can they then attack that unit during their second 'fight'?

A: The charging unit can only make attacks against the second unit if it also declared a charge against it in its charge phase.

Q: If a unit has an ability that allows it to 'shoot twice' (e.g. Maugan Ra's Whirlwind of Death ability, or an Aggressor Squad's Fire Storm ability), do I need to shoot the same target each time or can I choose different targets? Do I need to resolve these two shooting attacks back to back?

A: Unless otherwise stated, you can shoot different targets each time it shoots. The attacks are resolved back to back – resolve the first shooting attack completely before resolving the second.

Q: If an ability instructs me to resolve an attack with a different characteristic (e.g. a Culexus Assassin's Etherium ability) does this happen before or after any other modifiers that also apply to that characteristic (e.g. the Drukhari Serpentin Combat Drug)?

A: When resolving such an attack, change the relevant characteristic to the new value before applying any modifiers to that new value.

In the example above, the Weapon Skill of the model attacking a Culexus Assassin is treated as being 6+ because of the Etherium ability, but the Serpentin then boosts it to 5+.

Q: If a model is equipped with two chainswords, do they get to make 2 extra close combat attacks?

A: Yes (though both must be made with a chainsword).

Q: Can abilities such as Disgustingly Resilient be used to ignore wounds if they were inflicted by mortal wounds?

A: Yes.

Q: If a model has an ability that halves damage suffered (rounding up) such as Marneus Calgar's Armour of Antiochus ability, how is that resolved when I am attacked by several attacks at once? Do I halve the total of all the damage suffered, or do I halve the damage inflicted by each attack separately?

A: Halve the damage suffered by each attack separately.

Remember that wounds are allocated one at a time. For example, if Marneus Calgar was wounded by four boltgun attacks (Damage characteristic 1) and each saving throw resulted in a failure, Calgar would suffer 0.5 wounds (which is rounded up to 1) four times, and would therefore lose 4 wounds.

Q: If an ability allows me to add 1 to saving throws, does it apply to both normal saving throws and invulnerable throws?

A: Yes, unless otherwise stated.

Remember that invulnerable saves are unaffected by the +1 bonus models receive to their saving throws for the benefits of cover.

Q: If a unit has an ability that allows it to attempt to Deny the Witch (e.g. the Flesh Hounds' Collar of Khorne, or a Canoptek Spyder's Gloom Prism), at what range can it attempt to Deny the Witch?

A: 24".

Q: A chainsword has the following ability: 'Each time the bearer fights, it can make 1 additional attack with this weapon'. If, for example, a Khorne Berzerker is armed with a chainsword and chainaxe, does he make two attacks with the chainaxe and then one additional attack with the chainsword, or does he have to split his attacks (making at least one attack with the chainsword) to be able to make the additional attack with the chainsword?

A: He can make two attacks with the chainaxe, then one additional attack with the chainsword.

Q: If an ability does not state its effects take place in a 'friendly' phase or 'enemy' phase, does that mean it works in every such phase (e.g. Mortarion's Host of Plagues ability, which takes effect 'at the start of the Fight phase')?

A: Yes.

Q: When a unit has mounts that have a melee profile – for example Thunderwolf Cavalry – can that unit make any attacks they wish to with that mount's melee profile, or can they only make the additional attacks noted in the weapon profile's abilities text?

A: You can only make the additional attacks noted in the abilities text.

MISSIONS

Q: When measuring distances to or from an objective marker, do you measure diagonally (i.e. counting both vertical and horizontal distances)?

A: Yes.

Q: Can a unit with the Fortifications Battlefield Role control an objective marker?

A: Yes, so long as it is considered to be a friendly unit (such as a **BUILDING**). Note that this means that Fortifications like Feculent Gnarlmaaws cannot control objective markers.

Q: Certain abilities and Stratagems are used 'before the battle'. When specifically is this?

A: The game begins when players start the Deployment step of a mission – all abilities and Stratagems that are used 'before the battle' must be used before then.

Remember that if both players have 'before the battle' abilities they wish to use, and the rules themselves do not explicitly say in which order they should be resolved, the players should roll off – the winner decides in what order they are resolved.

Q: Is the Deployment step of a mission considered to be a 'phase' for the purposes of rules?

A: No.

Note that this means that the Strategic Discipline matched play rule does not apply to Stratagems that are used during deployment and they can be used as many times as a player wishes, as long as they have enough Command Points to pay for them and the Stratagem does not explicitly say it can only be used 'once', or 'once per battle'.

Q: Some units have an ability that says that the models in the unit must be deployed at the same time, but thereafter each model is treated as a separate unit (e.g. Vehicle Squadron, Drone Support, etc.). For the purposes of missions that have the First Blood victory condition, if a unit has such an ability, does every model in it need to be destroyed for the opponent to claim First Blood, or just a single model?

A: The models in such units are each treated as individual units after they have deployed, so destroying a single one of them satisfies the First Blood victory condition.

Q: For the purposes of the Sudden Death rule, do units that are embarked within transports with the Flyer Battlefield Role count as being on the battlefield?

A: No.

Q: If I am playing the Spoils of War mission, and I generate the Priority Orders Received Tactical Objective, which then generates a Secure Objective X Tactical Objective, can my opponent achieve it and/or can I discard it?

A: Your opponent cannot achieve the Priority Orders Tactical Objective and you can discard it as you normally would.

Q: Are Teleport Homers or Infestation Nodes friendly models? Can they control objective markers?

A: No to both questions.

ORGANISED EVENTS

If you are using matched play for an organised event such as a tournament, we suggest using the table below. As well as a helpful guide to the size of the battlefield and game length, the number of Detachments each player can take in their army is restricted, as is the number of times a player's army can include a particular datasheet. Of course, if you are organising such an event, you should feel free to modify these guidelines to better suit your event's own needs, schedule, etc. You can only include the same datasheet in a Battle-forged army up to a maximum number of times, depending upon the points limit for that game, as described below.

ORGANISED EVENT GUIDELINES

POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'	3 or more hours

* This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.



ORGANISED EVENTS

The updated Organised Events guidelines table restricts the number of times a particular datasheet can be included in your army. A few common questions have arisen from this:

Q1) Some units, like Carnifexes and Leman Russ Battle Tanks, can contain up to 3 models each, but after they are set up on the battlefield, they each become individual units. How many of these models can I include in my army if I'm using the Organised Events guidelines for, say, a 2,000 point game?

A1) You can include up to 3 units in a 2,000 point game, meaning you could include up to 9 of these models.

Q2) Do Tactical Drones that are taken as upgrades for certain T'au Empire units (e.g. XV8 Crisis Battlesuits, XV25 Stealth Battlesuits etc.) count as units for the purposes of the Organised Events guidelines, and so count towards the number of Tactical Drones units (i.e. the Fast Attack choice) I can include?

A2) No.

Q3) Are the Daemon Prince datasheet from Codex: Chaos Space Marines, the Daemon Prince of Nurgle datasheet from Codex: Death Guard, and the Daemon Prince of Tzeentch datasheet from Codex: Thousand Sons all considered different datasheets for the purposes of the Organised Events guidelines?

A3) Yes.

WARHAMMER 40,000

CHAPTER APPROVED 2017

Official Update Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 63 – Skyshield Landing Pad

Add the following ability:

'Landing Pad: Enemy models can move within 1" of a Skyshield Landing Pad (and can move on top of it) as if it were a terrain feature. In addition, they do not need to Fall Back in order to move away from it if they start their turn within 1" of it, and being within 1" of a Skyshield Landing Pad in the Shooting phase does not prevent an enemy unit from shooting.'

Page 67 – Matched Play Mission Rules, Targeting Characters

Change the first sentence to read:

'An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firer and it is the closest enemy model to the firer.'

Page 89 – Relic, Blade of Admonition

Add the following sentence:

'A Geminae Superia may not wield the Blade of Admonition.'

Pages 116-119 – Updated Points Values

Insert the following new tables:

ASTRA MILITARUM NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Sly Marbo	1	65

CHAOS DAEMONS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Feculent Gnarlmaus	1-3	85

CRAFTWORLDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Dark Reapers	3-10	12
Parseer	1	110
Spiritseer	1	65
Warlock	1	55
Warlock Conclave	2-10	45

DARK ANGELS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Ravenwing Dark Talon	1	180

TYRANIDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Biovores	1-3	50
Hive Tyrant with Wings	1	190

Page 116 – Space Marines Named Characters

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Roboute Guilliman	1	400

Page 118 – Astra Militarum Units

Add the following entries to this table:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Commissar	1	15
Lord Commissar	1	30

Page 120 – Adeptus Astartes Units

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Fire Raptor Gunship	1	280

Page 121 – Eyrine Cults Units

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Fire Raptor Assault Gunship	1	280

Page 122 – Death Korps of Krieg Units

Add the following entries to this table:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Korps Commissar	1	15
Death Korps Death Rider Commissar	1	35

FAQs

Q: Can I use the Martyrdom Stratagem when any model from the Celestine unit is slain?

A: No. Only when the entire unit has been destroyed.

Q: The Uplinked Markerlight Stratagem can be used after an enemy unit has been hit by a markerlight. Does this include high intensity markerlights?

A: No.

Q: I choose my Overlord on a Catacomb Command Barge to be my Warlord, and give him the Enduring Will trait. He then gets shot by a lascannon that hits, wounds, isn't saved and causes 4 points of damage. How do I apply Quantum Shielding and Enduring Will?

A: Resolve the Quantum Shielding ability first. If any damage is suffered, the Enduring Will trait then applies.

Q: Does the Targeting Characters matched play mission rule (which says I can only shoot an enemy CHARACTER with a Wounds characteristic less than 10 if it is both visible to the firer and it is the closest enemy unit to the firer) overrule the ability of weapons such as mortars that say 'This weapon can target units that are not visible to the bearer/firer'?

A: No. Such weapons still ignore the requisite for the target to be visible, so can target **CHARACTERS** with a Wounds characteristic of less than 10, provided it is the closest enemy unit to the firer (excluding other Characters with a wounds characteristic less than 10).

WARHAMMER 40,000

CHAPTER APPROVED: 2018 EDITION

Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 10 – Wagon, Killkannon

Change the Damage characteristic to read '2'

Page 33 – Long Bomb

Change the second sentence of this Stratagem to read: 'Until the end of the phase, the Range characteristic of Grenade weapons models in that unit are equipped with is doubled, but those weapons can only target units the firing model has a height advantage over.'

Page 79 – Acts of Faith, The Passion

Change the second sentence to read: 'If successful, the selected unit can be chosen to Fight with twice in that phase, instead of only once.'

Page 131 – Updated Points Values: December 2018

Add the following:

ORKS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Skorchas	1-5	37
Warbuggies	1-5	33
Wartrakks	1-5	37

ORKS WARGEAR	
WARGEAR	POINTS PER ITEM
Rack of rokkit	24

Page 133 – Updated Points Values: December 2018, Space Wolves Units

Change the models per unit value for Swiftclaws to read '3-16'.

Change the models per unit value for Skyclaws to read '5-15'.

Page 143 – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'

FAQs

Q: If the Acceptable Casualties rule is being used in the mission, and I concede, does my opponent still win the battle?

A: Yes.

Q: If the Acceptable Casualties rule is being used in the mission, but one player's entire army has been destroyed, can their opponent play through any remaining turns (and so potentially score additional victory points)?

A: Yes.

Q: If the Acceptable Casualties rule is being used in the mission and my army is destroyed, what is my victory points total?

A: Your total will be whatever it was at the point at which your last model was destroyed, plus any additional points scored during the remainder of the battle (it's very unlikely, but not impossible to score some Tactical Objectives) or at the end of the battle (for example, via Slay the Warlord).

Q: In the Eternal War mission Supplies From Above, do units that temporarily have the FLY keyword (e.g. a Blood Angels units that was the target of the Wings of Sanguinius psychic power) benefit from the bonus listed in Secure Supplies when determining who controls objective marker?

A: Yes, so long as that unit has the FLY keyword at the point when you determine who controls objective markers.

Q: How does the Dark Angels Secret Agenda Stratagem interact with the Unreliable Advice ability in the Visions of Victory mission?

A: In this case, secretly generate two Tactical Objectives – your opponent then selects one to discard (without seeing which one it is).

Q: If I am using the beta Adepta Sororitas codex, but I include an Imagifer from Index: Imperium 2 in my army, which rules should I use for its Simulacrum Imperialis ability - those printed in Index: Imperium 2 or the updated version of that ability printed in Chapter Approved: 2018 Edition?

A: If you are using the beta codex, you should use the updated Simulacrum Imperialis rule as printed in Chapter Approved: 2018 Edition: 'Add 1 to the result of Tests of Faith for a unit whilst it includes a model with a Simulacrum Imperialis.'

Q: Do units that do not 'take up slots in a Detachment' (e.g. Death Cult Assassins, via their Ecclesiarchy Battle Conclave ability) allow you to exceed the maximum number of allowed slots for a Detachment? For example, a Patrol Detachment only allows for two Elites units. Can I exceed that by including a third unit with a similar ability?

A: Yes, unless the Detachment is an Auxiliary Support Detachment: their Restriction allowing only a single unit is not bypassed by such units.

Q: If I use the Burning Descent Stratagem to shoot with a Seraphim Squad unit as if it were my Shooting phase, can I attempt to use the Divine Guidance Act of Faith to also add 1 to the hit rolls for these attacks?

A: No.

*Q: Can the Book of St. Lucius be given to an **ADEPTA SORORITAS CHARACTER**, or can it only be given to a **MINISTORUM PRIEST**?*

A: It can be given to either an **ADEPTA SORORITAS CHARACTER** or a **MINISTORUM PRIEST**.

Q: Does the Book of St. Lucius increase the range of Stratagems used on the bearer, such as Vessel of the Emperor's Will?

A: No. Aura abilities are considered to be persistent abilities; Vessels of the Emperor's Will is an instantaneous ability.

Q: Is the Litanies of Faith Relic subject to the Tactical Restraint beta matched play rule (i.e. can a player only refund one Faith Point per battle round)?

A: No. Faith Points are not restricted by the Tactical Restraint rule in any way.

Q: For the purposes of the Tactical Reserves beta matched play rule, how many points is each individual member of 'The Eight' considered to be worth?

A: For the purposes of this rule, each individual member of the Eight (including their accompanying Drones) is considered to be worth 140 points.

Q: The points cost for a 'Storm shield (Thunderwolf Cavalry)' does not appear in the Space Wolves section of the updated points values in Chapter Approved: 2018 Edition, but there is an entry for 'Storm shield (other models)'. What points value should I use for my Thunderwolf Cavalry models?

A: Use the value in *Codex: Space Wolves*: 10 points per model.

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: FORCES OF CHAOS

Official Update Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 8 – Chaos Decimator, Keywords
Delete 'TITANIC' from this datasheet's Keywords line.

Page 10 – Greater Brass Scorpion of Khorne, Runes of the Blood God
Delete the words '(friendly or enemy)' from this ability.

Add the following to this ability: 'Furthermore, this model cannot be targeted by psychic powers manifested by friendly **PSYKERS**.'

Page 12 – Hellforged Contemptor Dreadnought, Containment Breach
Change the third sentence to read:
'Each unit within 6" suffer D3 mortal wounds unless it is a **PSYKER**, in which case it suffers D6 mortal wounds instead.'

Pages 12, 20 and 22 – Hellforged Contemptor Dreadnought, Hellforged Deredeo Dreadnought and Hellforged Leviathan Dreadnought
Add 'HELBRUTE' to the Keywords line of all these datasheets.

Page 12 – Hellforged Contemptor Dreadnought, Wargear Options
Change the second wargear option to read:
'• A Hellforged Contemptor may replace one deathclaw and one combi-bolter for one of the following weapons (or it can replace both deathclaws and both combi-bolters for two of the following weapons):'

Add the following wargear option:
'• This model may take a havoc launcher.'

Pages 12-29 – Machina Malefica
Change this ability in all instances to read:
'At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

Pages 13 and 14 – Hellforged Land Raider Proteus and Hellforged Land Raider Achilles, Containment Breach
Change the third sentence of this ability to read:
'Each unit within 6" suffers D6 mortal wounds unless it is a **PSYKER**, in which case it suffers 2D3 mortal wounds.'

Page 19 – Hellforged Spartan Assault Tank, Abilities
Add the following ability:
'**Daemonic Machine Spirit**: This model does not suffer the penalty to its hit rolls for moving and firing Heavy weapons.'

Page 20 – Hellforged Deredeo Dreadnought, Wargear Options
Change the second wargear option to read:
'• A Hellforged Deredeo Dreadnought may be equipped with one of the following:
- Greater havoc launcher
- Hellfire veil'

Page 20 – Hellforged Deredeo Dreadnought, Hellfire Veil
Change the first sentence of this ability to read:
'If equipped with a Hellfire veil, all friendly units with the **CHAOS** and <LEGION> keywords that are wholly within 6" of the Hellforged Deredeo Dreadnought gain a 5+ invulnerable save.'

Page 21 – Hellforged Rapier Battery, Chaos Space Marine Crew
Change this ability to read:
'When a Hellforged Rapier Battery is set up on the battlefield, all models are set up in unit coherency. From that point onwards, all the Hellforged Rapiers are treated as one unit and all the Chaos Space Marine Crew are treated as another. Chaos Space Marine Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the firer.'

Page 22 – Hellforged Leviathan Dreadnought, Wargear Options

Change the second wargear option to read:

- A Hellforged Leviathan may replace one siege claw and one meltagun for one of the following weapons (or it can replace both siege claws and both meltaguns for two of the following):'

Pages 22 and 81 – Hellforged siege claw

Add the following ability to this weapon:

'Re-roll failed wound rolls against **INFANTRY**.'

Page 23 – Hellforged Dreadclaw Drop Pod, Transport

Change this datasheet's Transport entry to read:

'This model can transport 10 <**LEGION**> **INFANTRY** models. Each **JUMP PACK** or **TERMINATOR** model takes up the space of two other models. This model can instead transport a single **HELLFORGED CONTEMPTOR DREADNOUGHT**, **CHAOS DECIMATOR** or **HELBRUTE**, and no other models. It cannot transport a **HELLFORGED LEVIATHAN DREADNOUGHT** or a **HELLFORGED DEREDEO DREADNOUGHT**.'

Page 24 – Hellforged Kharybdis Assault Claw, Transport

Change the first sentence to read:

'This model can transport 20 <**LEGION**> **INFANTRY** models.'

Page 27 – Hellforged Fellblade, Wargear Options

Change the first wargear option to read:

- A Hellforged Fellblade may replace its two quad lascannon with two laser destroyers.'

Page 28 – Hellforged Falchion, Wargear Options

Change the first wargear option to read:

- A Hellforged Falchion may replace its two quad lascannon with two laser destroyers.'

Pages 33 and 34 – Chaos Storm Eagle Assault Gunship and Chaos Fire Raptor Assault Gunship, Damage Tables
Change the third value under 'BS' to read '5+'

Page 39 – Zhufor the Impaler, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **KHORNE**, **WORLD EATERS**, **SKULLTAKERS**'

Page 41 – Lord Arkos, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **ALPHA LEGION**, **THE FAITHLESS**'

Page 50 – Mamon Transfigured, Faction Keywords

Change this datasheet's Faction Keywords line to read:

'**CHAOS**, **HERETIC ASTARTES**, **DAEMON**, **DEATH GUARD**, **THE TAINTED**'

Pages 45-56 – Faction Keywords

Add '**DAEMON**' to all these units' Faction Keywords line (and delete it from their Keyword line).

Page 54 – Spined Chaos Beast, Daemonic Allegiance

Change this ability to read:

'When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its <**ALLEGIANCE**> keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. This model will gain one additional ability based on the chosen keyword; if **KHORNE** is chosen, it gains Unstoppable Ferocity; if **TZEENTCH** is chosen, it gains **EPHEMERAL FORM**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **SLAANESH** is chosen, it gains Quicksilver Swiftiness.'

Pages 54 and 85, Warp Spines

Change this weapon's ability to read:

'Normal attacks cannot be made with this weapon. Instead, roll a D6 each time a Spined Chaos Beast ends a charge move within 1" of an enemy unit, or an enemy unit ends a pile-in move within 1" of the Spined Chaos Beast. On a 2+ that enemy unit suffers a single automatic hit.'

Page 55 – Giant Chaos Spawn

Add <**ALLEGIANCE**> to this unit's Faction Keywords line.

Add the following ability:

'**Daemonic Allegiance**: When this model is chosen as part of an army, the controlling player must select one of the following keywords, replacing its <**ALLEGIANCE**> keyword: **KHORNE**, **TZEENTCH**, **NURGLE** or **SLAANESH**. This model will gain one additional ability based on the chosen keyword; if **KHORNE** is chosen, it gains Unstoppable Ferocity; if **TZEENTCH** is chosen, it gains **EPHEMERAL FORM**; if Nurgle is chosen, it gains Disgustingly Resilient; and if **SLAANESH** is chosen, it gains Quicksilver Swiftiness.'

Add the following abilities from the Spined Chaos Beast datasheet to this datasheet: Unstoppable Ferocity, Ephemeral Form, Disgustingly Resilient and Quicksilver Swiftiness.

Pages 42 and 43 – Chaos Hellwright and Chaos Hellwright on Dark Abeyant, Abilities, Master of Mechanisms

Change '**QUESTOR TRAITOROUS**' to read '**QUESTOR TRAITORIS**'.

Pages 58-64 – Renegade Knight Acheron, Renegade Knight Lancer, Renegade Knight Castigator, Renegade Knight Atropos, Renegade Knight Magaera, Renegade Knight Porphyron and Renegade Knight Styrix, Keywords

Change '**QUESTOR TRAITOROUS**' to read '**QUESTOR TRAITORIS**'.

Pages 58-64 – Renegade Knight Acheron, Renegade Knight Lancer, Renegade Knight Castigator, Renegade Knight Atropos, Renegade Knight Magaera, Renegade Knight Porphyron and Renegade Knight Styrix, Abilities, Infernal Knight Titan

Replace this ability with the following:

'**Super-heavy Walker**: This model can Fall Back in the

Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.'

Pages 62, 64 and 86 – Reaper chainsword
Change the Strength characteristic of this weapon to '+6'.

Page 63 – Renegade Knight Porphyron, Abilities
Delete the 'Explodes' ability from this datasheet.

Page 72 – Daemon Bound Points Values, Soulburner petard
Change the points value of this weapon to read '60'.

FAQs

Q: Are there any restrictions on which Legion I can choose when replacing the <LEGION> Faction Keyword on datasheets within this book?

A: Yes, as follows:

You can only choose for a unit to be from the **WORLD EATERS** Legion if it has the **KHORNE** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **KHORNE**.

You can only choose for a unit to be from the **THOUSAND SONS** Legion if it has the **TZEENTCH** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **TZEENTCH**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **THOUSAND SONS**.

You can only choose for a unit to be from the **DEATH GUARD** Legion if it has the **NURGLE** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **NURGLE**. You cannot choose for a Hellforged Rapier Battery, a Chaos Hellwright or a Chaos Hellwright on Dark Abeyant to be from the **DEATH GUARD**.

You can only choose for a unit to be from the **EMPEROR'S CHILDREN** Legion if it has the **SLAANESH** keyword, or if it has the <MARK OF CHAOS> keyword and you choose to replace that with **SLAANESH**.

Otherwise, any of the units in this book can be from any Legion.

Q: There is no datasheet for a Ferrum Infernus Chaos Dreadnought – is there a datasheet I should use for this model?

A: Use the Helbrute datasheet on page 33 of *Index: Chaos*.

Q: There is no datasheet for an Emperor's Children Sonic Dreadnought – is there a datasheet I should use for this model?

A: Use the Helbrute datasheet on page 33 of *Index: Chaos*. It must replace its <MARK OF CHAOS> keyword with **SLAANESH**, it must replace its <LEGION> keyword with **EMPEROR'S CHILDREN**, and it has two additional wargear options; it may take a doom siren, and it may replace its multi-melta with two blastmasters.

Q: There is no datasheet for a Chaos Vindicator Laser Destroyer – is there a datasheet I should use for this model?

A: Use the Deimos Pattern Vindicator Laser Destroyer datasheet on page 8 of *Imperial Armour Index: Forces of the Adeptus Astartes*. It gains the **HELLFORGED** keyword and must replace all of its Faction keywords with the following: **CHAOS**, **HERETIC ASTARTES**, <MARK OF CHAOS>, <LEGION>.

In addition, it gains the following ability:

'**Machina Malefica:** At the end of each Fight phase, roll a number of D6 for this model equal to the number of models that were slain by it during this phase; for each dice that scores a 5+, this model regains one lost wound. This model cannot regain lost wounds by any other means.'

In addition, it gains the following weapon:

Weapon	Range	Type	S	AP	D	Abilities
Infernal Hunger	Melee	Melee	User	-3	1	-

Q: Can a Chaos Vindicator Laser Destroyer make use of the Linebreaker Bombardment Stratagem from Codex: Chaos Space Marines?

A: No.

Q: Is the plasma destroyer supposed to have an ability that can inflict mortal wounds upon the firer if a hit roll of 1 is made for it?

A: No.

Q: Is the Chaos Hellblade suppose to have the Daemonic Machine Spirit ability?

A: No.

Q: Can a Hellforged Contemptor Dreadnought, Hellforged Deredeo Dreadnought or a Hellforged Leviathan Dreadnought use the Fire Frenzy Stratagem from e.g. Codex: Chaos Space Marines?

A: No.

Q: Does the Plague Pact Stratagem in Codex: Death Guard affect Arch-daemonic Rituals?

A: No.

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: FORCES OF THE ADEPTUS ASTARTES

Official Update Version 1.4

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ERRATA

Page 4 – Additional Rules, Relic

Change the first paragraph to read:

'If your army is Battle-forged, no Detachment can contain more Relic units than it does non-Relic units of the same Battlefield Role. You can, however, include a single Relic Lord of War unit in your army even if it contains no non-Relic Lord of War units (you cannot include second and subsequent Relic Lord of War units unless they are taken in a Detachment that contains at least as many non-Relic Lord of War units).'

Page 9 – Relic Land Raider Proteus, Abilities

Add the following ability to this datasheet:

'**Heavy Armour:** A model with this ability has a 5+ invulnerable save.'

Page 14 – Relic Sicaran Venator Tank Destroyer, unit description

Change the unit description to read:

'A Relic Sicaran Venator is a single model. It is equipped with a neutron pulse cannon and a heavy bolter.'

Page 20 – Relic Fellblade Super-heavy Tank, Wargear Options

Change the first wargear option to read:

'• A Relic Fellblade may replace its two quad lascannon with two laser destroyers.'

Page 21 – Relic Falchion Super-heavy Tank Destroyer, Wargear Options

Change the first wargear option to read:

'• A Relic Falchion may replace its two quad lascannon with two laser destroyers.'

Pages 26 and 28 – Contemptor Mortis Dreadnought and Relic Contemptor Dreadnought, Wargear Options
Add the following to both models' wargear options:
'• This model may take a cyclone missile launcher.'

Page 27 – Chaplain Venerable Dreadnought, Wargear Options

Add the following to the list under the second bullet point:

'– Plasma cannon'

Page 27 – Chaplain Dreadnought

Add the following ability to this datasheet:

'**Dreadnought Character:** This model may not be given any relics.'

Page 29 – Relic Deredeo Dreadnought, Atomantic Pavaise

Change the first sentence of this ability to read:

'If equipped with an atomantic pavaise, all friendly <CHAPTER> units that are wholly within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save.'

Page 30 – Relic Leviathan Dreadnought, Wargear Options

Add the following bullet point:

'• This model may take up to three hunter-killer missiles.'

Page 32 – Relic Javelin Attack Speeder, Gravitic Augur Haze

Change this ability to read:

'Your opponent subtracts 1 from all hit rolls made for models that target this model at ranges greater than 8''.

Page 32 – Relic Javelin Attack Speeder, Wargear Options

Add the following wargear option:

'• A Relic Javelin may take up to two

hunter-killer missiles.'

Page 36 – Fire Raptor Assault Gunship, Wargear Options

Add the following wargear option:

'• This model may replace its two quad heavy bolters

with two twin autocannon.'

Page 43 – Rapier Carrier, Space Marine Gunners

Change this ability to read:

‘When a Rapier Carrier is set up on the battlefield, its Space Marine Gunners are set up in unit coherency with it. From that point onwards the Space Marine Gunners are treated as one unit and the Rapier Carrier as another. The Space Marine Gunners may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.’

Page 43 – Rapier Carrier, Wargear Options

Change the wargear option to read:

• A Rapier Carrier may replace its quad heavy bolter for either a laser destroyer or a quad launcher’

Page 45 – Lucius Pattern Dreadnought Drop Pod and Deathstorm Drop Pod, Immobile

Change this ability on both datasheets to read:

‘After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.’

Page 56 – Lord High Commander Carab Culln and Lugft Huron, Abilities

Add the following ability to both these models’ datasheets:

‘**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases, he can teleport into battle – set him up anywhere on the battlefield that is more than 9" from any enemy models.’

Page 58 – Lord Asterion Moloc

Change this model’s Wounds characteristic to read ‘7’.

Page 64 – Harath Shen, Master Apothecary of the Salamanders Chapter

Change this model’s Save characteristic to read ‘3+’.

Page 69 – Hecaton Aiakos

Add ‘storm bolter’ to the list of weapons this model is equipped with.

Page 72 – Adeptus Astartes Points Values, Ranged Weapons

Add the following lines:

‘Cyclone missile launcher | 50’

Page 75 – Adeptus Astartes Wargear, Ranged Weapons

Add the following profile:

‘Cyclone missile launcher | When attacking with this weapon, choose one of the profiles below:
- Frag missile | 36" | Heavy 2D3 | 4 | 0 | 1 | -
- Krak missile | 36" | Heavy 2 | 8 | -2 | D6 | -’

Page 76 – Adeptus Astartes Wargear, Ranged Weapons

Change the hellfire plasma carronade’s Type to read ‘Heavy 5’.

Change the heavy neutron pulse array’s Damage characteristic to read ‘3+D6’.

FAQs

Q: Are there any restrictions on which Chapter I can choose when replacing the <CHAPTER> Faction keyword on datasheets within this book?

A: Yes. You cannot choose for any of these units to be from the **LEGION OF THE DAMNED** or **GREY KNIGHTS** Chapters. They can be from any other Chapter though, including **BLOOD ANGELS**, **DARK ANGELS**, **SPACE WOLVES** and **DEATHWATCH**.

Q: There is no datasheet for Bran Redmaw – is there a datasheet I should use for this character?

A: Use the Space Marine Captain datasheet on page 12 of *Index: Imperium I* to represent this character, using the Space Wolves wargear lists on page 131 rather than the standard Space Marine wargear lists where appropriate.

Q: There is no datasheet for Shadow Captain Koroydae – is there a datasheet I should use for this character?

A: Use the Space Marine Captain datasheet on page 12 of *Index: Imperium I* to represent this character.

Q: There is no datasheet for Minotaurs Sergeant Hamath Kraatos – is there a datasheet I should use for this character?

A: Use this model to represent a Devastator Space Marine, using the Devastator Squad datasheet on page 51 of *Index: Imperium I*.

Q: There is no datasheet for Veteran Sergeant Haas – is there a datasheet I should use for this model?

A: Use this model to either represent a Sergeant, using the Tactical Squad datasheet, or a Veteran Sergeant, using the Sternguard Veteran Squad datasheet, on pages 28 and 33 respectively of *Index: Imperium I*.

Q: There is no datasheet for Dreadnought-Brother Halar – is there a datasheet I should use for this model?

A: Use the Dreadnought datasheet on page 35 of *Index: Imperium I* to represent this model, and it has an additional wargear option; it may replace its assault cannon with a flamestorm cannon.

Q: Can a Stormraven Gunship transport a Relic Deredeo Dreadnought or a Relic Leviathan Dreadnought?

A: No. For the purposes of determining what **DREADNOUGHTS** a Stormraven Gunship can transport, compare the Wounds characteristic of the model to that of a Redeptor Dreadnought (13): a Stormraven Gunship cannot transport a **DREADNOUGHT** that has a Wounds characteristic equal to or higher than this.

Q: Can Wulfen embark onto any of the Space Marines Transports whose datasheets are in Imperial Armour – Index: Forces of the Adeptus Astartes?

A: **WULFEN** models can embark onto any **SPACE WOLVES TRANSPORT** vehicle described in this book so long as **TERMINATOR** models can also embark in that vehicle. In these cases, each **WULFEN** model takes the space of two other models.

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: FORCES OF THE ASTRA MILITARUM

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ERRATA

Pages 9, 114 and 120 – Plasma gun,
Supercharged profile

Change the Damage characteristic to read '2'.

Page 10 – Gryphon Pattern Chimera

Change the description to read:

'A Gryphon Pattern Chimera is a single model equipped with a twin heavy bolter, a heavy bolter and two lasgun arrays.'

Page 10 – Gryphon Pattern Chimera,

Wargear Options

Add the following bullet point to this model's wargear options:

- This model may replace its twin heavy bolter with an autocannon.'

Pages 15, 16 and 112 – Earthshaker cannon

Change the AP to read '-3'.

Pages 16, 17, 18 and 26 – Earthshaker Carriage Battery, Heavy Mortar Battery, Heavy Quad Launcher Battery, Medusa Carriage Battery

Change Artillery Battery to read:

'**Artillery Battery:** When this unit is set up on the battlefield, all models are set up in unit coherency. From that point onwards, all the **ARTILLERY** models are treated as one unit and all the Guardsmen Crew are treated as another. Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.'

Pages 19, 20, 21 and 69 – Leman Russ Annihilator, Leman Russ Conqueror, Leman Russ Stygies and Death Korps Leman Russ Mars-Alpha Battle Tanks

Change Grinding Advance to read:

'**Grinding Advance:** If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, Conqueror battle cannon, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, Stygies Vanquisher battle cannon, twin lascannon and Vanquisher battle cannon.'

Pages 22, 23 and 29 – Malcador Annihilator, Malcador Defender and Stygies Thunderer Siege Tank

Change the name of the Grinding Advance ability to

read 'Lumbering Advance'.

Page 27 – Sabre Weapons Battery, Defence Searchlight

Change this to read:

'If this model has a defence searchlight, at the start of your Shooting phase it may select a single enemy unit within 48" and line of sight. One friendly **<REGIMENT> INFANTRY** or **<REGIMENT> SABRE WEAPONS BATTERY** unit adds 1 to any hit rolls that target the chosen unit until the end of the Shooting phase. A single unit cannot benefit from multiple Defence Searchlights.'

Page 27 – Rapier Laser Destroyer, Imperial Guard Crew

Change this ability to read:

'When this unit is set up on the battlefield, all models are set up in unit coherency. From that point onwards, the Rapier Laser Destroyer is treated as one unit and all the Guardsmen Crew are treated as another. Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.'

Page 27 – Rapier Laser Destroyer, Guardsmen Crew
Change the Guardsmen Crew characteristics profile so that it reads:

M	WS	BS	S	T	W	A	Ld	Sv
‘6”	4+	4+	3	3	1	1	6	5+’

Page 29 – Tarantula Battery, Automated Artillery
Change the penultimate sentence to read:
‘If there are none of the specified types of unit in range or line of sight, the closest visible enemy unit of any kind must be targeted.’

Pages 30-39 – Arkurian Pattern Stormblade, Arkurian Pattern Stormhammer, Arkurian Pattern Stormsword, Crassus Armoured Assault Vehicle, Dominus Armoured Siege Bombard, Gorgon Heavy Transporter, Macharius Heavy Tank, Macharius Omega, Macharius Vanquisher and Macharius Vulcan, Steel Behemoth

Change this ability to read:
‘**Steel Behemoth:** This model does not suffer the penalty to its hit rolls for moving and firing Heavy weapons. This model can Fall Back in the Movement phase and still shoot and/or charge during its turn. It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter or twin heavy flamer can target units that are within 1" of it – its other guns must target other units). In addition, this model only gains a bonus to its save in cover if at least half the model is obscured from the firer.’

Page 30 – Arkurian Pattern Stormblade, Description and Wargear Options
Change the description to read:
‘An Arkurian Pattern Stormblade is a single model equipped with a plasma blastgun, a heavy bolter and adamantium tracks.’

Add the following to the wargear options:
‘• This model may take either two sponsons or four sponsons – each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.’

Pages 32 and 114 – Stormsword siege cannon
Change the Type to read ‘Heavy 2D6’.

Change the abilities text to read: ‘Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.’

Pages 39 and 113 – Macharius vulcan mega-bolter
Change this weapon’s ability to read:
‘If this model does not move during its Movement phase, in your next Shooting phase, change this weapon’s Type to Heavy 30 until the end of the turn.’

Pages 40 and 41 – Marauder Bomber and Marauder Destroyer, Abilities
Add the following ability:
‘**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight

forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.’

Pages 42 and 114 – Twin earthshaker cannon
Change the AP to read ‘-3’.

Page 50 – Vendetta Gunship, Grav-chute Insertion
Change the first sentence to read:
‘Models may disembark from this vehicle at any point during its move, but if the Vendetta moves 20" or more, you must roll a D6 for each model disembarking.’

Page 55 – Death Korps of Krieg Army List
Add the following units to the list of those that can be from the **DEATH KORPS OF KRIEG**:

- **Atlas Recovery Tank**
Imperial Armour – Index: Forces of the Astra Militarum
- **Centaur Light Carrier**
Imperial Armour – Index: Forces of the Astra Militarum
- **Cyclops Demolition Vehicle**
Imperial Armour – Index: Forces of the Astra Militarum
- **Earthshaker Carriage Battery**
Imperial Armour – Index: Forces of the Astra Militarum
- **Gorgon Heavy Transporter**
Imperial Armour – Index: Forces of the Astra Militarum
- **Malcador Annihilator**
Imperial Armour – Index: Forces of the Astra Militarum
- **Malcador Defender**
Imperial Armour – Index: Forces of the Astra Militarum
- **Malcador Heavy Tank**
Imperial Armour – Index: Forces of the Astra Militarum
- **Malcador Infernus**
Imperial Armour – Index: Forces of the Astra Militarum
- **Medusa Carriage Battery**
Imperial Armour – Index: Forces of the Astra Militarum
- **Stygies Destroyer Tank Hunter**
Imperial Armour – Index: Forces of the Astra Militarum
- **Arkurian Pattern Stormblade**
Imperial Armour – Index: Forces of the Astra Militarum
- **Gorgon Heavy Transporter**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Heavy Tank**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Omega**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Vanquisher**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Vulcan**
Imperial Armour – Index: Forces of the Astra Militarum
- **Minotaur Artillery Tank**
Imperial Armour – Index: Forces of the Astra Militarum
- **Trojan Support Vehicle**
Imperial Armour – Index: Forces of the Astra Militarum
- **Basilisks**
Warhammer 40,000 – Index: Imperium 2
- **Hydras**
Warhammer 40,000 – Index: Imperium 2
- **Baneblade**
Warhammer 40,000 – Index: Imperium 2

• **Shadowword**

Warhammer 40,000 – Index: Imperium 2

• **Stormsword**

Warhammer 40,000 – Index: Imperium 2

Page 56 – Death Korps of Krieg Army List

Add the following:

‘Matched Play Rule: Command Squads

If you are playing a matched play game, then in a Battle-forged army you can include a maximum of one **DEATH KORPS OF KRIEG COMMAND SQUAD** or one **DEATH KORPS DEATH RIDER COMMAND SQUADRON** in a Detachment for each **DEATH KORPS OF KRIEG OFFICER** in that Detachment.’

Page 56 – Wargear, Ranged Weapons

Add:

- Two bolt pistols*
- Two laspistols*
- Two hot-shot laspistols*

Add the following footnote:

*A model that takes one of these options cannot take an item from the *Melee Weapons* list.’

Page 56 – Wargear, Heavy Weapons

Change the fourth bullet point to read:

- Twin heavy stubber’

Page 60 – Death Korps Grenadier Storm Squad

Add the following Characteristics profile for a Death Korps Grenadier Weapons Team:

M	WS	BS	S	T	W	A	Ld	Sv
‘6”	3+	3+	3	3	2	2	6	4+’

Page 60 – Death Korps Grenadier Storm Squad,

Wargear Options

Change the fourth bullet point to read:

- Up to two Grenadiers may replace their hot-shot lasguns with either a heavy stubber or an item from the *Death Korps of Krieg Special Weapons* list.’

Add the following bullet point:

- Two other Grenadiers may form a Death Korps Grenadier Weapons Team with a heavy flamer.’

Page 62 – Death Korps of Krieg Storm Chimera

Change the description to read:

‘A Death Korps of Krieg Storm Chimera is a single model equipped with a turret autocannon, a heavy bolter and two lasgun arrays.’

Page 63 – Death Korps Combat Engineer Squad,

Wargear Options

Add the following bullet point:

- One Engineer may take a demolition charge.’

Pages 64 and 73 – Summary Execution

Change this ability to read:

‘Summary Execution: The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6” of any friendly **COMMISSARS**, you can execute a model. If you do, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).’

Page 69 – Death Korps Lemman Russ Mars-Alpha Battle Tanks, Grinding Advance

Change the second sentence of this ability to read:

‘The following weapons are turret weapons: Conqueror battle cannon, battle cannon, Eradicator nova cannon, Exterminator autocannon, Vanquisher battle cannon, Demolisher cannon, Executioner plasma cannon, Punisher gatling cannon, twin lascannon and co-axial heavy stubber.’

Page 71 – Elysian Drop Troops Army List

Change the final sentence of the first paragraph to read:

‘Models that have the **AERONAUTICA IMPERIALIS** keywords on their datasheets replace them in all instances with **ELYSIAN DROP TROOPS**.’

Change the second sentence of the second paragraph to read:

‘**TAUROS** units on the list opposite will also benefit from the Aerial Drop ability.’

Add the following:

‘Matched Play Rule: Command Squads

If you are playing a matched play game, then in a Battle-forged army you can include a maximum of one **ELYSIAN COMMAND SQUAD** in a Detachment for each **ELYSIAN OFFICER** in that Detachment.’

Page 72 – Wargear, Ranged Weapons

Add:

- Boltgun
- Shotgun
- Lasgun and auxiliary grenade launcher’

Page 74 – Elysian Drop Trooper Squad,

Wargear Options

Change the fifth bullet point to read:

‘The Sergeant may exchange his laspistol for a lasgun or a plasma pistol.’

Pages 74 and 120 – Plasma Pistol – Supercharged

Change the Damage characteristic of this profile to read ‘2’.

Pages 74, 75 and 120 – Breacher charge

Add the following to the end of the weapon’s ability:

‘Each breacher charge can only be used once per battle.’

Page 75 – Elysian Veteran Squad, Wargear Options
Change the last bullet point to read:
‘The Sergeant may exchange his laspistol for a lasgun or an option from the *Elysian Drop Troops Ranged Weapons* list.’

Page 81 – Renegades and Heretics Army List
Add the following units to the list of those that can have the **RENEGADES AND HERETICS** keywords:

- **Armageddon Pattern Medusa**
Imperial Armour – Index: Forces of the Astra Militarum
- **Earthshaker Carriage Battery**
Imperial Armour – Index: Forces of the Astra Militarum
- **Medusa Carriage Battery**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Heavy Tank**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Omega**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Vanquisher**
Imperial Armour – Index: Forces of the Astra Militarum
- **Macharius Vulcan**
Imperial Armour – Index: Forces of the Astra Militarum

Page 81 – Renegades and Heretics Army List
Change the first paragraph to read:
‘There are a number of Astra Militarum datasheets that can also be used by Renegades and Heretics models – presented in the box on the left. Those that do replace the <REGIMENT> keyword on their datasheet in all instances with **RENEGADES AND HERETICS** and the **IMPERIUM** keyword with **CHAOS**. In addition, they lose their **ASTRA MILITARUM** Faction keyword. **RENEGADES AND HERETICS TRANSPORTS** whose datasheets say that they can transport **ASTRA MILITARUM INFANTRY** models can instead transport an equivalent number of **RENEGADES AND HERETICS INFANTRY** models. If an Astra Militarum unit does not appear on the list, it cannot be from the **RENEGADES AND HERETICS**, and so cannot have the **RENEGADES AND HERETICS** Faction keyword.’

Page 82 – Renegades and Heretics Discipline, Creeping Terror
Change the second sentence to read:
‘Choose an enemy unit within 12", if that unit takes a Morale test in this battle round, subtract D3 from its Leadership characteristic until the end of the battle round.’

Page 83 – Renegade Commander, Keywords
Add ‘**CHARACTER**’.

Page 83 – Malefic Lord, Keywords
Add ‘<**CHAOS COVENANT**>’.

Page 86 – Renegade Mutant Rabble, Curse of Mutation
Change this ability to read:
‘**Curse of Mutation:** The first time this unit is set up, roll a D6 and apply the following result. On a 1, remove D6 models in the unit as they are slain when their mutation runs amok. On a 2-3, add 2" to the unit’s Move characteristic for the duration of the battle. On a 4-5, add 1 to the unit’s Attacks characteristic in a turn in which it made a charge move. On a 6, add 1 to the unit’s Toughness.’

Page 86 – Chaos Spawn, Keywords
Change ‘**INFANTRY**’ to ‘**BEAST**’.

Page 89 – Renegade Enforcer, Keywords
Add ‘**CHARACTER**’.

Page 91 – Renegade Ogryn Beast Handlers, Keywords
Add the following line:
‘(**CHAOS MAULER HOUNDS**): **INFANTRY**, <**CHAOS COVENANT**>, **CHAOS MAULER HOUNDS**’

Page 91 – Renegade Ogryn Brutes, Avalanche of Muscle
Change this ability to read:
‘**Avalanche of Muscle:** If this unit makes a charge move, add 1 to the Attacks characteristic of every model in the unit until the end of the turn.’

Page 94 – Keywords
Replace the first paragraph with:
‘Throughout this section you will come across keywords that are within angular brackets, specifically <**QUESTOR ALLEGIANCE**> and <**HOUSEHOLD**>. These are shorthand for keywords of your own choosing, as described below.’

<**Questor Allegiance**>
All Imperial Knights owe allegiance to either the Imperium of Man or the Machine Cult of the Adeptus Mechanicus. Even Freeblades, who no longer belong to a Noble house, maintain the oath of allegiance they swore long ago.

Imperial Knights datasheets have the <**QUESTOR ALLEGIANCE**> keyword. When you include such a unit in your army, you must nominate whether that unit owes its allegiance to the Imperium or the Adeptus Mechanicus. If the former, then you replace the <**QUESTOR ALLEGIANCE**> keyword in every instance on that unit’s datasheet with **QUESTOR IMPERIALIS**; if the latter, you replace the <**QUESTOR ALLEGIANCE**> keyword in every instance on that unit’s datasheet with **QUESTOR MECHANICUS**.

For example, if you were to include a Cerastus Knight-Acheron in your army, and you decided it owed allegiance to the Adeptus Mechanicus, its <**QUESTOR ALLEGIANCE**> keyword is changed to **QUESTOR MECHANICUS**.’

Pages 95-101 – Acastus Knight Porphyryon, Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator, Cerastus Knight-Lancer, Questoris Knight Magaera and Questoris Knight Styrix, Abilities, Knight Titan

Replace this ability with the following:

‘Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.’

Pages 95-101 – Acastus Knight Porphyryon, Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator, Cerastus Knight-Lancer, Questoris Knight Magaera and Questoris Knight Styrix, Keywords
Add **‘IMPERIAL KNIGHTS’** to the Faction keywords line.
Change **‘QUESTOR IMPERIALIS’** to read **‘<QUESTOR ALLEGIANCE>’**.

Page 95 – Acastus Knight Porphyryon, Keywords
Add **‘ACASTUS CLASS’** to the keywords line.

Pages 96-99 – Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator and Cerastus Knight-Lancer, Keywords
Add **‘CERASTUS CLASS’** to the keywords line.

Pages 100-101 – Questoris Knight Magaera and Questoris Knight Styrix, Keywords
Add **‘QUESTORIS CLASS’** to the keywords line.

Pages 100-101 and 125 – Reaper chainsword
Change the Strength characteristic of this weapon to **‘+6’**.

Page 104 – Warhound Scout Titan, Damage Table
Change the table to read:

Remaining W	M	WS	BS	Void Shield
30-35+	24"	5+	2+	4+
20-29	18"	5+	3+	5+
10-19	12"	6+	4+	6+
1-9	8"	6+	4+	7+

Page 110 – Astra Militarum Points Values
Change the points per model value for the Leman Russ Conqueror to read **‘132’**.

Page 116 – Death Korps of Krieg Points Values, Death Korps of Krieg Ranged Weapons
Add the following line:
‘Twin heavy stubber | 8 points’

Page 117 – Death Korps of Krieg Points Values, Death Korps of Krieg Other Wargear
Change the second column header to read **‘Points per Item’**

Add the following line:

‘Storm armour and mine plough | 10 points’

Page 118 – Death Korps of Krieg Ranged Weapons
Add the following line:

Weapon	Range	Type	S	AP	D	Abilities
‘Twin heavy stubber	36"	Heavy	6	4	0	1 -’

Page 119 – Elysian Drop Troops Points Values, Elysian Drop Troops Other Wargear

Add the following line:

‘Auxiliary grenade launcher | 0 points’

Page 120 – Elysian Drop Troops Wargear

Add a new table titled **‘Elysian Drop Troops Other Wargear’** with the following entry:

‘Auxiliary Grenade Launcher | A model with an auxiliary grenade launcher increases the range of any frag grenades and Krak grenades they use to **24”**.’

Page 121 – Renegades and Heretics Points Values
Change the models per unit value of the Renegade Command Squad to read **‘4-14’**.

Change the models per unit value of Renegade Ogryn Brutes to read **‘3-12’**.

Change the models per unit value of Renegade Plague Ogryns to read **‘3-9’**.

FAQs

Q: The Death Korps of Krieg, Elysian Drop Troops and Renegades and Heretics Army Lists each detail numerous units that can be taken from Index: Imperium 2. Do these units have to be taken from Index: Imperium 2, or can they be taken from Codex: Astra Militarum instead?

A: If the unit appears in Codex: Astra Militarum, you must use the datasheet from there.

Q: Can Death Korps of Krieg, Elysian Drop Troops or Renegades and Heretics Detachments use any of the Regiment-specific rules (Doctrines, Orders, Stratagems, Warlord Traits, etc.) in Codex: Astra Militarum?

A: No. Instead these units use the bespoke abilities and Orders that are described in Imperial Armour – Index: Forces of the Astra Militarum.

Q: Can Death Korps of Krieg or Elysian Drop Troops be taken as a Detachment of Brood Brothers as part of a Genestealer Cult army? If so, do I replace any keywords or abilities?

A: Yes. In these cases, you replace the **DEATH KORPS OF KRIEG** or **ELYSIAN DROP TROOPS** keyword with **BROOD BROTHERS** in all instances on these units' datasheets. Furthermore, if a unit has the **BROOD BROTHERS** keyword then it cannot use the Cult of Sacrifice and Aerial Drop abilities.

Q: Does a Master of Ordnance's Master of Ballistics ability affect Earthshaker Platforms or Earthshaker Carriages?

A: No. It only affects **BASILISKS**, **WYVERNS**, **MANTICORES** and **DEATHSTRIKES**.

Q: If I issue an order to an artillery battery's crew (for example, the crew of a Heavy Mortar or Earthshaker Carriage Battery), does the effect of the order also apply to their artillery piece?

A: No.

Q: There is no datasheet for a Death Korps of Krieg Hades Breaching Drill Squadron – is there a datasheet I should use for this unit?

A: Use the Hades Breaching Drill Squadron datasheet from *Imperial Armour – Index: Forces of the Astra Militarum*. Replace the unit's <REGIMENT> keyword with **DEATH KORPS OF KRIEG**.

Q: There is no datasheet for a Ryza Pattern Leman Russ Vanquisher – is there a datasheet I should use for this unit?

A: Use the Leman Russ Stygies Vanquisher datasheet from *Imperial Armour – Index: Forces of the Astra Militarum*. Replace the unit's co-axial storm bolter with a co-axial heavy stubber (this is identical in terms of points and profile to a heavy stubber) and replace 'heavy stubber' with 'storm bolter' in the Co-axial weapon ability.

Q: The classic Shadowsword model from Forge World has two side sponsons, each with twin heavy bolters, but without lascannons – is there a datasheet I should use for this unit?

A: Use the Shadowsword datasheet from *Codex: Astra Militarum*. Replace the unit's option for two or four sponsons, each with a lascannon and twin heavy bolter or twin heavy flamer, with 'two sponsons, each with a twin heavy bolter'.

Q: If my Warlord is not a Renegade Commander, does that mean I cannot choose a Chaos Covenant for my Renegades and Heretics units?

A: That is correct – in order to choose a Chaos Covenant your Warlord must be a Renegade Commander.

Q: Can passengers disembark from an Elysian Drop Troops Valkyrie on the same turn it is set up on the battlefield, using the Aerial Drop ability?

A: Yes, but the Valkyrie counts as having moved more than 20" for the purposes of its Grav-chute Insertion ability.

Q: What datasheet should I use for Mukaali Riders?

A: It is an unfortunate truth that we can't continue indefinitely to sell and support every model we've ever made. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! As such, the datasheet for Mukaali Riders can be found below, but it is intended for use in open play or narrative play games; it is not designed or approved for use in matched play games (the unit won't, for example, have any points values).

Q: What weapons are Brutes, from the Renegade Marauder Squad datasheet, equipped with?

A: Each is equipped with a close combat weapon.



MUKAALI RIDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mukaali Rider	8"	4+	4+	3	4	3	1	6	4+
Mukaali Sergeant	8"	4+	4+	3	4	3	2	7	4+
This unit contains 2 Mukaali Riders and a Mukaali Sergeant. It can include up to 3 additional Mukaali Riders (Power Rating +1 per model). Each model is armed with a laspistol, hunting lance and frag grenades, and rides a mukaali that attacks with stomping feet.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Rider									
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6		3	0	1	-		
- Krak grenade	24"	Assault 1		6	-1	D3	-		
Laspistol	12"	Pistol 1		3	0	1	-		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1		7	-3	1	-		
- Supercharge	24"	Rapid Fire 1		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Hunting lance	Melee	Melee		+2	-2	D3	A model may only attack with this weapon on a turn in which it has made a charge move.		
Power axe	Melee	Melee		+1	-2	1	-		
Power lance	Melee	Melee		+2	-1	1	-		
Power maul	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
Mukaali									
Stomping feet	Melee	Melee		5	0	1	After a model riding a mukaali makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.		
WARGEAR OPTIONS	<ul style="list-style-type: none"> The Mukaali Sergeant can replace their laspistol with a plasma pistol. The Mukaali Sergeant can replace their hunting lance with a chainsword, power axe, power lance, power maul or power sword. Up to two Mukaali Riders can each replace their hunting lances with one of the following: <ul style="list-style-type: none"> - Flamer - Grenade launcher - Meltagun - Plasma gun 								
ABILITIES	Flanking Manoeuvres: During deployment, you can set up this unit on the army's flank instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can race in to encircle the foe – set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" away from any enemy models.								
FACTION KEYWORDS	IMPERIUM, ASTRA MILITARUM, TALLARN								
KEYWORDS	CAVALRY, MUKAALI RIDERS								

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: XENOS

Official Update Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 17 – Malanthrope, Power Rating
Change this model's Power Rating to read '5'.

Page 17 – Malanthrope, Shrouding Spores
Change the first sentence of this ability to read:
'Your opponent must subtract 1 from hit rolls for ranged weapons that target <HIVE FLEET> units within 3" of any friendly <HIVE FLEET> Malanthropes.'

Page 17 – Malanthrope, Keywords
Add 'FLY'.

Pages 17 and 83 – Grasping Talons and Thorax Spine-maw
Change the abilities text to read:
'When targeting **INFANTRY** units, each hit roll of 6+ made with this weapon is resolved at Strength x2 and Damage D6.'

Pages 18 and 83 – Bio-flail
Change the abilities text to read:
'Each time the bearer fights, one (and only one) of its attacks can be made with this weapon. When the bearer fights with this weapon, make a number of hit rolls against one target unit equal to the number of models that the target unit has within 2" of the bearer.'

Pages 19, 21 and 83 – Massive Scything Talons
Change the second sentence of the abilities text to read:
'If the bearer has more than one pair of massive scything talons, it can make 1 additional attack with them each time it fights.'

Page 19 – Barbed Hierodule
Change the description to read:
'A Barbed Hierodule is a single model equipped with two bio-cannons and massive scything talons.'

Page 19 – Harridan
Change the description to read:
'A Harridan is a single model equipped with two bio-cannons and massive scything talons.'

Pages 20, 82 and 83 – Monstrous Scything Talons
Change the name of this weapon to read 'gargantuan scything talons'.

Page 20 – Hierophant Bio-titan
Change the Ballistic Skill characteristic to read '3+'.

Page 21 – Scythed Hierodule
Change the description to read:
'A Scythed Hierodule is a single model equipped with bio-acid spray and two pairs of massive scything talons.'

Page 24-34 – Datasheets
Add the following ability:
'**Dakka! Dakka! Dakka!** (see *Codex: Orks*)'

Page 24 – Zhadsnark da Rippa, Waaagh!
Change this ability to read:
'Friendly **EVIL SUNZ INFANTRY** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.'

Page 24 – Zhadsnark da Rippa, Keywords
Add '**SPEED FREEKS**'.

Page 24 – Ork Mek Boss Buzzgob, Big Mekaniak
Change this ability to read:
'At the end of your Movement phase, this model can repair a single friendly **GOFF VEHICLE** model within 3". That model regains D3 lost wounds. A model can only be repaired once per turn.'

Page 23 – Mob Rule
Change the second sentence to read:
'When using the Leadership characteristic of this unit, you can either use its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit or the number of models in another friendly unit within 6" that has this ability.'

Page 27 – Squiggoth, Stampede!
Change this to read:
'Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2+ that unit suffers D3 mortal wounds.'

Page 28 – Meka-Dread, Wargear Options

Change the first bullet point to read:

- The Meka-Dread may replace one of its rippa claws with one of the following weapons: killkannon, big zzappa, shunta or ratler kannon.'

Change the second bullet point to read:

- The Meka-Dread must take one of the following: rokket-bomms, two big shootas, the Mega Charga ability or a Kustom Force Field.'

Pages 29, 34 and 85 – Killkannon

Change this weapon's Type to read 'Heavy D6'.

Page 32 – 'Chinork' Warkopta, Abilities

Add the following datasheet to the datasheet:

'Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and line of sight from any point on this model's base. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on. Note that passengers cannot shoot if this model Falls Back, even though the 'Chinork' Warkopta itself can.'

Page 33 – Kustom Stompa, Bigger 'n' Stompier

Change this ability to read:

'This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy INFANTRY and SWARM models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its saving throws for being in cover if at least half of the model is obscured from the firer.'

Page 34 – Gargantuan Squiggoth, Stampeded!

Change this to read:

'Each time this model finishes a charge move, roll a D6 for each enemy unit within 1" of it; on a 2+ that unit suffers D6 mortal wounds.'

Page 40 – Shas'o R'myr, Upgraded Shield Generator

Change this to read:

'Shas'o R'myr has a 4+ invulnerable save. This is increased to a 3+ invulnerable save against melee weapons.'

Page 41 – Shas'o R'alai

Change the first sentence of the description to read:

'Shas'o R'alai is a single model equipped with an experimental pulse submunitions rifle and a drone controller.'

Add the following abilities:

'Stable Platform: Blacklight Marker Drones do not suffer the penalty for moving and firing Heavy weapons.'

Photon Casters: Any enemy unit that declares a charge against any units that have this ability must reduce its charge range by 2" for that phase.'

Change this datasheet's keywords to read:

'KEYWORDS (SHAS'O R'ALAI): BATTLESUIT, COMMANDER, CHARACTER, JET PACK, FLY, SHAS'O R'ALAI

KEYWORDS (BLACKLIGHT MARKER DRONE): DRONE, FLY, BLACKLIGHT MARKER DRONE'

Pages 41, 42, 43, 44, 45, 46, 49, 50 and 51 –

Saviour Protocols

Change this to read:

'If a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit within 3" of a friendly <SEPT> DRONES unit is wounded by an enemy attack, roll a D6. On a 2+ you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

Page 44 – XV9 Hazard Support Team, Photon Casters

Change this to read:

'Any enemy unit that declares a charge against any units that have this ability must reduce its charge range by 2" for that phase.'

Pages 45 and 46 – XV109 Y'vahra Battlesuit and XV107 R'varna Battlesuit

Add the following to the end of the MV52 Shield Generator and Shield Generator abilities:

'In addition, roll a D6 each time a Drone with this ability loses a wound; on a 5+ that Drone does not lose a wound.'

Page 45 – XV109 Y'vahra Battlesuit, Escape Thrust

Change this to read:

'At the start of your Movement phase, the Y'vahra may be removed from play and set up in the sky. At the end of your next Movement phase you may set up the Y'vahra anywhere on the battlefield as long as it is more than 9" from any enemy unit.'

Pages 51, 89 and 91 – Twin heavy burst cannon

Change the name of the 'twin heavy burst cannon' weapon in every instance to 'twin swiftstrike burst cannon.'

Page 51 – TX7 Fire Support Hammerhead Gunship, Keywords (Hammerhead)

Add **'HAMMERHEAD'**.

Page 52 – DX-6 Remora Stealth Drone Squadron, Target Lock

Change this ability to read:

'Remora Targeters: This unit does not suffer the penalty to its hit rolls for moving and firing Heavy weapons.'

Pages 53, 54, 89 and 90 – Heavy burst cannon

Change the name of the 'heavy burst cannon' weapon in every instance to 'swiftstrike burst cannon.'

Page 55 – Tiger Shark AX-1-0, Abilities

Add the following ability:

‘Titan Hunter: This model may fire Macro weapons even if it has moved this turn.’

Page 57 – Manta Super-heavy Dropship, Colossal Flier

Change the first sentence to read:

‘When targeting this model with shooting attacks and psychic powers, always measure to the model’s hull where it would be at tabletop level, even if it is on a flying base.’

Page 58 – Drone Sentry Turret

Delete the last sentence of the description.

Pages 61 and 75 – Shadow Spectres and

Irillyth, Keywords

Add **‘JUMP PACK’**.

Pages 62, 64, 65, 66, 67, 69, 72, 76 and 94 – Starcannon and Twin Starcannon

Change the Damage characteristic to read ‘D3’.

Page 63 – Wraithseer, Enliven

Change the last sentence to read:

‘Until the beginning of the controlling player’s next Psychic phase, the targeted unit rolls an additional D6 when Advancing or charging and discards the lowest result.’

Pages 66 and 94 – Twin Scorpion Pulsar

Change the abilities text to read:

‘Any wound rolls of 6+ made with this weapon are resolved with a Damage characteristic of 6 rather than 3.’

Pages 68 and 69 – Nightwing and Phoenix,

Battlefield Role

Change the Battlefield Role to Flyer.

Pages 70 and 71 – Vampire Raider and Vampire Hunter

Add the following ability:

‘Colossal Flyer: When targeting this model with shooting attacks and psychic powers, always measure to the model’s hull where it would be at tabletop level, even if it is on a flying base. In addition, unless the attacking model has the **FLY** keyword, add 12" to the measured distance to determine the range when making shooting attacks against this model. Note that this means many short-ranged shooting weapons will not be able to hit this model. Also, this model does not suffer the penalty for moving and firing Heavy weapons.’

Page 74 – Corsair Cloud Dancer Band, Abilities

Add the following ability:

‘Corsairs: So long as your Warlord is **AELDARI**, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Page 75 – Irillyth, Keywords

Add the following to this datasheet’s keywords line:

‘CHARACTER’

Pages 77 and 78 – Corsair Reaver Band and Corsair Skyreaver Band, Dancing on the Blade’s Edge

Change this to read:

‘When making Morale tests, a unit with this ability may roll an additional dice and discard the highest result, but if any models flee the unit due to the result of the test, the number of fleeing models is increased by 1.’

Pages 77 – Corsair Reaver Band, Wargear Options

Change the second bullet point to read:

- The Corsair Reaver Felarch may take one of the following weapons:
 - Void sabre
 - Dissonance pistol’

Page 77 – Corsair Reaver Band, Abilities

Add the following ability:

‘Corsairs: So long as your Warlord is **AELDARI**, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Pages 78 – Corsair Skyreaver Reaver Band,

Wargear options

Change the second bullet point to read:

- The Corsair Skyreaver Felarch may take one of the following weapons:
 - Void sabre
 - Dissonance pistol’

Page 78 – Corsair Skyreaver Band, Abilities

Add the following ability:

‘Corsairs: So long as your Warlord is **AELDARI**, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

Page 88 – T’au Empire Points, Units

Change the points per model value of the TX7 Heavy Bombardment Hammerhead Gunship and the TX7 Fire Support Hammerhead Gunship to read ‘117’.

Change the points per model value of Blacklight Marker Drones to read ‘7’.

FAQs

Q: Does the Kustom Stompa’s Repair Krew ability prevent a Big Mek from trying to repair it in the same turn?

A: Yes.

Q: Can DX-6 Remora Stealth Drones embark inside a TY7 Devilfish?

A: No.

Q: When an XVI09 Y'vahra Battlesuit uses its Nova Reactor ability to do an Overcharged Burst, do I use the Nova Reactor profile on only one of its applicable weapons, or on both of them?

A: You use the Nova Reactor profile on both applicable weapons.

Q: There are no datasheets for Corsair Princes or Corsair Barons – are there datasheets I should use for these models?

A: Use either the Corsair Cloud Dancer Band, Corsair Reaver Band or Corsair Skyreaver Band datasheets (whichever best describes the model) with the model taking the place of the unit's Felarch.

Q: There are no datasheets for Corsair Venoms or Corsair Falcons – are there datasheets I should use for these models?

A: Use the Venom or Falcon datasheets respectively (from Index: Xenos 1 or the appropriate codex). In either case, the vehicle replaces its <KABAL>, <WYCH CULT>, <HAEMONCULUS COVEN> or <CRAFTWORLD> Faction keyword with <COTERIE>, and that model can only transport INFANTRY models (the number of models and any other restrictions remain the same). So long as your Warlord is AELDARI, you can include this unit in a Patrol, Battalion, or Outrider Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None'.

Q: Can I use the weapon profiles for things like lasblasters and D-cannons from Codex: Craftworlds, or do I have to use the ones printed in Imperial Armour – Index: Xenos?

A: You can use the profiles from *Codex: Craftworlds*.

Q: While a model with a kustom force-field is embarked on a Squiggoth, does the Squiggoth transporting it have a 5+ invulnerable save against attacks made with ranged weapons, in the same way as a vehicle transport would?

A: Yes.

Q: Can I use the weapon profiles for things like deffkannons and supa-gatlers from Codex: Orks, or do I have to use the ones printed in Imperial Armour – Index: Xenos?

A: You can use the profiles from *Codex: Orks*.

Q: What datasheets should I use for Grot Bomb Launchas, Attack Fights, Fighta-Bommers, Dethrolla Battle Fortresses, Kill Krushas, Raven Strike Fighters, Knarloc Riders, Great Knarlocs and Firestorms?

A: It is an unfortunate truth that we can't continue indefinitely to sell and support every model we've ever made. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! As such, the datasheets for these classic models can be found below, but they are intended for use in open play or narrative play games; they are not designed or approved for use in matched play games (as they won't, for example, have any points values).

Note that the Ork datasheets have been updated to have the Dakka, Dakka, Dakka! ability from *Codex: Orks*.



GROT BOMM LAUNCHA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grot Bomm Launcha	12"	3+	5+	4	5	6	4	6	4+
A Grot Bomm Launcha is a single model equipped with a Grot-guided bomm.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Grot-guided bomm	72"	Heavy 2D6	8	-3	D3	This weapon can only be fired once per battle. This weapon can target units that are not visible to the firer. You can re-roll failed hit rolls made for this weapon.			
ABILITIES	<p>Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Outriders: During deployment, you can set up this model on the army's flank instead of placing it on the battlefield. At the end of any of your Movement phases, this model can race in to encircle the foe – set it up so that it is touching a battlefield edge and is more than 9" away from any enemy models.</p>								
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	VEHICLE, GROT BOMM LAUNCHA								



ATTACK FIGHTA

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Attack Fighta	*	5+	*	6	6	10	*	6	4+
An Attack Fighta is a single model equipped with two twin big shootas and small bomms.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Twin big shoota	36"	Assault 6	5	0	1	-			
Wing rokkits	24"	Assault 1	8	-2	3	-			
WARGEAR OPTIONS	• This model can replace its small bomms with wing rokkits.								
ABILITIES	<p>Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.</p> <p>Hard to Hit: Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Small Bomms: A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.</p>								
FACTION KEYWORDS	ORK, <CLAN>								
KEYWORDS	VEHICLE, FLY, ATTACK FIGHTA								

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
6-10+	20-50"	5+	3
3-5	20-30"	6+	D3
1-2	20-25"	6+	1



FIGHTA-BOMMER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fighta-Bommer	*	5+	*	6	6	12	*	6	4+	7-12+	20-50"	5+	3
A Fighta-Bommer is a single model equipped with three twin big shootas and small bomms.										4-6	20-30"	6+	D3
										1-3	20-25"	6+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Grot-guided bomm	72"	Heavy 2D6		8	-3	D3	A model can only fire each of its Grot-guided bomms once per battle. This weapon can target units that are not visible to the firer. You can re-roll failed hit rolls made for this weapon.						
Twin big shoota	36"	Assault 6		5	0	1	-						
Wing rokkits	24"	Assault 1		8	-2	3	-						
WARGEAR OPTIONS	• This model can take replace its small bomms with either two wing rokkits or two Grot-guided bomms.												
ABILITIES	<p>Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.</p> <p>Hard to Hit: Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Small Bomms: A model equipped with small bomms can drop a bomm each turn as it flies over enemy units in its Movement phase. After the model has moved, select an enemy unit that it moved over and roll a D6 for each model in that unit, up to a maximum of 5 dice. For each roll of 6, the enemy unit suffers 1 mortal wound.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.</p>												
FACTION KEYWORDS	ORK, <CLAN>												
KEYWORDS	VEHICLE, FLY, FIGHTA-BOMMER												

16
POWER

DETHROLLA BATTLE FORTRESS

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Dethrolla Battle Fortress	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4+
A Dethrolla Battle Fortress is a single model equipped with a kannon, two zzap guns and a Dethrolla.										6-13	10"	4+	5+
										1-5	8"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Big shoota	36"	Assault 3	5	0	1	-							
Kannon	When attacking with this weapon, choose one of the profiles below.												
- Frag	36"	Heavy D6	4	0	1	-							
- Shell	36"	Heavy 1	8	-2	D6	-							
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.							
Rokkit launcha	24"	Assault 1	8	-2	3	-							
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.							
Twin big shoota	36"	Assault 6	5	0	1	-							
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+ do not make a wound roll – instead, if the attack hits it causes 3 mortal wounds. The bearer then suffers 1 mortal wound.							
Dethrolla	Melee	Melee	+2	-3	D3	Add 3 to hit rolls for attacks made for this weapon.							
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model can replace its kannon and/or any zzap gun with any of the following: lobba, kannon, zzap gun. This model must take two items from the following list: twin big shoota, skorcha, rokket launcha. This model may take up to five big shootas. 												
ABILITIES	<p>Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Mobile Fortress: This model ignores the penalty for moving and firing Heavy weapons.</p> <p>Firing Points: Models embarked on this vehicle can shoot in their Shooting phase. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.</p> <p>Grot Riggers: At the end of the turn, roll a D6. On a 6, this model regains one lost wound.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p>												
TRANSPORT	This model can transport 20 ORK INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of two other models.												
FACTION KEYWORDS	ORK, <CLAN>												
KEYWORDS	VEHICLE, TRANSPORT, TITANIC, BATTLE FORTRESS, DETHROLLA												

**16**
POWER

KILL KRUSHA

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	WS	BS
Kill Krusha	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4+
A Kill Krusha is a single model equipped with a Krusha kannon and reinforced ram.										6-13	10"	4+	5+
										1-5	8"	5+	6+
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Big shoota	36"	Assault 3	5	0	1								
Krusha kannon	When attacking with this weapon, choose one of the profiles below.												
- Boom shell	60"	Heavy 2D6	8	-2	2								
- Tankhamma shell	60"	Heavy 1	10	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.							
- Scrap kanister	18"	Heavy 3D6	5	-1	1	This weapon automatically hits its target.							
- Blast burna	48"	Heavy 3D6	4	0	1	Units do not receive the benefit of cover to their saving throws for attacks made with this weapon.							
Rack of rokkits	24"	Assault 2	8	-2	3								
Rokkit launcha	24"	Assault 1	8	-2	3								
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.							
Twin big shoota	36"	Assault 6	5	0	1								
WARGEAR OPTIONS	• This model may take two items from the following list: big shoota, rack of rokkits, rokkit launcha, skorcha, twin big shoota.												
ABILITIES	<p>Dakka! Dakka! Dakka! (see <i>Codex: Orks</i>)</p> <p>Mobile Fortress: This model ignores the penalty for moving and firing Heavy weapons.</p> <p>Reinforced Ram: Increase this model's Strength characteristic by 2 until the end of a turn in which it makes a successful charge. In addition, each time this model finishes a charge move, select one enemy unit within 1" and roll a D6; on a 2+ that unit suffers D3 mortal wounds.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.</p> <p>Hang On!: Models embarked on this vehicle can shoot in their Shooting phase, but only hit on a 6+. They measure range and draw line of sight from any point on the vehicle. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.</p> <p>Grot Riggers: At the end of the turn, roll a D6. On a 6, this model regains one lost wound.</p>												
TRANSPORT	This model can transport 12 ORK INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of two other models.												
FACTION KEYWORDS	ORK, <CLAN>												
KEYWORDS	VEHICLE, TRANSPORT, TITANIC, KILL KRUSHA												

**9**
POWER

RAVEN STRIKE FIGHTER

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Raven Strike Fighter	*	6+	*	6	6	10	*	7	4+	6-10+	20-72"	3+	3
A Raven Strike Fighter is a single model equipped with a splinterstorm cannon and two dark lances.										3-5	20-48"	4+	D3
										1-2	20-32"	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES							
Dark lance	36"	Heavy 1	8	-4	D6	Change this weapon's Type from Heavy to Assault if it is equipped on a VEHICLE .							
Splinterstorm cannon	36"	Rapid Fire 6	*	0	1	This weapon wounds on a 4+, unless it is targeting a VEHICLE or TITANIC unit, in which case it wounds on a 6+.							
ABILITIES	<p>Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.</p> <p>Hard to Hit: Subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.</p> <p>Night Shield: This model has a 5+ invulnerable save against ranged weapons.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it crashes in a fiery explosion and each unit within 6" suffers D3 mortal wounds.</p>												
FACTION KEYWORDS	AELDARI, DRUKHARI, <KABAL> or <WYCH CULT>												
KEYWORDS	VEHICLE, FLY, RAVEN STRIKE FIGHTER												



KNARLOC RIDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Knarloc Riders	7"	3+	4+	3	4	4	2	6	4+
This unit contains 3 Knarloc Riders. It can include up to 3 additional Knarloc Riders (Power Rating +5). Each model is armed with a kroot rifle and rides a Knarloc that attacks with its sharp beak and talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Rider									
Kroot rifle (shooting)	24"	Rapid Fire 1		4	0	1	-		
Kroot rifle (melee)	Melee	Melee		+1	0	1	-		
Knarloc									
Sharp beak and talons	Melee	Melee		5	-1	1	After a model riding a Knarloc makes its close combat attacks, you can attack with its mount. Make 2 additional attacks, using this weapon profile.		
ABILITIES									
Loping Stride: When this unit Advances, add 6" to its Move characteristic instead of rolling a D6.									
Thunderous Pounce: Add 1 to wound rolls made for the Knarlocs' sharp beak and talons attacks if this unit made a charge move this turn.									
FACTION KEYWORDS T'AU EMPIRE, KROOT									
KEYWORDS CAVALRY, KNARLOC RIDERS									



GREAT KNARLOC

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Great Knarloc	7"	3+	4+	7	6	9	4	6	4+
A Great Knarloc is a single model armed with a crushing beak and razor talons.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Kroot bolt thrower	36"	Assault D6		6	-1	1	-		
Twin kroot gun	48"	Rapid Fire 2		7	-1	D3	-		
Razor talons	Melee	Melee		User	-3	D3	-		
WARGEAR OPTIONS									
• This model may either be equipped with a kroot bolt thrower or twin kroot gun, or it can replace its crushing beak with a baggage harness.									
ABILITIES									
Crushing Beak: Each time a model with a crushing beak makes a pile-in move you can pick an enemy unit within 1" and roll a D6. On a 4+, that unit suffers D3 mortal wounds.									
Baggage Harness: Add 1 to the Leadership characteristic of KROOT units within 6" of any friendly Great Knarlocs equipped with a baggage harness.									
FACTION KEYWORDS T'AU EMPIRE, KROOT									
KEYWORDS MONSTER, GREAT KNARLOC									

**10**
POWER

FIRESTORM

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Firestorm	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Firestorm is a single model equipped with a twin shuriken catapult and Firestorm scatter laser.										4-6	12"	4+	D3
										1-3	8"	5+	1
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES						
Firestorm scatter laser	60"	Heavy 12		6	0	1	Add 1 to hit rolls made for this weapon against targets that can FLY . Subtract 1 from the hit rolls made for this weapon against all other targets.						
Shuriken cannon	24"	Assault 3		6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.						
Twin shuriken catapult	12"	Assault 4		4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.						
WARGEAR OPTIONS	<ul style="list-style-type: none"> This model may replace its twin shuriken catapult with a shuriken cannon. This model may take any of the following: <ul style="list-style-type: none"> - Crystal targeting matrix - Spirit stones - Star engines - Vectored engines 												
ABILITIES	<p>Hover Tank: Distances and ranges are always measured to and from this model's hull, even though it has a base.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6 suffers D3 mortal wounds.</p> <p>Crystal Targeting Matrix: A model with a crystal targeting matrix does not suffer the penalty for moving and firing a Heavy weapon after moving when targeting the closest enemy unit.</p> <p>Spirit Stones: Roll a D6 each time a model with spirit stones loses a wound; on a 6 that wound is not lost.</p> <p>Star Engines: When a model with star engines Advances, add 2D6" to that model's Move characteristic for that Movement phase instead of D6".</p> <p>Vectored Engines: If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase.</p>												
TRANSPORT	This model can transport 6 PHOENIX LORD or <CRAFTWORLD> INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.												
FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, <CRAFTWORLD>												
KEYWORDS	VEHICLE, TRANSPORT, FLY, FIRESTORM												

WARHAMMER 40,000

CODEX: ADEPTUS CUSTODES

Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: Do the modifiers for the Wrath Angelis stack (i.e. would you subtract 3 for an ADEPTUS CUSTODES CHARACTER)?

A: No.

ERRATA

Page 56 – Abilities

Change to read:

'The following ability is common to several ADEPTUS CUSTODES units.'

FAQs

Q: Can Captain-General Trajann Valoris use his Moment Shackle ability to regain Command Points when a Stratagem is used during deployment?

A: Yes, provided Captain-General Trajann Valoris is on the battlefield when you use the Stratagem.

Q: The choice of a vexilla for a Vexilus Praetor is made 'when you add this model to your army'. Does a model count as being added to my army when I choose it as part of my army, or when I deploy it to the battlefield?

A: When you choose it as part of your army.

Q: How does the Ever Vigilant Stratagem interact with CHARACTERS with a Wounds characteristic of less than 10? Can Ever Vigilant allow a unit to target such a CHARACTER who arrives as reinforcements even if they are not the closest enemy unit?

A: No, unless they shoot weapons that can target CHARACTERS even if they are not the closest enemy unit.

Q: How many units can be set up near a VEXILUS PRAETOR when using the Vexilla Teleport Homer Stratagem?

A: One unit each time the Stratagem is used.

Q: Does the Plant the Vexilla Stratagem also extend the range of the effects of the Vexilla Imperius, Vexilla Defensor and Vexilla Magnifica?

A: Yes.

Q: Does the Wrath Angelis affect its bearer?

A: Yes.

WARHAMMER 40,000

CODEX: ADEPTUS MECHANICUS

Official Update Version 1.2

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ERRATA

Page 83 – Onager Dunecrawler, Damage table
Change the first value under 'Remaining W' to '6-11+'.

Pages 84-88 – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Abilities, Super-heavy Walker

Change to read:

'Super-heavy Walker: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.'

Pages 84-88 – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Keywords
Add '**IMPERIAL KNIGHTS**' to the Faction keywords line.
Add '**QUESTORIS CLASS**' to the keywords line.

Pages 84-87 and 91 – Reaper chainsword
Change the Strength characteristic of this weapon to '+6'.

Page 84 – Knight Errant, Power Rating
Change to '22'

Pages 85-86 – Knight Paladin and Knight Warden, Power Rating
Change to '23'

Page 87 – Knight Gallant, Power Rating
Change to '20'

Page 87 – Knight Gallant, Profile line
Change the Attacks characteristic to '5'

Page 87 – Knight Gallant, Damage table
Change the first value under 'WS' to '2+'.
Change the second value under 'WS' to '3+'.
Change the third value under 'WS' to '4+'.

Page 88 – Knight Crusader, Power Rating
Change to '25'

Page 95 – Graia: Refusal to Yield
Change the first sentence of rules text to read:
'Roll a D6 each time a model with this dogma is slain or flees – on a 6 that model refuses to yield; either that model is not slain (and has 1 wound remaining), or that model does not flee.'

Page 96 – Scryerskull
Change the last clause of the last sentence to read:
'or, in your Shooting phase, shoot with an **ADEPTUS MECHANICUS** unit from your army without the penalties to your hit rolls from the Dawn Raid, Low Visibility or Cover of Darkness rules.'

Page 98 – Stratagems, Rotate Ion Shields
Change the Command Point cost to '1CP/3CP'

Change the rules text to read:
'Use this Stratagem when an enemy unit targets an **IMPERIAL KNIGHTS VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **DOMINUS CLASS** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit's invulnerable save is improved by 1 (to a maximum of 3+).'

Page 99 – Forge World Warlord Traits, Masterwork Bionics
Change the title of this Warlord Trait to 'Superior Bionics'.

Page 102 – Units
Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Knight Crusader	1	285
Knight Errant	1	285
Knight Gallant	1	285
Knight Paladin	1	285
Knight Warden	1	285

Page 102 – Ranged weapons
Amend this table as follows:

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	75

FAQs

Q: Do I need to spend reinforcement points to return units when using the Fresh Converts Stratagem?

A: No.

Q: If you have a Detachment which receives the Mars forge world dogma, and another Detachment which receives a different forge world dogma, what happens when rolling for Canticles of the Ommissiah? With Mars' dogma you roll two dice when determining Canticles and units with that dogma benefit from both results, but what happens for the other Detachment?

A: In such cases you would roll dice separately for the Canticles, rather than rolling for both together. The first Canticle rolled for would apply to all of your units with the Canticles of the Ommissiah ability, while the second would apply only to those units in Mars Detachments.

Q: When is the Litany of the Electromancer Canticle resolved?

A: Immediately – i.e. at the start of the battle round when the Canticle is chosen/rolled for.

Q: Does a weapon that ignores cover ignore the benefit bestowed by the Shroudpsalm Canticle?

A: Yes.

Q: Can the Refusal to Yield dogma be used to prevent a unit from being slain due to a 1 being rolled to hit when it uses its plasma weapon?

A: Yes.

Q: How do the Chorister Technis Warlord Trait and Glory to the Ommissiah dogma interact – when do I re-roll the first dice?

A: Roll the first dice, then (if you wish) re-roll it. Then roll the second dice.

Q: How do the Gloria Mechanicus Stratagem and Glory to the Ommissiah dogma interact – which Canticle can you change with this Stratagem?

A: Choose one Canticle to change.

Q: When using the Binharic Override Stratagem, when do the new Battle Protocols you choose come into effect?

A: Immediately.

Q: When using the Cognis Overwatch Stratagem, do I apply any relevant modifiers to the firing model's Ballistic Skill?

A: Yes, as long as the weapon is a cognis weapon. Note that modifiers to hit rolls do not apply.

Q: When using the Monitor Malevolus Warlord Trait, can you re-roll a dice that determines how many mortal wounds are inflicted on an enemy unit (i.e. is this classed as a damage roll?)

A: No, such a roll is not classed as a damage roll.

Q: Does the Static Psalm-code Warlord Trait affect the range of the Master of Machines ability?

A: No.

WARHAMMER 40,000

CODEX: ASTRA MILITARUM

Official Update Version 1.2

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ERRATA

Page 86 – Grinding Advance

Change the second sentence to read:

'If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times).'

Pages 90 and 101 – Commissar Yarrick, Lord Commissar and Commissar, Summary Execution

Change to read:

'**Summary Execution:** The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **COMMISSARS**, you can execute a model. If you do, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).'

Page 93 – Infantry Squad, Unit Composition and Wargear

Add the following bullet point:

- A Heavy Weapons Team is armed with a lasgun and frag grenades.'

Page 94 – Militarum Tempestus Scions, Wargear Options

Change the first bullet point to read:

'One Tempestus Scion may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.'

Page 95 – Master of Ordnance, Master of Ballistics

Change to read:

'**Master of Ballistics:** You can re-roll any hit rolls of 1 made for friendly <REGIMENT> **BASILISKS**, **WYVERNS**, **MANTICORES** or **DEATHSTRIKES** when they target enemy units over 36" away in the Shooting phase, if they are within 6" of this model.'

Page 97 – Veterans, Unit Composition and Wargear

Add the following bullet point:

- A Veteran Heavy Weapons Team is armed with a lasgun and frag grenades.'

Page 98 – Militarum Tempestus Command Squad, Wargear Options

Change the first and second bullet points to read:

- One model may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.
- One other model may either replace its hot-shot lasgun with a hot-shot laspistol and a medi-pack, or take a hot-shot laspistol and a medi-pack in addition to their hot-shot lasgun.'

Page 102 – Ogryn Bodyguard, Bodyguard

Change the first sentence to read:

'Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the Astra Militarum character does not lose a wound but one model with this ability suffers a mortal wound.'

Page 102 – Ogryn Bodyguard, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 103 – Bullgryns, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 104 – Nork Deddog, Loyal to the End

Change the first sentence to read:

‘Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the Astra Militarum character does not lose a wound but Nork Deddog suffers a mortal wound.’

Page 117 – Valkyries, Grav-chute Insertion

Change the first sentence to read:

‘Models may disembark from this vehicle at any point during its move, but if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.’

Pages 118-125 – Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowword, Stormlord and Stormsword, Steel Behemoth

Change the third sentence to read:

‘It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter or twin heavy flamer can target units that are within 1" of it – its other guns must target other units).’

Page 133 – Mordian: Parade Ground Doctrine

Add the following sentence:

‘These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.’

Page 134 – Crush Them!

Change the first sentence to read:

‘Use this Stratagem at the start of your Charge phase.’

Page 134 – Aerial Spotter

Change the second sentence to read:

‘Select a **BASILISK** or **WYVERN** model from your army.’

Page 134 – Jury Rigging

Add the following sentence to this Stratagem:

‘You can only use this Stratagem once per turn.’

Page 135 – Take Cover!

Change the rules text of this Stratagem to read:

‘Use this Stratagem in your opponent’s Shooting phase when your opponent selects one of your **ASTRA MILITARUM INFANTRY** units as a target. You can add 1 to armour saving throws you make for this unit until the end of the phase.’

Page 136 – Overlapping Fields of Fire

Change the rules text to read:

‘Use this Stratagem after a **CADIAN** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other **CADIAN** units from your army that target the same enemy unit this phase.’

Page 136 – Send in the Next Wave!

Add the following sentence:

‘This unit costs reinforcement points in a matched play game.’

Page 136 – Ambush

Change the second sentence to read:

‘Choose up to three **TALLARN** units to be set up in ambush instead of placing them on the battlefield (only one of these units can have the **VEHICLE** keyword).’

Add the following sentence:

‘The units are considered to have moved their maximum distance.’

Page 138 – The Dagger of Tu’Sakh

Add the following sentence at the start of the rules text:

‘**INFANTRY OFFICER** model only.’

Page 138 – Kurov’s Aquila

Change the second sentence of rules text to read:

‘Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem.’

Page 139 – Relic of Lost Cadia

Change the second sentence to read:

‘Once per battle, the bearer can unveil this relic at the start of any turn.’

Page 140 – Grand Strategist

Change the second and third sentences of rules text to read:

‘In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded.’

Page 140 – Draconian Disciplinarian

Add the following sentence:

‘If a **COMMISSAR** has this Warlord Trait, then their Summary Execution ability takes precedence, but if the re-rolled Morale test is also failed then D3 additional models are slain and the test is then considered to have passed.’

Page 140 – Master of Command

Add the following sentence:

‘If your Warlord is a **COMMISSAR**, it can issue an order to any <**REGIMENT**> **INFANTRY** unit (irrespective of what regiment that unit is from – e.g. **MILITARUM TEMPESTUS**, **CADIAN**, etc.)’

Page 142 – Points Values, Units

Change the footnote to read:

** If models in these units form Heavy Weapons Team, there is no change in its points cost (e.g. an Infantry squad costs 40 points whether or not it contains a Heavy Weapons Team).’*

Wargear	Points per item
Storm shield	0

FAQs

*Q: How many dice does the Brutal Strength Regimental Doctrine allow me to re-roll when a **VEHICLE** in my army fires a ranged weapon that makes a random number of attacks? Is it one dice per vehicle, or one dice per weapon?*

A: You can re-roll one dice per weapon.

Q: When do I pay the Command Point cost for the Vortex Missile Stratagem?

A: After you've had a result of 8 or more for the Hour is Nigh ability, allowing you to fire the Deathstrike missile, but before resolving the shot.

*Q: If I have, for example, a **TALLARN** unit of Leman Russ Battle Tanks with three tanks, can I use the Ambush Stratagem once to place all three models in ambush?*

A: Yes. The same is true for any other Tallarn vehicle squadron (Basilisks, Hellhounds, etc.).

Q: If I issue an order to a unit with an Officer who has the Laurels of Command, and I roll a 4+ to issue another order to the same unit, do I resolve the first order before issuing the second?

A: Yes.

Q: Can I use The Laurels of Command to issue the same order twice to the same unit?

A: No, the second order issued must be a different order.

Q: How do The Laurels of Command and Superior Tactical Training interact? For example, my Warlord is a Cadian Company Commander and I give him The Laurels of Command and the Superior Tactical Training Warlord Trait. How many orders is he potentially allowed to issue each turn, and how many units can those orders affect?

A: If he issues an order to a **CADIAN INFANTRY** unit within 6" (unit A) using his Voice of Command ability, first roll a dice for Superior Tactical Training; on a 4+, you can pick another **CADIAN INFANTRY** unit (unit B) within 6" for that order to affect. Then roll a dice for The Laurels of Command; on a 4+ he can issue a second order to the first unit (unit A). You can then roll again for Superior Tactical Training; on a 4+, you can pick another Cadian Infantry unit within 6" for the second order to affect (this does not have to be unit B, but can be).

Note that when you use Superior Tactical Training, an order is not issued – rather, an already issued order affects an additional unit. So you cannot use The Laurels of Command to generate further orders as a result of using Superior Tactical Training, but you can use Superior Tactical Training to make secondary orders caused by The Laurels of Command affect an additional unit.

BROOD BROTHERS

*Q: Can an **ASTRA MILITARUM** Detachment that is included in an army alongside a **GENESTEALER CULTS** Detachment using the Brood Brothers rule gain a Regimental Doctrine, and can the units in such a Detachment use any of the regiment-specific Stratagems, Warlord Traits, Orders, Relics, etc.?*

A: No, Brood Brothers Detachments cannot use any regiment-specific rules.

Note that when included in an army alongside a **GENESTEALER CULTS** Detachment, all **ASTRA MILITARUM** units should replace their <REGIMENT> keyword with **BROOD BROTHERS** in every instance on their datasheets. Full rules for using Brood Brothers detachments will be described in *Codex: Genestealer Cults*.

*Q: Can an **ASTRA MILITARUM** Detachment that is included in an army alongside a **GENESTEALER CULTS** Detachment using the Brood Brothers rule include any Astra Militarum named characters?*

A: No.

WARHAMMER 40,000

CODEX: BLOOD ANGELS

Official Update Version 1.2

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ERRATA

Page 91 – Intercessor Squad, Wargear Options

Change the third bullet point to read:

'The Intercessor Sergeant may replace their bolt rifle with a power sword or chainsword. Alternatively they may take a power sword or chainsword in addition to their other weapons.'

Page 100 – Company Champion

Change the unit description to read:

'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Pages 101 and 130 – Reiver Squad and Armoury of the Blood Angels, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 136 – Upon Wings Of Fire

Change the Command Point cost of this Stratagem to 2CP.

Page 143 – Points Values, Heavy Support

Change the points per model value for the Predator to read '90'

FAQs

Q: If an Armourium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

WARHAMMER 40,000

CODEX: CHAOS DAEMONS

Official Update Version 1.4

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ERRATA

Page 85 – Unstoppable Ferocity

Change the rules text to read:

'If this unit makes a charge move, is charged, or performs a Heroic Intervention, then until the end of the turn add 1 to the Attacks characteristic of all its models and add 1 to the Strength characteristic of all the melee weapons the unit is armed with.'

Page 99 – Spoilpox Scrivener, Abilities, Keep Counting! Meet your Quota!

Change the second sentence to read:

'In addition, if you make a hit roll of 7+ for a **PLAGUEBEARER** unit within 6" of one or more friendly models with this ability, you can immediately make one additional attack at the same target with the same weapon (these bonus attacks cannot themselves generate any further attacks).'

Page 102 – Be'lakor, Abilities

Remove '**Daemonic Ritual**'

Page 107 – Bloodcrushers

Add '**BLOODLETTER**' to the keywords line.

Page 111 – Plague Drones

Add '**PLAGUEBEARER**' to the keywords line

Page 112 – Seekers

Add '**DAEMONETTE**' to the keywords line

Page 113 – Hellflayer

Add '**DAEMONETTE**' to the keywords line

Page 118 – Feculent Gnarlmaaws

Change the last sentence of this unit's description to read:

'Each Feculent Gnarlmaaw in this unit must be set up within 6" of each other, and none can be set up within 1" of any terrain feature.'

Page 126 – Warp Surge

Change the rules text of this Stratagem to read:

'Use this Stratagem at the start of any phase. Select a unit of **DAEMONS** from your army; until the end of the phase, you cannot re-roll saving throws for this unit, but its invulnerable save is improved by 1 (to a maximum of 4+).'

Page 130 – Hellforged Artefacts

Change the first sentence of the second paragraph to read:

'If your army is led by a Warlord with the **DAEMON** Faction keyword, you may give one of the following Hellforged Artefacts to a **CHARACTER** with the **DAEMON** Faction keyword in your army.'

Page 134 – Chaos Spawn

Change the last sentence of the introductory paragraph to read:

'Each has a points value of 25 (this includes all of its weapons).'

Page 135 – Points Values, Other Wargear, Chanting Horrors (for Burning Chariot)

Change to read:

'Chanting Horrors (for Burning Chariot and Fateskimmer)'

FAQs

*Q: When a Stratagem from Codex: Chaos Daemons uses the **DAEMON** keyword, can it be used to affect any unit with the **DAEMON** keyword, or only units with the **DAEMON** Faction keyword?*

A: These Stratagems can only affect units with the **DAEMON** Faction keyword.

Q: Does the Blue Scribes' Xirat'p's Sorcerous Barrage ability allow them to manifest a psychic power that has already been manifested?

A: Yes.

Q: If I include Be'lakor in a Detachment in which every other unit owes its allegiance to the same Chaos God, does that Detachment benefit from the Daemonic Loci ability?

A: No, as Be'lakor does not owe allegiance to any one Chaos God.

Q: What Warlord Traits can Be'lakor have?

A: Be'lakor can have any of the Warlord Traits from Warhammer 40,000 core rules.

Q: If I upgrade a Burning Chariot to have Chanting Horrors, do I pay 5 points for each Chanting Horror, or 5 points for all three?

A: 5 points for all three.

*Q: Can a **CHARACTER** that has been set up on the battlefield using the Denizens of the Warp Stratagem use the Daemonic Ritual ability to summon a **DAEMON** unit during the same phase?*

A: No – units that arrive as reinforcements count as having moved for all rules purposes and the Daemonic Ritual ability is used instead of moving.

*Q: If a **GREY KNIGHTS** unit deals the final wound on a **DAEMON** equipped with the Impossible Robe, the player uses the Robe to re-roll the failed save, and the result is a 1 (meaning the Daemon is immediately slain), does the **DAEMON** count as being slain by a **GREY KNIGHTS** unit for purposes of using the Daemonic Incursion Stratagem?*

A: Yes.

Q: If a unit of Plaguebearers has had the Plague Banner Stratagem used on them, and is currently under the effects of the Virulent Blessing psychic power, what damage do their Plagueswords inflict on wound rolls of 7+?

A: 4.

Q: For the purposes of the Psychic Focus matched play rule, is the Miasma of Pestilence psychic power from Codex: Chaos Daemons the same psychic power as in Codex: Death Guard?

A: Yes. More generally, if psychic powers have the same name, they are the same psychic power for the purposes of Psychic Focus.

WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES

Official Update Version 1.3

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ERRATA

Page 116 – <Mark of Chaos>

Add the following to the last paragraph:
'If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it cannot be from the World Eaters Legion, and if a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keywords, it cannot be from the Emperor's Children Legion. In addition, **PSYKERS** cannot be from the World Eaters Legion.'

Page 117 – Champion Equipment

Change the second heading to read:
'One of the champion's weapons can be chosen from the following list:'

Page 117 – Daemonic Ritual

Change the third sentence of the fourth paragraph to read:
'This unit is treated as reinforcements for your army and can be placed anywhere on the battlefield that is wholly within 12" of the character and more than 9" from any enemy model.'

Page 121 – Cypher, Abilities

Add the following ability:
'**No-one's Puppet**: Cypher cannot use the Daemonic Ritual ability, even though he has the **CHAOS** and **CHARACTER** keywords.'

Page 129 – Bloodletters

Add '**DAEMON**' to the Faction keywords line.
Remove '**DAEMON**' from the keywords line.

Page 130 – Horrors

Replace this datasheet with the one at the end of this document.

Page 131 – Plaguebearers

Add '**DAEMON**' to the Faction keywords line.
Remove '**DAEMON**' from the keywords line.

Page 131 – Daemonettes

Add '**DAEMON**' to the Faction keywords line.
Remove '**DAEMON**' from the keywords line.

Page 132 – Khorne Berzerkers, Abilities

Add the following ability:
'**Berzerker Horde**: The Battlefield Role of **WORLD EATERS** Khorne Berzerkers is Troops instead of Elites.'

Page 135 – Noise Marines, Abilities

Add the following ability:
'**Masters of the Kakophoni**: The Battlefield Role of **EMPEROR'S CHILDREN** Noise Marines is Troops instead of Elites.'

Page 136 – Chosen, Wargear Options

Change this unit's wargear options to read:
• Any Chosen may take one item from the *Melee Weapons* list.
• Up to four Chosen may choose one of the following options:
• Replace his bolt pistol with a plasma pistol.
• Replace his boltgun with one item from the *Combi-weapons* or *Special Weapons* lists.
• Replace his boltgun and bolt pistol with a lightning claw.
• An additional Chosen may replace his boltgun with one item from the *Special Weapons* or *Heavy Weapons* lists.
• The Chosen Champion may either take one item from the *Melee Weapons* list, or replace his boltgun and bolt pistol with items from the *Champion Equipment* list.
• One model may take a Chaos Icon (pg 153).'

Page 138 – Helbrute, Wargear Options

Change the third bullet point to read:
• This model may replace each Helbrute fist with a Helbrute hammer or power scourge.'

Page 142 – Obliterators

Remove '**DAEMON**' from the Faction keywords line.
Add '**DAEMON**' to the keywords line.

Page 146 – Chaos Predator, Damage table
Change the top value under ‘Remaining W’ to read ‘6-11+’.

Change the second value under ‘Remaining W’ to read ‘3-5’.

Page 149 – Khorne Lord of Skulls
Remove ‘**DAEMON**’ from the Faction keywords line.
Add ‘**DAEMON**’ to the keywords line.

Page 157 – Abilities, Legion Traits
Change the first sentence of rules text to read:
‘If your army is Battle-forged, all **Daemon Prince**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.’

Page 158 – Gifts of Chaos
Add the following sentence:
‘You can only use this Stratagem once per battle.’

Page 158 – Chaos Boon
Change the first sentence of rules text to read:
‘You can use this Stratagem at the end of a Fight phase in which one of your **HERETIC ASTARTES CHARACTERS** (excluding **DAEMON CHARACTERS**) slays an enemy **CHARACTER**, **VEHICLE** or **MONSTER**.’

Page 159 – Tide of Traitors
Add the following sentence:
‘You can only use this Stratagem once per battle.’

Page 159 – Killshot
Change the second sentence of rules text to read:
‘Add 1 to the wound rolls and damage for all of the Predators’ attacks that target **MONSTERS** or **VEHICLES** this phase.’

Page 161 – Gift of Chaos
Change the second sentence of rules text to read:
‘If manifested, select an enemy unit that is within 6" of the psyker and visible to him and roll a D6.’

Page 161 – Mark of Tzeentch: Weaver of Fates
Change the third sentence of rules text to read:
‘Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+).’

FAQs

*Q: If I have a **DAEMON** model that can only be included once in my army – for example, the Changeling – and that model is slain during the game, can I use Daemonic Ritual to attempt to summon it and add it to my army again?*

A: Yes. Note that if you’re playing a matched play game you’ll need the appropriate reinforcement points to do so.

*Q: Does disembarking effectively prevent a **CHAOS CHARACTER** from summoning a **DAEMON** unit that turn using the Daemonic Ritual ability?*

A: Yes. Models that disembark count as having moved for all rules purposes, including Daemonic Ritual.

Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Cypher is carrying that objective marker when he is slain, what happens?

A: The objective marker is dropped.

Q: Can a Noise Marine use his Music of the Apocalypse ability if he flees the battlefield?

A: No. This ability can only be used when the model is slain.

Q: Can a Noise Marine that is slain use his Music of the Apocalypse ability to shoot any viable target, or does it have to target the unit that killed him?

A: It can shoot at any viable target.

Q: If a Noise Marine is slain whilst its unit is within 1" of an enemy unit, can he use his Music of the Apocalypse ability to shoot the unit that is within 1"?

A: Yes, but only with a Pistol.

Q: If several Noise Marines are slain in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?

A: Each of them can throw a grenade.

*Q: If a Noise Marine is slain in the Fight phase, and he uses his Music of the Apocalypse ability to shoot an **IMPERIUM** unit and subsequently rolls a hit roll of 6+, does the Death to the False Emperor ability then grant him an extra attack with that weapon, even though it’s a ranged weapon?*

A: Yes. In this situation, make an extra hit roll against the target on a hit roll of 6+.

Q: Maulerfiends have a wargear option to ‘replace both magma cutters with lasher tendrils’. Does this mean I replace both magma cutters for a single ‘lasher tendrils’ weapon, or do I get two ‘lasher tendrils’ weapons?

A: You replace both magma cutters with a single ‘lasher tendrils’ weapon.

*Q: If I take a unit of **DAEMONS** in a Chaos Space Marines Detachment, do I lose my Legion Trait?*

A: Yes. However, if you summon a unit of **DAEMONS** and add them to your army, doing so does not affect your Legion Trait.

Q: If I give a unit in my army an Icon of Vengeance, then at the start of my first turn use the Beseech the Chaos Gods Stratagem to make that unit dedicated to Khorne, Tzeentch, Nurgle or Slaanesh, does the unit swap its Icon of Vengeance for the Chaos Icon of their god, or does it keep the Icon of Vengeance?

A: It keeps the Icon of Vengeance.

Q: If I roll a 12 on the Chaos Boon table, when adding a Daemon Prince to my army, which Daemon Prince datasheet should I use – the Daemon Prince or the Daemon Prince of Chaos? In addition, what wargear options can it take?

A: Use the Daemon Prince datasheet from *Codex: Chaos Space Marines*. The model can be equipped with any of its normal wargear options, providing you have the right model and it is built appropriately.

*Q: Are the bonus attacks from Death to the False Emperor and the Excess of Violence Stratagem cumulative? For example, if a model with an Attacks characteristic of 1 rolled a hit roll of 6+ when attacking an **IMPERIUM** unit (thereby giving it an extra attack) and then both of those attacks killed enemy models, would I then make two extra attacks for that model? If yes, what happens if I roll hit rolls of 6+ for these attacks?*

A: Yes, they are cumulative. In the example given, you would make two extra attacks but any further hit rolls of 6+ (and any subsequent models slain) would not generate any further attacks.

*Q: If an enemy **CHARACTER** is slain by the Gift of Chaos psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn?*

A: Yes, if you are playing a matched play game.

Q: If I manifest the Gift of Chaos psychic power, and target a unit whose models have different Toughness characteristics, which one should I use?

A: Use the highest Toughness characteristic in the target unit.



HORRORS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pink Horror	6"	4+	4+	3	3	1	1	7	6+
Blue Horror	6"	5+	-	2	3	1	1	7	6+
Pair of Brimstone Horrors	6"	5+	-	1	3	1	2	7	6+

This unit contains 10 Pink, Blue or pairs of Brimstone Horrors, in any combination. It can include up to 10 additional Horrors (**Power Rating +4**) or up to 20 additional Horrors (**Power Rating +8**). Pink Horrors attack with coruscating flames, while Blue Horrors and Brimstone Horrors simply scrabble at anyone who comes too close.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Coruscating flames	18"	Assault 2	User	0	1	-

WARGEAR OPTIONS

- For every ten models in the unit, one Pink Horror may take an Instrument of Chaos.
- For every ten models in the unit, one Pink Horror may take a Daemonic Icon.

ABILITIES

Daemonic Ritual (pg 117)

Daemonic Icon: If you roll a 1 when taking a Morale test for a unit with any Daemonic Icons, reality blinks and the daemonic horde is bolstered. No models flee and D6 slain Pink Horrors are instead added to the unit.

Split: Each time a Pink Horror is slain, you can add up to two Blue Horrors to its unit before you remove the slain model. Each time a Blue Horror is slain, you can add one pair of Brimstone Horrors to its unit before you remove the slain model. The replacement models cannot be placed within 1" of an enemy model. Note that Horrors that flee do not generate any extra models for their unit.

Matched Play: In matched play you must pay reinforcement points for each and every Blue and Brimstone Horror model that you add to a unit of Horrors, but the additional models can take the unit above its starting strength.

Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.

Iridescent Horror: When you set up this unit for the first time, you may select a single Pink Horror in the unit – that model has an Attacks characteristic of 2, instead of 1.

Magic Made Manifest: A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors cannot roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horror models, it only inflicts 1 mortal wound rather than D3.

Ephemeral Daemons: Pink Horrors have an invulnerable save of 4+. Blue Horrors have an invulnerable save of 5+. Pairs of Brimstone Horrors have an invulnerable save of 6+.

Magical Horde: Change the Type of this unit's coruscating flames to Assault 3 whilst the unit contains 20 or more Pink Horrors.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power. When manifesting or denying a psychic power, first select a model in the unit – measure range, visibility etc. from this model. If a Brimstone Horror is selected, it is slain after the psychic power has been attempted and, if successful, resolved.

FACTION KEYWORDS CHAOS, TZEENTCH, DAEMON

KEYWORDS INFANTRY, PSYKER, HORRORS

WARHAMMER 40,000

CODEX: CRAFTWORLDS

Official Update Version 1.2

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ERRATA

Page 84 – Autarch

Change the unit description to read:

'An Autarch is a single model armed with a star glaive and plasma grenades. They are equipped with a Forceshield.'

Page 85 – Autarch with Swooping Hawk Wings

Change the unit description to read:

'An Autarch with Swooping Hawk wings is a single model armed with a power sword, fusion pistol and plasma grenades. They are equipped with a Forceshield.'

Page 105 – Pulsed Laser Discharge

Change the rule to read:

'**Pulsed Laser Discharge:** If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its prism cannon twice in its next Shooting phase (the prism cannon must use the same profile and target the same unit both times it is fired).'

Page 108 – Hemlock Wraithfighter

Change the unit description to read:

'A Hemlock Wraithfighter is a single model equipped with two heavy D-scythes and spirit stones.'

Page 117 – Biel-Tan: Swordwind

Change the last sentence to read:

'A shuriken weapon is any weapon profile whose name includes the word 'shuriken' (e.g. shuriken pistol, Avenger shuriken catapult etc.) Kurnous' Bow, the Blazing Star of Vault and Scorpion's claw (shooting) are also shuriken weapons.'

Page 119 – Lightning-fast Reactions

Change the rule to read:

'Use this Stratagem when a friendly **ASURYANI INFANTRY** unit, or a friendly **ASURYANI** unit with the **FLY** keyword, is targeted by a ranged or melee weapon. Subtract 1 from all hit rolls made against that unit for the rest of the phase.'

Page 122 – Remnants of Glory

Change the second sentence of the first paragraph to read:

'Avatars of Khaine and named characters such as Prince Yriel already have one or more artefacts, and cannot be given any of the following items.'

Page 123 – Blazing Star of Vault

Change the first sentence to read:

'Model with a shuriken pistol or twin shuriken catapult only.'

FAQs

Q: If the Warlord of my Battle-forged army is an Autarch, can I use the Path of Command ability to refund Command Points when I spend them on Stratagems used during deployment (for example, Cloudstrike, Webway Strike, etc.)?

A: Yes, but only if your Autarch Warlord is on the battlefield when the Stratagem is used.

Q: If the Warlord of my Battle-forged army is an Autarch, does the Path of Command ability refund Command Points when my opponent spends Command Points on their Stratagems?

A: No. This ability only applies to Command Points you spend.

Q: Is the Avatar of Khaine a named character?

A: No.

Q: Can the Avatar of Khaine have a Warlord Trait?

A: Yes.

Q: If I want to arm my Wraithblades with a ghostsword in each hand, how many points do I have to pay for those ghostswords and how many attacks does each Wraithblade get to make with its ghostswords?

A: Ghostswords (plural) is a single weapon profile. You pay for it once per model and you get one bonus attack per model.

Q: The Dark Reapers' Inescapable Accuracy ability no longer mentions Overwatch. Does this mean that they can hit on Overwatch on rolls of 3+?

A: No. Inescapable Accuracy only affects attacks made in the Shooting phase.

Q: If a unit of Dark Reapers (which have the Inescapable Accuracy ability) shoots at a Culexus Assassin (which has the Etherium ability), what roll do the Dark Reapers require to successfully hit the Assassin?

A: 3+.

This is because while the Dark Reapers treat their Ballistic Skill as 6+ because of the Etherium ability, they always score a hit on rolls of 3+ because of their Inescapable Accuracy ability, which is irrespective of their Ballistic Skill characteristic or any modifiers.

*Q: If my army is led by a Harlequins Warlord, for example, and I have a Detachment of Craftworld units, can I use the Treasures of the Craftworld Stratagem to give a **CHARACTER** in the Craftworld Detachment a Remnant of Glory?*

A: Yes. The only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction. If you have a Craftworld Detachment, you have access to their Stratagems.

*Q: When using the Linked Fire Stratagem, if the first Fire Prism targets a **CHARACTER** that the other Fire Prisms would not normally be able to target (because it is not the nearest model to them), can they still shoot that character?*

A: Yes.

Q: If I use the Supreme Disdain Stratagem on a unit of Striking Scorpions, and that unit is also within range of Karandras' Death by a Thousand Stings ability, what happens each time I roll a hit roll of 6+ for a model in that unit when making a close combat attack?

A: You would then make 2 additional close combat attacks using the same weapon against the same target (or 3 additional attacks if the model the hit roll was made for was a Striking Scorpion Exarch). None of these extra attacks can generate further attacks.

Q: Which, if any, Movement phase rules apply to a move made with the Fire and Fade Stratagem?

A: All such rules apply.

Q: Can a Swooping Hawk unit use Fire and Fade to move over an enemy unit and use the Swooping Hawk Grenade Pack ability? If I use Fire and Fade on a Crimson Hunter, will it crash due to not being able to move its minimum distance? If a unit that can Fly uses Fire and Fade in a Fire and Fury Battlezone, does it have to roll for the Burning Skies special rule?

A: Yes in all cases.

*Q: When a **PSYKER** in my army casts the Quicken psychic power on one of my units, can that unit Advance when it makes this move?*

A: Yes.

Q: When using the Phantasm Stratagem, can the Webway Strike Stratagem be used in conjunction, to move one of the affected units into reserves?

A: No.

*Q: If a **CHARACTER** with the Phoenix Gem is targeted by an enemy unit's attacks, and these attacks cause several successful wounds, the saving throws are taken one at a time. If the Character fails a saving throw and is slain, but the Phoenix Gem causes them to remain in play, what happens to any remaining successful wounds that were allocated – are they lost, or does the Character then have to take saving throws against them?*

A: The **CHARACTER** must then take the remaining saving throws.

WARHAMMER 40,000

CODEX: DARK ANGELS

Official Update Version 1.2

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ERRATA

Page 94 – Company Champion

Change the unit description to read:

'A Company Champion is a single model armed with a bolt pistol, Blade of Caliban, frag grenades, krak grenades and combat shield.'

Pages 106 and 130 – Reiver Squad and Armoury of the Rock, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 136 – Hunt the Fallen

Change the first sentence of the rules text of this Stratagem to read:

'Use this Stratagem at the start of the first battle round, before the first turn begins.'

Page 137 – Speed of the Raven

Add the following sentence:

'In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.'

Page 142 – Points Values, Elites

Remove the entry for the Chapter Champion

FAQs

Q: If I use the Intractable Stratagem to allow a unit that has Fallen Back to shoot, would they still suffer the penalty to their hit rolls for moving when firing Heavy weapons?

A: Yes.

Q: Can an enemy model be affected by the Mind Wipe psychic power more than once per battle?

A: Yes.

Q: If an Armourium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

WARHAMMER 40,000

CODEX: DEATH GUARD

Official Update Version 1.4

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ERRATA

Page 70 – Daemon Prince of Nurgle, Wargear Options
Change the first bullet point to read:

- This model may either take a plague spewer, or it may replace its hellforged sword with a daemoniac axe or a second set of malefic talons.'

Page 83 – Possessed

Remove '**DAEMON**' from the Faction keywords line
Add '**DAEMON**' to the keywords line

Page 96 – Inexorable Advance

Change the first sentence of rules text to read:
'If your army is Battle-forged, all **INFANTRY** and **HELBRUTE** units in **DEATH GUARD** Detachments gain this ability.'

Page 98 – Gifts of Decay

Add the following sentence:
'You can only use this Stratagem once per battle.'

Page 99 – Kill Shot

Change the name of this Stratagem to 'Killshot'

Change the second sentence of rules text to read:
'Add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.'

Page 102 – Units

Add the following entry:

Unit	Models per unit	Points per model (Does not include weapons or wargear)
Daemon Prince of Nurgle with Wings	1	170

FAQs

Q: For the purposes of the Psychic Focus matched play rule, is the Miasma of Pestilence psychic power from Codex: Chaos Space Marines the same psychic power as in Codex: Death Guard?

A: Yes. More generally, if psychic powers have the same name, they are the same psychic power for the purposes of Psychic Focus.

*Q: If my army is led by a Chaos Space Marines Warlord, and I have a Detachment of Death Guard, can I use the Gifts of Decay Death Guard Stratagem to include a Relic on a Death Guard **CHARACTER**?*

A: Yes. The only requirement to have access to Stratagems is that you have a Detachment of the appropriate Faction. If you have a Death Guard Detachment, you have access to their Stratagems.

Q: Can Poxwalkers use the Curse of the Walking Pox ability to increase the unit above its starting strength?

A: Yes.

Q: If the Poxwalkers' Curse of the Walking Pox ability increases the unit above its starting strength in a matched play game, does this cost reinforcement points?

A: Yes, you must pay reinforcement points for each Poxwalker model that you add to the unit that would increase the unit above its starting strength.

Q: When adding models to a unit of Poxwalkers as a result of the Curse of the Walking Pox ability, can those new models fight in the same Fight phase?

A: Yes, but only if their unit has not yet been chosen to Fight this phase.

Q: If I cast Blades of Putrefaction on a model equipped with the Plaguebringer relic, how many mortal wounds can that model inflict with Plaguebringer and what do I need to roll to inflict them?

A: In this situation, in addition to the normal damage, on a wound roll of 5, Plaguebringer would inflict 1 mortal wound, and on a wound roll of 6, Plaguebringer would inflict 2 mortal wounds.

Q: Are the Biologus Putrifier's hyper blight grenades affected by his Blight Racks ability?

A: No.

*Q: If Mortarion attacks an **IMPERIUM** unit with Silence (using the eviscerating blow profile), and the hit roll is a 6 (allowing him to make an extra attack with Silence due to the Death to the False Emperor ability), does the extra attack have to be made using the same profile, or can it be made with the weapon's other profile (reaping scythe) instead?*

A: The extra attack can be made using either profile.

Q: If Mortarion gets to make an extra attack with Silence due to the Death to the False Emperor ability and I choose to make it with the reaping scythe profile, do I roll 1 hit roll or 3?

A: 3.

*Q: If the Cloud of Flies Stratagem is used on a **DEATH GUARD CHARACTER**, does its effect – preventing enemy models shooting it unless it's the closest visible target – take precedence over the ability that, for example, sniper rifles have, that enables them to target a **CHARACTER** even if they are not the closest enemy unit?*

A: Such weapons cannot target the character that is under the effects of Cloud of Flies (unless the character is the closest visible target).

Q: If a unit such a Mortarion is benefitting from both the Blades of Putrefaction psychic power (from Codex: Death Guard) and the Virulent Blessing psychic power (from Codex: Chaos Daemons) and a wound roll of 7+ is rolled, how many mortal wounds are inflicted in addition to the normal damage (i.e. is it 1, or is that also doubled)?

A: Only 1 mortal wound is inflicted in addition to the normal (doubled) damage.

WARHAMMER 40,000

CODEX: DEATHWATCH

Official Update Version 1.2

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ERRATA

Page 67 – Watch Captain in Terminator Armour, Wargear Options

Change the first bullet point to read:

- This model may replace its storm bolter with a lightning claw, storm shield, thunder hammer or one item from the *Terminator Combi-weapons* list.'

Change the second bullet point to read:

- This model may replace its relic blade with a lightning claw, storm shield or one item from the *Terminator Melee Weapons* list.'

Pages 68 and 70 – Librarian and Chaplain, Wargear Options

Change the first bullet point to read:

- This model may replace its bolt pistol with a boltgun or one weapon from either the *Pistols* or *Terminator Combi-weapons* list.'

Page 72 – Veterans, Vanguard Strike

Change the first sentence of this ability to read:

'In the Movement phase, Vanguard Veterans can move across models and terrain as if they were not there.'

Pages 72, 77 and 91 – Intercessors, Reivers and Armoury of the Deathwatch, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 73 – Intercessors, Wargear Options

Change the second bullet point to read:

- For every five Intercessors and/or Intercessor Sergeants, one may take an auxiliary grenade launcher.'

Page 73 – Intercessors, Inceptor Strike

Change the first sentence of this ability to read:

'In the Movement phase, Inceptors can move across models and terrain as if they were not there.'

Page 87 – Corvus Blackstar, Infernum halo-launcher

Change the ability text to read:

'If an enemy unit that can **FLY** targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.'

Page 96 – Targeting Scramblers

Change the rules text of this Stratagem to read:

'Use this Stratagem after an enemy **T'AU EMPIRE** unit that is equipped with one or more markerlights has resolved all attacks in the Shooting phase. Select one **DEATHWATCH** unit from your army and immediately remove all markerlight counters from that unit.'

FAQs

Q: How do Dragonfire bolts behave when shooting units that aren't in cover, but have a rule that means they have 'the benefit of cover' (e.g. Jormungandr units with the Tunnel Networks ability)? Would you still add 1 to the hit rolls for Dragonfire bolts?

A: No. You add 1 to the hit rolls against units that are in cover (i.e. entirely on or within a terrain feature). Units receiving the benefit of cover while not being in cover do not count.

Q: How does the xenophase blade interact with invulnerable saves that don't allow saves to be re-rolled (e.g. from an Archon's Shadowfield ability, or the Chaos Daemons' Warp Surge Stratagem)?

A: In such cases, the successful invulnerable saves must be re-rolled. The intent of the wording of Shadowfield and Warp Surge is to prevent a re-roll of an unsuccessful save, not to prevent an obligatory re-roll of a successful one.

Q: If I use the Castellon of the Black Vault Warlord Trait on a weapon with multiple profiles, like a combi-weapon or guardian spear, does the additional damage apply to all of that weapon's profiles?

A: Yes.

Q: Can a Watch Captain replace his chainsword and master-crafted boltgun with a storm bolter and another chainsword, and then replace his 'new' chainsword with a relic blade?

A: No.

WARHAMMER 40,000

CODEX: DRUKHARI

Official Update Version 1.1

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ERRATA

Pages 103 and 104 – Talos and Cronos, Keywords
Add 'FLY'

Page 115 – Kabal Obsessions, Slay From the Skies
Change the penultimate sentence of rules text to read: 'In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by models with this obsession that can **FLY**, or by models with this obsession that are embarked upon a **TRANSPORT** with this obsession that can **FLY**.'

Page 118 – Alliance of Agony
Add the following sentence:
'You can only use this Stratagem once per battle.'

Page 120 – Agents of Vect
Change the Command Point cost of this Stratagem to 4CP.
Change the final sentence of this Stratagem to read: 'This Stratagem cannot be used if there are **no KABAL OF THE BLACK HEART** units from your army on the battlefield, and cannot be used to affect Stratagems used 'before the battle' or 'during deployment'.'

Page 125 – Labyrinthine Cunning
Change the rules text to read:
'Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.'

FAQs

*Q: The Voidraven Bomber's Void Mine rule allows you to pick a unit the Voidraven flew over and roll three D6 for each **VEHICLE** or **MONSTER** in the unit, or one D6 for 'every other model in the unit'. Does this mean 'every other type of model (other than **VEHICLES** or **MONSTERS**)', or 'every second model'?*

A: It means the former – roll one D6 for every model in the unit that is not a **VEHICLE** or a **MONSTER**. So, for example, if the unit contains 10 **INFANTRY** models, you would roll ten D6.

Q: Can the Vexator Mask relic force a charging unit to attack after all other units have done so?

A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn't have that ability.

Q: If a Succubus is given the Serpentin combat drug, does its Weapon Skill characteristic increase to 1+? If so, does the Succubus still hit if a hit roll of 2 is rolled for an attack for a melee weapon and, due to an ability, I have to subtract 1 from that hit roll?

A: Yes, and yes – only unmodified hit rolls of 1 automatically fail.

*Q: If the only **KABAL OF THE BLACK HEART** unit in my battle-forged army is in an Auxiliary Support Detachment, but my army includes another **DRUKHARI** Detachment that is not an Auxiliary Support Detachment, can I still use the Agents of Vect Stratagem?*

A: Yes, so long as the **KABAL OF THE BLACK HEART** unit is on the battlefield.

Q: If a model is slain by an ossefactor, and the mortal wound inflicted by the ossefactor's ability causes another model in that unit to be slain, do I roll again to see if another mortal wound is inflicted?

A: No.

*Q: If I am playing a matched play organised event that has an upper limit of 3 Detachments per Battle-forged army, what is the maximum number of **DRUKHARI** Patrol Detachments I can include?*

A: 3.

Whilst the Raiding Force ability in *Codex: Drukhari* mentions Battle-forged armies of 6 or more Detachments, this is designed for narrative play games, or for matched play games with larger (or no) limits on the number of Detachments you can include in your Battle-forged armies. Note that the guidelines provided for organised events in the *Warhammer 40,000* rulebook are just that, and the event organiser may wish to modify these guidelines to best suit their event's needs.

WARHAMMER 40,000

CODEX: GREY KNIGHTS

Official Update Version 1.2

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ERRATA

Page 82 – Interceptor Squad, Personal Teleporters

Change the first sentence to read:

'During the Movement phase, this unit can move across models and terrain as if they were not there.'

Page 99 – Armoury of Titan

Add the following sentence:

'You can only use this Stratagem once per battle.'

Page 99 – Psychic Channelling

Change the second sentence of rules text to read:

'Roll an additional D6 and discard the lowest result.'

Page 101 – Sanctic Discipline, Sanctuary

Change the rules text to read:

'Sanctuary has a warp charge value of 6. If manifested, pick a friendly GREY KNIGHTS unit within 12" of the psyker. Until the start of your next Psychic phase, the invulnerable save of that unit is improved by 1 (to a maximum of 3+). Models that do not have an invulnerable save instead gain a 5+ invulnerable save.'

WARHAMMER 40,000

CODEX: HARLEQUINS

Official Update Version 1.1

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Q: If a Soaring Spite Warlord's transport is moved in the Psychic phase as a result of the Twilight Pathways psychic power, can the Warlord use the Skystrider Warlord Trait to disembark after that move?

A: No.

ERRATA

Pages 56, 57, 58, 59 and 60 – Flip Belt

Change this ability to read:

'During the Movement phase, models in this unit can move across models and terrain as if they were not there.'

FAQs

Q: How does the Riddle-smiths Masque Form interact with abilities that generate additional attacks or score additional hits?

A: If a unit has an ability that generates extra attacks on a roll that exactly matches the result of a Riddle-smiths roll, the extra attack is generated. Note that the original attack still misses, and if the hit roll for the extra attack also matches the result of the Riddle-smiths roll, it also misses. Likewise, if a weapon has an ability that scores additional hits on a roll that exactly matches the result of a Riddle-smiths roll, it would score those additional hits, but they'd all miss.

Q: If a unit Falls Back with the intention of embarking at the end of their move, can the Cegorach's Jest Stratagem be used against that unit after it has moved within range of the transport, but before it embarks?

A: Yes.

Q: If the An Example Made Stratagem is used on a Shadowseer, does it work for the hallucinogen grenade launcher?

A: Yes.

Q: When a Soaring Spite Warlord uses the Skystrider Warlord Trait to disembark after their transport moves, can the Warlord then move normally as well?

A: Yes.

WARHAMMER 40,000

CODEX: IMPERIAL KNIGHTS

Official Update Version 1.1

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ERRATA

Page 89 – High King Tybalt's Crusading Host

Change the last paragraph to read:

'This army fulfills the requirements of two Super-heavy Detachments (High King Tybalt's Detachment and Baron Capulan's Detachment) and one Super-heavy Auxiliary Detachment (Sir Hekhtur). As it is also Battle-forged, its player receives twelve Command Points – the army receives 3 for being Battle-forged, High King Tybalt's Detachment contains three **TITANIC** units, so contributes 6 additional Command Points, whilst Baron Capulan's Detachment contains a single **TITANIC** unit, so contributes another 3. Sir Hekhtur is in a Super-heavy Auxiliary Detachment, so contributes no Command Points.'

Page 101 – Sacristan Forgeshrine, Autosacristan ability

Change the second sentence of the Ritual of Reloading paragraph to read:

'If it is not, or if it has its full complement of shieldbreaker missiles, choose one ranged weapon the vehicle is equipped with (not an Heirloom of the Noble Houses).'

Page 106 – Knight Lances ability

Change the last sentence to read:

'The Command Benefit of each Imperial Knights Super-heavy Detachment is changed to 'None' if it does not contain at least one **IMPERIAL KNIGHTS TITANIC** unit, and is changed to '+6 Command Points' if it contains at least three **IMPERIAL KNIGHTS TITANIC** units.'

Page 109 – Oathbreaker Guidance System

Change the Command Point cost of this Stratagem to 3CP.

Page 111 – Order of Companions

Change the Command Point cost of this Stratagem to 3CP.

Page 111 – Our Darkest Hour

Change the Command Point cost of this Stratagem to 3CP.

FAQs

Q: Can Freeblades in Super-heavy Auxiliary Detachments have Qualities and Burdens?

A: Yes.

Q: Imagine a House Vulker model with the Firestorm Protocols Household Tradition with two ranged weapons, which targets two different enemy units, one of which is the closest enemy unit. I resolve the attacks against the closest enemy unit first, re-rolling hit rolls of 1 when doing so. If, as a result of those attacks, that enemy unit is destroyed, and the target of the next weapon is now the closest enemy unit, do I also get to re-roll hit rolls of 1 against that unit?

A: No. The ability to re-roll hit rolls of 1 only applies to the enemy unit that is the closest to the firing model at the 'Choose Target' step of the Shooting sequence.

Q: Do models with House Raven's Relentless Advance tradition suffer penalties to their hit rolls for Advancing and firing heavy weapons?

A: No. These weapons are treated as Assault weapons when such models Advance, and these models ignore penalties to their hit rolls for Advancing and firing Assault weapons.

*Q: Can a **FREEBLADE** model in a Super-heavy Auxiliary Detachment have Qualities and Burdens?*

A: Yes.

Q: If an Imperial Knight charges in its turn, destroys the unit it declared a charge against and then consolidates into a new unit that it did not declare a charge against, can it use the Death Grip Stratagem against that unit?

A: No. The Stratagem allows you to make an extra attack with that weapon, but because you charged this turn you can still only make that attack against a unit you declared a charge against.

*Q: If an Imperial Knight with a thunderstrike gauntlet (or the Paragon Gauntlet or Freedom's Hand) destroys an enemy **VEHICLE** or **MONSTER** and I roll a 4+ to inflict mortal wounds on a nearby unit, are those inflicted immediately, or after I have resolved my Knight's remaining attacks (if any)?*

*A: Pick the enemy unit as soon as you destroy the enemy **VEHICLE** or **MONSTER** unit and roll a 4+, but inflict the mortal wounds after you have resolved all your remaining attacks.*

Q: If a model is equipped with four shieldbreaker missiles, how many can it fire each turn?

A: One.

WARHAMMER 40,000

IMPERIUM NIHILUS: VIGILUS DEFIANT

Official Update Version 1.1

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ERRATA

Page 171 – Victrix Honour Guard, Abilities, Honour Guard of Macragge

Change to read:

'When a friendly **ULTRAMARINES CHARACTER** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ the model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.'

Page 171 – Wargear, Storm shield

Change the points per item value to read '2'

Page 175 – Indomitus Crusaders, Stratagems, Veteran Intercessors

Add the following sentence:

'This Stratagem can only be used on the same unit once per battle.'

Page 175 – Indomitus Crusaders, Stratagems, Target Sighted, Bolt Storm and Rapid Fire

Change the second sentence to read:

'Pick a **VETERAN INTERCESSOR SQUAD** unit from your army.'

Page 176 – Ultramarines Victrix Guard, Warlord Trait, Warden of Ultramar

Change the rules text to read:

'Once per battle, at the start of the Fight phase, this Warlord can inspire his warriors. When they do, until the end of that phase you can re-roll wound rolls for attacks made by friendly **VICTRIX GUARD** units whilst they are within 6" of this Warlord.'

Page 181 – Black Templars Sword Brethren, Relics of the Eternal Crusader, The Holy Orb

Change the rules text to read:

The Holy Orb has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Holy Orb	6"	Grenade 1	-	-	-
Abilities: You can only use this weapon once per battle. This weapon automatically hits its target (no hit rolls are made). When this weapon hits a target, roll one D6 for every 10 models in the target unit (rounding up). For each roll of 2+ that unit suffers D3 mortal wounds.					

Page 183 – Space Wolves Stalker Pack, Warlord Trait, Saga of the Savage

Change the first paragraph to read:

'Add 1 to the Attacks characteristics all models in a unit affected by this saga if it made a charge move in the same turn.'

Page 188 – Windrider Host, Specialist Detachment, Windrider Host

Change the second sentence to read:

'Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Windrider Host Specialist Detachment.'

Page 189 – Wraith Host, Specialist Detachment, Wraith Host

Change the second sentence to read:

'Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Wraith Host Specialist Detachment.'

FAQs

Q: Does the Rise from the Shadows campaign rule affect hit rolls made for Overwatch?

A: No.

*Q: Does the Deadly Contagion campaign rule affect **INFANTRY** units that start the game embarked aboard **TRANSPORTS**?*

A: No.

Q: In the Crucible of War: Convoy mission, how does the Signal Flare Stratagem work in the following example: a unit with 9 bolters and a missile launcher fires its missile launcher at a target and scores a hit – if the Stratagem is then used, can I re-roll hit rolls of 1 for the attacks made with the bolters?

A: Attacks can be made one at a time, as per the core rules. Once the first model has hit the target, you can play the Stratagem and re-roll hit rolls of 1 for all remaining attacks made by that unit (and other units) that target that same enemy unit in that phase.

Q: In the Crucible of War: Hold Your Gains mission, does a unit count as moving for the purposes of the Dug-in Defences Stratagem if it redeploys via a rule such as the Craftworlds Phantasm Stratagem?

A: Yes.

*Q: When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a **CHARACTER** in addition to the Relic they would typically get from their Warlord's faction?*

A: No. The Relic(s) listed within a Specialist Detachment can be given to a **CHARACTER** from your army instead of one from your Warlord's codex. Don't forget, however, that many codexes contain Stratagems that enable you to gain additional Relics.

Q: Do modifications to Haarken Worldclaimer's Attacks characteristic due to his Head-claimer ability last until the end of the battle?

A: Yes.

*Q: Is a **BLOOD ANGELS**, **DARK ANGELS**, **SPACE WOLVES** or **DEATHWATCH** Detachment also a Space Marines Detachment?*

A: No. As defined in *Codex: Space Marines*, a Space Marines Detachment is a Detachment that only includes units with one of the following Faction keywords: **<CHAPTER>**, **ULTRAMARINES**, **IMPERIAL FISTS**, **SALAMANDERS**, **WHITE SCARS**, **RAVEN GUARD**, **IRON HANDS**, **CRIMSON FISTS** or **BLACK TEMPLARS**.

*Q: If a unit makes a shooting attack outside of the Shooting phase (such as a Soulburst action in the Fight phase) against a **LIBERATOR STRIKE FORCE** unit, can it retaliate with the Paragons of Dorn Stratagem?*

A: No.

Q: Is the Vengeful Arbiter a bolt weapon, for rules that interact with such weapons (e.g. the Bolter Drill Stratagem)?

A: Yes.

Q: What are the differences between the Stalker Pack's Saga of the Savage and the Saga of the Wolfkin?

A: The Saga of the Savage has a Deed of Legend that is slightly easier to achieve, but its effects only work when an affected model has made a charge move, while the Saga of the Wolfkin works not only when an affected unit makes a charge move, but also when it is charged or performs a Heroic Intervention.

Q: How does the Stalker Pack's Blood Scent Stratagem work against Ork units that have used the Mob Up Stratagem? Is the number of models in the unit when it is merged considered to be the unit's initial size, or are prior casualties from either of the original units enough to allow the use of this Stratagem?

A: If either of the units that were combined with the Mob Up Stratagem had suffered casualties before the Stratagem was used, the merged unit counts as having suffered casualties for the purposes of this Stratagem.

Q: If a Tech-Priest Dominus takes the Doctrina Foreas Servo-Skull, what D6 roll is required to change the battle protocols of Kastelan Robots?

A: 2+.

Q: When using the Anointed Throng's Devotion Till Death Stratagem, can a model slain in this manner pile in and fight even if this move would take the model out of coherency?

A: No. It must end its pile-in move closer to the nearest enemy model, but if this would take it out of unit coherency, the move cannot be made.

*Q: What is the Armour Penetration characteristic of an attack made with a shuriken weapon by a **WINDRIDER HOST FARSEER SKYRUNNER** model if the wound roll is a 6+ and it is being affected by the Tempest of Blades Stratagem?*

A: -4.

Q: If a unit of Wraithblades is targeted by the Psytronome of Iyanden relic and the Wrath of the Dead Stratagem, what is their Attacks characteristic that phase?

A: 5. When modifying characteristics you always apply any multiplication or division (rounding fractions up) before applying any addition or subtraction.

Q: Can an Emperor's Fist unit that Advanced use the Unyielding Advance Stratagem to shoot its turret weapon twice?

A: Yes.

Q: Does the Hammer of Sunderance Relic count as a turret weapon for the purposes of Grinding Advance?

A: Yes.

*Q: For the purposes of the Tempestus Drop Force Specialist Detachment, what is a **MILITARUM TEMPESTUS** Detachment?*

A: A **MILITARUM TEMPESTUS** Detachment is an **ASTRA MILITARUM** Detachment that has the Storm Troopers Regimental Doctrine.

WARHAMMER 40,000

INDEX: CHAOS

Official Update Version 1.4

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ERRATA

Page 14 – Cypher, Abilities

Add the following ability:

‘**No-one’s Puppet**: Cypher cannot use the Daemonic Ritual ability, even though he has the **CHAOS** and **CHARACTER** keywords.’

Page 21 – Daemon Prince, Wargear Options

Change the first sentence of the third bullet point to read:

‘This model may have wings (**Power Rating +1**).’

Page 36 – Warp Talons, Lightning claw

Change the second sentence of the Abilities text to read:

‘If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.’

Page 38 – Chaos Predator, Damage Table

Change the top value under ‘Remaining W’ to read ‘6-11+’.

Change the second value under ‘Remaining W’ to read ‘3-5’.

Page 45 – Servants of Khorne

Add the following to the end of this paragraph:

‘If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it cannot be from the World Eaters Legion.’

Page 51 – Ahriman, Wargear Options

Change the first sentence to read:

‘Ahriman may ride a Disc of Tzeentch (**Power Rating +2**).’

Page 52 – Exalted Sorcerer, Wargear Options

Change the first sentence to read:

‘This model may ride a Disc of Tzeentch (**Power Rating +2**).’

Add the following bullet point:

‘This model may replace its force stave with a force sword.’

Page 57 – Death Guard Army List

Add the following to the list of units that can be from the Death Guard Legion:

‘Sorcerer on Palanquin of Nurgle (pg 24)’

Page 63 – Servants of Slaanesh

Add the following to the end of this paragraph:

‘If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keywords, it cannot be from the Emperor’s Children Legion.’

Page 69 – Nurgle Discipline, Virulent Blessing

Change the last two sentences of this psychic power to read:

‘Until the start of your next Psychic phase, you can add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, until the start of your next Psychic phase, any wound rolls of 7+ made for that unit in the Fight phase inflict double damage.’

Pages 74 and 75 – Herald of Khorne, Herald of Khorne on Blood Throne and Herald of Khorne on Juggernaut, Abilities, Herald of Khorne
Rename this ability to ‘Locus of Khorne’.

Page 75 – Bloodletters

Change this unit’s Power Rating to read ‘4’.

Change the second sentence of the description to read

‘It can include up to 10 additional Bloodletters (**Power Rating +4**) or up to 20 additional Bloodletters (**Power Rating +8**).’

Page 80 – Kairos Fateweaver

Add ‘Ephemeral Form’ to Kairos Fateweaver’s abilities.

Pages 82 and 83 – Herald of Tzeentch, Herald of Tzeentch on Disc and Herald of Tzeentch on Burning Chariot, Abilities, Herald of Tzeentch
Rename this ability to ‘Locus of Tzeentch’.

Page 84 – Horrors, Magic Made Manifest

Change this ability to read:

'Magic Made Manifest: A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can't roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.'

Page 91 – Herald of Nurgle, Abilities, Herald of Nurgle
Rename this ability to 'Locus of Nurgle'.

Page 91 – Plaguebearers

Change this unit's Power Rating to read '4'.

Change the second sentence of the description to read 'It can include up to 10 additional Plaguebearers (**Power Rating +4**) or up to 20 additional Plaguebearers (**Power Rating +8**).'

Pages 97, 98 and 99 – Herald of Slaanesh, Herald of Slaanesh on Steed, Herald of Slaanesh on Seeker Chariot and Herald of Slaanesh on Exalted Seeker Chariot, Abilities, Herald of Slaanesh
Rename this ability to 'Locus of Slaanesh'

Page 98 – Herald of Slaanesh on Seeker Chariot, Wargear Options

Change the bullet point to read:

• This model may take lashes of torment.'

Page 99 – Herald of Slaanesh on Exalted Seeker Chariot, Wargear Options

Change the bullet point to read:

• This model may take lashes of torment.'

Page 99 – Daemonettes

Change this unit's Power Rating to read '4'.

Change the second sentence of the description to read 'It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additional Daemonettes (**Power Rating +8**).'

Page 105 – Daemon Prince of Chaos, profile line

Change the Wounds characteristic to read '8'.

Page 109 – Renegade Knight, Twin Icarus autocannon

Change this weapon's Type to read 'Heavy 4'.

Pages 109 and 128 – Thermal cannon

Change this weapon's Type to read 'Heavy D6' and Abilities to read 'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

Page 121 – Chaos Bastion Points Values, Ranged Weapons, Heavy bolter

Change the points per weapon value to read '8'.

FAQs

Q: Can I use the All is Dust ability to add 1 to invulnerable saving throws?

A: Yes, but only against attacks that have a Damage characteristic of 1.

Q: Can I use the All is Dust ability to add 1 to my saving throws against attacks that have a Damage characteristic of D3, or D6, but only inflict 1 damage?

A: No. The Damage characteristic is not '1'. Furthermore, the roll to inflict damage would occur after the saving throw would be taken (i.e. you cannot retroactively pass a saving throw).

Q: Can a Noise Marine use his Music of the Apocalypse ability if it flees the battlefield?

A: No. This ability can only be used when the model is slain.

Q: Can a Noise Marine that is slain use his Music of the Apocalypse ability to shoot any viable target, or does it have to target the unit that killed him?

A: It can shoot at any viable target.

Q: If several Noise Marines are slain in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?

A: Each of them can throw a grenade.

Q: If a Noise Marine is slain whilst its unit is within 1" of an enemy unit, can he use his Music of the Apocalypse ability to shoot the unit that is within 1"?

A: Yes, but only with a Pistol.

*Q: If a Noise Marine is slain in the Fight phase, and he uses his Music of the Apocalypse ability to shoot an **IMPERIUM** unit and subsequently rolls a 6+ to hit, does the Death to the False Emperor ability then grant him an extra attack with that weapon, even though it's a ranged weapon?*

A: Yes. In this situation, make an extra hit roll against the target on a hit roll of 6+.

Q: What happens when a unit of Poxwalkers kills a Necron Warrior in the Fight phase? Do I still add a Poxwalker even though that Necron could reanimate?

A: A Poxwalker is added to the Poxwalkers unit as normal. At the start of the Necron player's next turn, they roll to reanimate that Necron Warrior as normal too (essentially both players could end up adding a model to their unit).

Q: If Skarbrand is within 8" of model that can FLY and has a minimum speed (such as a some Flyers), and that unit starts its Movement phase within 1" of an enemy unit, what happens? Is that unit destroyed because it cannot Fall Back and so cannot move its minimum speed?

A: Correct, the unit is destroyed.

Note, however, that some Flyers have an ability that, when used, means they no longer have a minimum speed that turn (e.g. the Stormraven Gunship's Hover Jet ability). If such a unit ends up in the situation described in the question, we recommend using their ability to avoid crashing into the ground!

Q: If I use Xirat'p's Sorcerous Barrage to automatically manifest a psychic power in a matched play game, can I still attempt to manifest the same power with a different psyker that turn?

A: No, unless that power was *Smite*.

Q: If a Burning Chariot takes its option to be accompanied by three Blue Horrors, does this mean I add three Blue Horror models from the Horrors datasheet and form a mixed unit?

A: No. This option is referring to the optional Blue Horror crew that come with the Burning Chariot kit and are placed on top of the chariot alongside the Exalted Flamer. If you have them, you simply get the benefits listed in the Burning Chariot's Irritating Chant ability.

Q: When I manifest the Warptime psychic power, can I select a unit that arrived on the battlefield as reinforcements this turn?

A: No.

Q: If I manifest the Warptime psychic power to move a unit in the Psychic phase, does that unit still suffer the -1 penalty for moving and firing Heavy weapons in the subsequent Shooting phase?

A: Yes.

Q: Can a HERETIC ASTARTES CHARACTER attempt to summon a unit of Daemons using a Daemonic Ritual, or can only DAEMON CHARACTERS attempt to do so?

A: Any CHAOS CHARACTER can attempt to do so. This includes HERETIC ASTARTES CHARACTERS.

Q: There is no datasheet for a Herald of Nurgle on a Palanquin of Nurgle – which datasheet should I use for this model?

A: Use the Epidemius datasheet from *Index: Chaos*.

Q: There is no datasheet for a Warsmith – which datasheet should I use for this model?

A: Use the Chaos Lord datasheet from *Index: Chaos*. The model should be armed with a power fist (note that whilst the model is technically equipped with a servo-arm, we feel that all of the Warsmith's attacks can reasonably be represented by making its attacks with its power fist).

WARHAMMER 40,000

INDEX: IMPERIUM 1

Official Update Version 1.2

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ERRATA

Pages 12 and 208 – Wrist-mounted grenade launcher
Change the AP value to read '-1'.

Page 26 – Company Veterans, Wargear Options
Change the second bullet point to read:
• Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

Page 29 – Scout Squad, Concealed Positions
Change this ability to read:
'Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Pages 34, 42, 124 and 207 – Melta bomb
Change the Abilities text to read:
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

Pages 40, 41 and 207 – Grenade harness
Change the AP value to read '-1'.

Page 42 – Assault Squad, Wargear Options
Change the first and second bullet points to read:
• The Space Marine Sergeant may replace his bolt pistol and chainsword with two items from the *Melee Weapons* and/or *Pistols* lists.'

Page 43 – Inceptor Squad
Change the Crushing Charge rule to read:
'Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.'

Pages 48 and 208 – Twin heavy flamer
Change the Type to read 'Heavy 2D6'.

Page 56 – Stalker, Damage Table
Change the third value under 'Remaining W' to read '1-2'.

Page 78 – Chaplain Grimaldus, Unmatched Zeal
Change the first sentence of this ability to read:
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

Page 87 – Damned Legionnaires, Abilities
Add the following ability:
'Saviours From Beyond: As long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

Page 89 – Wargear
Add the following before the final paragraph:
'Models in Assault Squads that have the option for a plasma pistol may instead take a hand flamer or an inferno pistol (replacing their bolt pistol) and those that have the option for a flamer may instead take a meltagun or plasma gun (replacing their bolt pistol and chainsword).'

Page 90 – Commander Dante, Chapter Master
Change this ability to read:
'You can re-roll failed hit rolls for friendly **BLOOD ANGELS** units within 6" of Commander Dante.'

Page 95 – Sanguinary Priest on Bike, Abilities
Add the following ability:
'Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.'

Page 96 – Brother Corbulo, The Red Grail
Change the second sentence of this ability to read:
'In addition, each time you make a hit roll of 6+ in the Fight phase for a model in a friendly **BLOOD ANGELS** unit that is within 6" of Brother Corbulo, that model can immediately make another close combat attack using the same weapon.'

Page 103 – Baal Predator

Change the Flamestorm cannon's Type to read 'Heavy D6'.

Add the following to the wargear options:

- This model may take a hunter-killer missile.
- This model may take a storm bolter.'

Page 107 – Dark Angels Chapter

Add the following to the third footnote:

'In addition, one Space Marine Veteran in the unit may take an item from the *Heavy Weapons* list.'

Pages 111, 112, 113 – Aura of Dread

Change this ability in all instances to read:

'Units within 6" of any enemy **INTERROGATOR-CHAPLAINS** must subtract 1 from their Leadership characteristic.'

Page 113 – Interrogator-Chaplain on Bike, Abilities

Add the following ability:

'**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.'

Page 116 – Deathwing Terminators, Wargear Options

Change the third bullet point to read:

- For every five models in the squad, one Deathwing Terminator may either take a cyclone missile launcher, or replace his storm bolter with a plasma cannon or an item from the *Terminator Heavy Weapons* list.'

Page 120 and 121 – Ravenwing Attack Bike

Change the Attacks characteristic to read '2'.

Page 122 – Ravenwing Darkshroud, Icon of Old Caliban

Change this to read:

'**Icon of Old Caliban:** Your opponent must subtract 1 from any hit rolls they make for shooting attacks that target friendly **DARK ANGELS** units within 6" of any friendly Ravenwing Darkshrouds.'

Page 126 – Fortress of Redemption, twin Icarus

lascannon (and page 215)

Change the Type to 'Heavy 2'

Page 130 – Space Wolves Chapter

Add 'Company Ancient' to the list of Space Marine units that can be from the Space Wolves Chapter.

Page 131 – Space Wolves Army List, Wargear

Add the following sentence:

'**SPACE WOLVES CHARACTERS** that can take items from the '*Combi-weapons*', '*Melee Weapons*' and/or '*Terminator Melee Weapons*' lists instead take items from the '*Space Wolves Combi-weapons*', '*Space Wolves Melee Weapons*' and/or '*Space Wolves Terminator Melee Weapons*' lists as appropriate.'

Page 133 – Wolf Lord on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

Page 144 – Wolf Guard Battle Leader

Change the first two wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

Page 145 – Wolf Guard Battle Leader on Bike

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

Page 145 – Wolf Guard Battle Leader in

Terminator Armour

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.'

Page 146 – Wolf Guard Battle Leader on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

Pages 148 – Blood Claws, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 148, 150 and 167 – Blood Claws, Grey Hunters and Long Fangs

Add the following ability to each of these datasheets:

'Mixed Unit: For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the **TERMINATOR** keyword.'

Pages 150 – Grey Hunters, Wargear Options

Change the sixth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the seventh bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 151, 152 and 153 – Iron Priest, Iron Priest on Bike and Iron Priest on Thunderwolf, Keywords

Add **'TECHMARINE'**.

Pages 151, 152, 153 and 219 – Tempest Hammer

Add the following to the abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

Page 154 – Wolf Scouts

Change the final bullet point to read:

- The Wolf Guard Pack Leader may replace his boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

Page 155 – Wulfen, Curse of the Wulfen (Kill)

Change this ability to read:

'You can make 1 additional attack for models in **SPACE WOLVES INFANTRY, BIKER** and **CAVALRY** units that are within 6" of any friendly unit with this ability when they make their attacks in the Fight phase. The range of this ability is doubled to 12" for **BLOOD CLAWS** units. Units of Wulfen are never affected by this ability, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn.'

Pages 156 – Lone Wolf, Wargear Options

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 157 – Lone Wolf in Terminator Armour, Wargear Options

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 158 – Wolf Guard, Wargear Options

Replace the first three wargear options with the following:

- Any model may replace its boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

Page 159 – Wolf Guard on Bikes, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; it may also replace its bolt pistol with a boltgun, plasma pistol, or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 159 – Arjac Rockfist, Champion of the Kingsguard

Change the second sentence to read:

'In addition, add 1 to the Attacks characteristic of all friendly **WOLF GUARD** units whilst they are within 6" of Arjac Rockfist.'

Page 160 – Wolf Guard in Terminator Armour, Wargear Options

Change the first two wargear options to read:

- Any model may replace its power fist or power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- Any model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.'

Page 161 – Swiftclaws, Wargear Options

Change the fourth wargear option to read:

- The Wolf Guard Bike Leader may replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 164 – Thunderwolf Cavalry, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a storm shield or an item from the *Space Wolves Melee Weapons* list.
- Any model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Melee Weapons* list.'

Page 165 – Skyclaws, Wargear Options

Change the first bullet point to read:

- Up to two Skyclaws or up to one Skyclaw and the Skyclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the *Space Wolves Special Weapons* list.'

Change the third bullet point to read:

- The Wolf Guard Sky Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 167 – Long Fangs, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons*, *Space Wolves Combi-weapons* or *Terminator Heavy Weapons* lists.'

Page 171 – Deathwatch Dreadnought Heavy Weapons

Change the third bullet point to read:

- Heavy plasma cannon'

Page 173 – Deathwatch Kill Team, Wargear Options

Change the second bullet point to read:

- Up to 4 Deathwatch Veterans may each replace all of their weapons with frag grenades, krak grenades and an item from the *Deathwatch Heavy Weapons* list.'

Change the third bullet point to read:

- Any Deathwatch Veteran may replace all of their weapons with frag grenades, krak grenades and a heavy thunder hammer (pg 221).'

Page 173 – Deathwatch Kill Team, Abilities

Change the last sentence of the Mixed Unit rule to read:

'For the purposes of determining what models a vehicle can transport, Terminators have the **TERMINATOR** keyword, Bikers do not have the **INFANTRY** keyword, and instead have the **BIKER** keyword and Vanguard Veterans have the **JUMP PACK** keyword.'

Change the Vanguard Strike rule to read:

'Vanguard Veterans can move across models and terrain as if they were not there. In addition, when a Deathwatch Kill Team that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could **FLY**.'

Page 174 – Deathwatch Terminators

Change the Crux Terminatus rule to read:

'Models in this unit have a 5+ invulnerable save.'

Page 177 – Corvus Blackstar, Infernum halo-launcher

Change this ability to read:

'You can re-roll save rolls of 1 for this model if it is equipped with an infernum halo-launcher and it has the Supersonic ability.'

Page 177 – Corvus Blackstar, Transport

Add the following sentence:

'It cannot transport **PRIMARIS** models.'

Page 203 – Space Marine Points Values, Lords of War

Add the following text beneath 'Points Per Model':

'(Including Wargear)'

Page 204 – Space Marine Points Values, Other Wargear

Add the following line:

'Ironclad assault launchers | 5'

Page 215 – Blacksword missile launcher

Change the Type to read 'Heavy 1'.

Page 216 – Space Wolves Points Values

Change Ragnar Blackmane's entry to read:

'Ragnar Blackmane | 1 | 141
- Svangir and Ulfgir | 0-2 | 9'

Page 217 – Space Wolves Points Values, Melee Weapons
Change the points per weapon value of ‘Wolf claw (single/pair)’ to read ‘10/14’

Page 219 – Gladius
Change the ability to read:
‘If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.’

Page 220 – Units table
Change the models per unit value for Deathwatch Bikers to read ‘3-6’.

Change the models per unit value for Deathwatch Terminators to read ‘5-10’.

Change the models per unit value for Deathwatch Vanguard Veterans to read ‘5-10’.

FAQs

SPACE MARINES

Q: The points values for certain units is different in Index: Imperium 1 to the Dark Imperium Primaris Space Marines booklet? Which should I use?

A: Use the values printed in the Index book.

Q: If I use the Might of Heroes psychic power to bolster the Toughness characteristic of a model in a unit, which Toughness characteristic should be used if my opponent subsequently shoots the unit whilst the psychic power is still in effect?

A: In this case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, you may choose which of the values is used.

Q: If a model flees from an ADEPTUS ASTARTES unit, can an Apothecary use its narthecium to return a model to the unit?

A: No, the narthecium can only be used to return slain models to a unit.

Q: Is the cost of the combat shield included in the Company Champion and Company Champion on Bike’s points?

A: No. This (and all similar ‘other wargear’ found in the points values section) must be paid for in the same way as a model’s weapons.

Q: Is a Razorback firing a twin plasma gun destroyed if you roll a 1 to hit?

A: Yes.

ULTRAMARINES

Q: Does Roboute Guilliman’s ability to return to the battle via the Armour of Fate require the controlling player to have reinforcement points for it?

A: No.

Q: If Sergeant Chronus is commanding a vehicle which is reduced below half its starting number of wounds, do I continue to use Chronus’ Ballistic Skill of 2+ or does it degrade in line

with the vehicle’s damage table (Ballistic Skill usually worsens as the vehicle suffers damage)?

A: The vehicle continues to use Chronus’ Ballistic Skill of 2+.

BLOOD ANGELS

Q: When Astorath uses his Mass of Doom ability, do you roll one D6 and apply that result to all affected units, or do you roll for each unit separately?

A: Roll for each unit separately.

Q: Are the +1 Strength boosts from the Blood Chalice and Red Grail abilities cumulative, for a total of +2 Strength?

A: No. It’s only +1 Strength, even if the unit is within range of both these abilities.

SPACE WOLVES

Q: Can Svangir and Ulfgir embark on a transport?

A: Yes. Treat these models as if they were **SPACE WOLVES INFANTRY** for all rules purposes.

GREY KNIGHTS

Q: If a unit of Purifiers manifest the Smite psychic power whilst within range of a Brother-Captain’s Psychic Locus ability, what is the range of the resulting ‘cleansing flame’?

A: 6”.

WARHAMMER 40,000

INDEX: IMPERIUM 2

Official Update Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 10 – Astra Militarum Army List

Add the following rule:

Matched Play – Command Squads

If you are playing a matched play game, a Battle-forged army can include a maximum of one **<REGIMENT>** Command Squad (pg 15) in a Detachment for each **<REGIMENT>** **OFFICER** in that Detachment. Similarly, if you are playing a matched play game, a Battle-forged army can include a maximum of one Militarum Tempestus Command Squad (pg 51) in a Detachment for each Tempestor Prime (pg 50) in that Detachment.'

Pages 13 and 41 – Tank Commander and Knight Commander Pask, Wargear Options

Add the following bullet point:

- This model may take a hunter-killer missile.'

Page 46 – Lord Commissar, Weapons

Change the Damage of the Power sword to read '1'.

Page 57 – Ratlings

Change the Movement characteristic to read '5'''.

Change the Shoot Sharp and Scarper rule to read: **'Shoot Sharp and Scarper:** Immediately after making a shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).'

Page 76 – Sicarian Infiltrators

Change the Attacks value on the Sicarian Infiltrator profile line to read '2'.

Change the Attacks value on the Sicarian Princeps profile line to read '3'.

Page 78 – Onager Duncrawler, Damage Table

Change the first value under Remaining W to read '6-11+'.

Pages 82, 87 and 153 – Thermal cannon

Change this weapon's Type to read 'Heavy D6' and Abilities to read 'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

Page 96 – Celestine

Add the following to the end of the unit description: 'Only one of this unit may be included in your army.'

Change the first sentence of the Sainly Blessings ability to read:

'At the start of each of your turns, you can pick a friendly **ADEPTA SORORITAS** unit within 6" of Celestine that has the Acts of Faith ability and perform an Act of Faith with it.'

Page 98 – Imagifier, Simulacrum Imperialis

Change the first sentence of this ability to read:

'Roll a D6 at the start of each of your turns; on a 4+ you can pick a friendly **<ORDER>** unit within 6" of this model that has the Acts of Faith ability and perform an Act of Faith with it.'

Pages 99 and 157 – Hand flamer

Change the Type to read 'Pistol D3'.

Page 99 – Battle Sisters Squad, Wargear Options

Add the following wargear option:

- The Sister Superior may take a weapon from the *Melee Weapons* list.'

Page 100 – Celestian Squad, Wargear Options

Add the following wargear option:

- The Celestian Superior may take a weapon from the *Melee Weapons* list.'

Page 101 – Retributor Squad

Change the Retributor Superior's Leadership characteristic to read '8'.

Page 101 – Retributor Squad, Wargear Options

Add the following wargear option:

- The Retributor Superior may take a weapon from the *Melee Weapons* list.'

Page 102 – Dominion Squad, Wargear Options

Add the following wargear option:

- The Dominion Superior may take a weapon from the *Melee Weapons* list.'

Page 102 – Dominion Squad, Vanguard

Add the following sentence in between the first and second sentences of this ability:

'This unit cannot end this move within 9" of any enemy models.'

Pages 110 and 111 – Prosecutors, Vigilators, Witchseekers and Null-Maiden Rhino, Abilities

Add the following ability:

'**Null Maidens:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

Pages 114 and 115 – Vindicare Assassin, Callidus Assassin, Eversor Assassin and Culexus Assassin, Abilities

Add the following ability:

'**Execution Force:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

Page 117 – Telethesia Discipline, Mental Fortitude

Change the name of this psychic power to read 'Psychic Fortitude'

Change the first sentence to read:

'*Psychic Fortitude* has a warp charge value of 4.'

Page 120 – Inquisitor, Wargear Options

Change the first and second bullet points to read:

- This model may replace its bolt pistol with an item from the *Inquisition Pistol Weapons* or *Inquisition Ranged Weapons* lists.
- This model may replace its chainsword with one item from the *Inquisition Melee Weapons* list.'

Page 122 – Acolytes

Change the Wounds characteristic to read '1'.

Page 123 – Jokaero Weaponsmith, Abilities

Add the following ability to this datasheet:

'**Authority of the Inquisition** (pg 117)'

Page 127 – Venerable Land Raider

Add 'TRANSPORT' to this datasheet's keywords.

Page 136 – Void Shield Generator

Ignore the damage table.

Change the Projected Void Shields rule to read:

'**Projected Void Shields:** All units wholly within 6" of a Void Shield Generator receive a 5+ invulnerable

save against any attacks made in the Shooting phase (unless the firing model is also within 6" of the Void Shield Generator).'

Page 137 – Skyshield Landing Pad

Add the following ability:

'**Wrecked Landing Pad:** If a Skyshield Landing Pad is destroyed, do not remove the model. Instead, all of its other abilities cease to apply, and it is treated as ruins (see the Battlefield Terrain section of the *Warhammer 40,000* rulebook) for the rest of the battle.'

Page 137 – Skyshield Landing Pad

Add the following ability:

'**Landing Pad:** Enemy models can move within 1" of a Skyshield Landing Pad (and can move on top of it) as if it were a terrain feature. In addition, they do not need to Fall Back in order to move away from it if they start their turn within 1" of it, and being within 1" of a Skyshield Landing Pad in the Shooting phase does not prevent an enemy unit from shooting.'

Page 144 – Demolisher cannon

Change the Abilities text to read:

'When attacking units with 5 or more models, change this weapon's Type to Heavy D6.'

Page 156 – Ranged Weapons table, Storm bolter

Change the points per weapon value to read '2'.

Page 157 – Twin multi-melta

Change the Abilities text to read:

'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

Page 166 – Adeptus Custodes Wargear, Ranged Weapons table, Multi-melta

Change the Type to read 'Heavy 1'.

FAQs

ASTRA MILITARUM

Q: If an Astra Militarum unit equipped with Assault weapons Advances in their Movement phase and subsequently has the 'Forwards, for the Emperor!' order issued to them, is the -1 penalty for Advancing and firing Assault weapons waived?

A: No.

Q: Are 'Officio Prefectus' and 'Militarum Auxilla' Regiments? I.e. could I choose for my Company Commander to replace his <REGIMENT> keyword with MILITARUM AUXILLA?

A: No.

Q: Can Tallarn Rough Riders benefit from the Tallarn Regimental Doctrine in Codex: Astra Militarum?

A: No.

ADEPTA SORORITAS

Q: If I can use more than one Act of Faith during the same turn, how do I resolve them? Do I resolve them one at a time and do I need to declare which ones I will attempt before rolling to see if they are performed?

A: You roll for and resolve Acts of Faith one at a time. There is no need to declare which Acts of Faith you will choose in advance.

Q: Can a unit with the Acts of Faith ability use that ability while embarked inside a transport?

A: No.

Q: Can models that are not on the battlefield benefit from Acts of Faith?

A: No.

Q: Does Celestine's ability to return to the battle via Miraculous Intervention require the controlling player to have reinforcement points for it?

A: No.

Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Celestine is carrying that objective marker when she is slain and then returns to battle via Miraculous Intervention, what happens?

A: The objective marker is dropped where Celestine was slain – she does not retain it when set up on the board again via the Miraculous Intervention ability.

OFFICIO ASSASSINORUM

Q: If a unit of Dark Reapers (which have the Inescapable Accuracy ability) shoots at a Culexus Assassin (which has the Etherium ability), what roll do the Dark Reapers require to successfully hit the Assassin?

A: 3+.

This is because while the Dark Reapers treat their Ballistic Skill as 6+ because of the Etherium ability, they always score a hit on rolls of 3+ because of their Inescapable Accuracy ability, which is irrespective of their Ballistic Skill characteristic or any modifiers.

Q: If a Tyranid Warlord with the Heightened Senses Warlord Trait (which means the Warlord never suffers any penalties to their hit rolls) shoots at a Culexus Assassin (which has the Etherium ability), what roll does the Warlord require to successfully hit the Assassin?

A: 6+.

This is because the Etherium ability does not impose a penalty to the hit roll, instead it says that the firing model treats their Ballistic Skill as 6+.

THE INQUISITION

Q: Can I use the Dominate psychic power to fire a model's plasma weapon on its supercharged profile in the hope of killing or injuring it?

A: Yes.

Q: Can a model with the Authority of the Inquisition ability embark onto transports like Land Speeder Storms or Repulsors?

A: No, because they do not have the correct keywords (**SCOUT** or **PRIMARIS** respectively, in the examples given).

VARIOUS

Q: If a psyker manifests a psychic power that affects the nearest enemy unit (e.g. Smite) and that unit happens to be either a Culexus Assassin or a Sisters of Silence unit with the Abomination/Psychic Abomination ability, what happens? Does that psychic power then affect the next nearest unit instead?

A: No, the power simply has no effect.

WARHAMMER 40,000

INDEX: RENEGADE KNIGHTS

Official Update Version 1.0

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FAQs

*Q: Can a **RENEGADE KNIGHT CHARACTER** summon units of Daemons using the *Daemonic Ritual* ability?*

A: Yes.

*Q: If a Renegade Knight with a *thunderstrike gauntlet* destroys an enemy **VEHICLE** or **MONSTER** and I roll a 4+ to inflict mortal wounds on a nearby unit, are those inflicted immediately, or after I have resolved my Knight's remaining attacks (if any)?*

A: Pick the enemy unit as soon as you destroy the enemy **VEHICLE** or **MONSTER** unit and roll a 4+, but inflict the mortal wounds after you have resolved all your remaining attacks.

*Q: If a model is equipped with four *shieldbreaker missiles*, how many can it fire each turn?*

A: One.

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INDEX: XENOS 1

Official Update Version 1.4

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ERRATA

Page 10 – Runes of Battle Discipline, Embolden/Horrify
Change the *Horrify* psychic power to read:
'Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership characteristic of that unit until your next Psychic phase.'

Pages 15, 28 and 114 – Melta bomb
Change the Range to read '4".'

Page 29 – Wave Serpent, Serpent Shield
Change the second sentence to read:
'In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield.'

Pages 29 and 115 – Twin starcannon
Change the Damage to read 'D3'.

Pages 32, 38 and 115 – Starcannon
Change the Damage to read 'D3'.

Page 47 – Haemonculus, Crucible of Malediction
Change the last sentence to read:
'If it does so, roll a D6 for each **PSYKER** unit within 12" of this model; on a roll of 4+, the unit being rolled for suffers D3 mortal wounds.'

Page 54 – Wracks, Wargear Options
Change the second bullet point to read:
'• The Acothyst may take items from the *Weapons of Torture* list.'

Add the following bullet point:
'• The Acothyst may take a hexrifle, liquifier gun or stinger pistol.'

Pages 56 and 57 – Raiders and Venoms, Transport
Add the following sentence to both units' datasheets:
'This model cannot transport Hellions or Scourges.'

Page 58 – Reavers, Cluster Caltrops
Change this ability to read:
'Roll a D6 for each enemy unit within 1" of a model with cluster caltrops in a unit that Falls Back – on a 4+, that enemy unit suffers a mortal wound.'

Pages 60 and 120 – Necrotoxin missile
Change the Type to read 'Assault D6'.

Page 64 – Ravager, Night Shield
Change this ability to read:
'This model has a 5+ invulnerable save against ranged weapons.'

Page 64 – Ravager, Abilities
Add the following ability to this datasheet:
'**Hovering:** Distances and ranges are always measured to and from this model's hull, even though it has a base.'

Page 71 – Solitaire, Faction Keywords
Add '<MASQUE>'.

Page 76 – Army of the Reborn
Replace this paragraph with the following:
'If your army is Battle-forged and the Warlord of your army is either Yvraine, the Visarch or the Yncarne then you can include any of these models in any Craftworlds, Harlequins or Drukhari Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following: Urien Rakarth, Drazhar, Mandrakes, the Avatar of Khaine or any <HAEMONCULUS COVEN> units. You can include these models in the Detachment even if you are using the Battle Brothers matched play rule.'

If Yvraine, the Visarch or the Yncarne is included in a Detachment, all **AELDARI** units in that Detachment gain the **YNNARI** keyword. These units cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power From Pain. Instead, **YNNARI INFANTRY** and **BIKER** units gain the Strength from Death ability, as described below. The Detachment is still considered to be a Craftworlds, Harlequins or Drukhari Detachment, and so can use Craftworlds, Harlequins or Drukhari Stratagems, Warlord Traits and Relics respectively. Note that these units will not, however, gain any of the Detachment abilities listed in their respective codexes (such as The Path of War, Craftworld Attributes, Masque Forms, Drukhari Obsessions, etc.).'

Page 76 – Strength from Death

Change the last sentence of the first paragraph to read: 'That unit can immediately do one of the following, even if it has already done so in this turn (if the unit was destroyed as the result of a unit's action – e.g. making a shooting attack or fighting – the Soulburst action is resolved after the unit has completely resolved its current action, e.g. after it has completed all of its shooting attacks or after it has finished fighting, including making any consolidation moves):'

Page 76 – Strength from Death

Add the following paragraph:

'Matched Play: If you are playing a matched play game, a unit from your army cannot make a Soulburst action if a friendly unit has already made the same Soulburst action during your turn. In addition, units from your army cannot perform any Soulburst actions during your opponent's turn.'

Page 76 – Revenant Discipline, Word of the Phoenix

Change the first and second sentences to read:

'Word of the Phoenix has a warp charge value of 8. If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an YNNARI INFANTRY unit, an YNNARI BIKER unit or the Yncarne.'

Page 78 – The Visarch, Abilities

Add the following ability to this datasheet:

'Forceshield: The Visarch has a 4+ invulnerable save.'

Page 84 – Reanimation Protocols

Change the third sentence to read:

'When a model's reanimation protocols activate, set it up in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models.'

Page 86 – Imotekh the Stormlord

Change the Leadership value to read '10'.

Page 93 – Catacomb Command Barge, Keywords

Add **'CHARACTER'**.

Pages 96 and 128 – Voidblade

Add the following ability:

'Each time the bearer fights, it can make one additional attack with this weapon.'

Page 96 – Triarch Stalker, Abilities

Add the following ability:

'Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.'

Page 102 – Monolith, Damage Table

Change the values under 'BS' to read '3+', '4+' and '5+'.

Page 102 – Monolith, Portal of Exile

Change the first sentence to read:

*'When an enemy unit (other than a **MONSTER** or **VEHICLE**) finishes a charge move within 1" of this model, its portal of exile may activate.'*

Page 104 – Tesseract Vault, Powers of the C'tan

Change the second sentence to read:

'It can use a number of different Powers of the C'tan equal to the number in the damage table above in each of your Shooting phases.'

Page 118 – Units table, Razorwing Flocks

Change the models per unit value to read '3-12' and the points per model value to read '14'.

Page 120 – Stinger pistol

Change the Abilities text to read:

*'This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.'*

FAQs

CRAFTWORLDS

Q: Do units with the Battle Focus ability still suffer the -1 penalty to their hit rolls for moving and firing Heavy weapons?

A: Yes.

Q: If Eldrad Ulthran passes two Psychic tests and manifests two psychic powers in his Psychic phase, does he get +1 or +2 to the Psychic test when attempting to manifest his third power?

A: +1.

Q: Does Fuegan gain the bonuses granted by his Unquenchable Resolve ability if he suffers a wound which is subsequently ignored due to his Last to Fall ability?

A: No.

Q: If, in a matched play game, I use the Swooping Hawk's Skyleap ability to remove the unit from the battlefield during the third or subsequent battle round, does the Tactical Reserves rule mean they count as destroyed?

A: No. The unit must already have arrived on the battlefield before the end of the third battle round in order to be able to use the Skyleap ability.

However, if the unit used its Children of Baharroth ability to set up in the skies during deployment, and it had not arrived by the end of third battle round, then it would count as destroyed in a matched play game due to the Tactical Reserves rule.

DRUKHARI

Q: If an Archon suffers a mortal wound, does its Shadowfield cease to function?

A: No.

Q: Can I use the Dodge ability of Wyches or Hekatrix Bloodbrides in the Shooting phase when my unit is shot by an enemy unit firing Pistols if my unit is within 1" of the firing unit?

A: No.

*Q: If I shoot a haywire blaster at a **VEHICLE** and roll a wound roll of 4, do I still inflict a mortal wound on that unit even though the wound roll might not be high enough to successfully wound it?*

A: Yes.

YNNARI

*Q: When an **AELDARI PSYKER** become Ynnari and gains the **YNNARI** keyword, do they also gain access to powers from the Revenant Discipline?*

A: No. Only Yvraine and the Yncarne generate their psychic powers from this discipline.

*Q: If a transport is destroyed whilst an **YNNARI** unit is embarked inside, can that unit make a Soulburst action after it disembarks?*

A: No.

*Q: Can any **YNNARI** unit embark on any **YNNARI** transport?*

A: No. Whilst both units have gained the **YNNARI** keyword, the Transport ability on the transport's datasheet does not change. So, for example, an **YNNARI** Starweaver can still only transport '6 <**MASQUE**> **INFANTRY** models'.

*Q: If I use a Soulburst action to charge with a **YNNARI** unit outside of the Charge phase, can my opponent's **CHARACTERS** perform a Heroic Intervention after I have made a charge move with my unit?*

A: No.

Q: Can Yvraine, the Visarch or the Yncarne have a Warlord Trait? If so, what Warlord Traits can they have?

A: Yes. They can only have one of the Warlord Traits listed in the *Warhammer 40,000* rulebook (unless you are playing an expansion such as Planetstrike, Stronghold Assault etc., in which case they would also have access to the Warlord Traits listed there).

Q: If I include Yvraine, the Visarch or the Yncarne in a Craftworlds, Drukhari or Harlequins Detachment, do I still have access to the all the Stratagems in that Detachment's codex (Craftworlds, Drukhari or Harlequins respectively)?

A: Yes, provided the Detachment in question is not an Auxiliary Support Detachment.

*Q: If Yvraine, the Visarch or the Yncarne is my Warlord, do I still get a free 'relic'? For example, if Yvraine is my Warlord and is part of a Harlequins Detachment, does she count as a **HARLEQUINS** unit for the purposes of giving one **HARLEQUINS CHARACTER** in my army an Enigma of the Black Library?*

A: No. You can, however, if your army includes the appropriate Detachment(s), use the Prizes from the Dark City, Treasures of the Craftworld and/or Enigmas of the Black Library Stratagems to give 'relics' to your Characters.

NECRONS

Q: How many wounds do Necron models have when they return to a unit using Reanimation Protocols?

A: They are returned with their full complement of wounds.

Q: Can Necrons that have fled the battlefield return using Reanimation Protocols?

A: No. This ability only allows models that were slain to return, not models that have fled.

You may find it useful to place Necron models that flee to one side as a reminder that they cannot return using their Reanimation Protocols ability.

Q: Can Quantum Shielding be used to prevent damage caused by mortal wounds?

A: No. Mortal wounds are inflicted one at a time, and as quantum shielding can never prevent a single point of damage from being suffered, it cannot prevent mortal wounds.

Q: If I use the Time's Arrow C'tan Power on a unit whose models have different Wounds characteristics, what happens?

A: A model of the owning player's choice is removed if the roll exceeds the highest Wounds characteristic in the unit.

WARHAMMER 40,000

INDEX: XENOS 2

Official Update Version 1.4

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 10 – Mob Rule

Change the rule to read:

'When using the Leadership characteristic of this unit, you can use either its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit, or the number of models in another friendly unit within 6" that has this ability.'

Page 13 – Warboss on Warbike, Waaagh!

Change the rule to read:

'Friendly **ORK INFANTRY** and **BIKER** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.'

Pages 14, 15, 16, 31 and 38 – Kustom Force Field

Change the first sentence of this rule to read:

'If this model is equipped with a kustom force field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against ranged weapons.'

Page 16 – Ghazghkull Thraka, The Boss is Watchin'

Change the first sentence to read:

'If a friendly **ORK** unit fails a Morale test and they are within 6" of Ghazghkull Thraka, he can restore order with a brutal display of violence.'

Page 34 – Big Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Big Gun and each 2-model group of Grot Gunners act as separate units.'

Page 35 – Mek Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Mek Gun and each 5-model group of Grot Gunners act as separate units.'

Pages 50, 52 and 53 – Master of War

Change the first sentence to read:

'At the beginning of your turn, a single friendly **COMMANDER** can declare either Kauyon or Mont'ka. You can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.'

Pages 53, 63 and 69 – Abilities

Add the following sentence onto the end of the MV52 Shield Generator and Shield Generator abilities:

'In addition, roll a D6 each time a Drone with this ability loses a wound; on a 5+ that Drone does not lose a wound.'

Pages 53, 56, 57, 62, 63, 64, 65, 66, 68, 69, 70, 71, 72, 73 and 74 – Saviour Protocols

Change this rule to read:

'**Saviour Protocols:** If a **<SEPT> DRONES** unit is within 3" of a friendly **<SEPT> INFANTRY** or **<SEPT> BATTLESUIT** unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

Page 62 – XV95 Ghostkeel Battlesuit, Stealth Field

Change the first sentence to read:

'Models shooting at a Stealth Drone or any Ghostkeel Battlesuit that is within 3" of any friendly Stealth Drones subtract 1 from their hit rolls.'

Page 68 – AX39 Sun Shark Bomber

Change the second sentence of this datasheet's description to read:

'It is accompanied by 2 MV17 Interceptor Drones, each equipped with two ion rifles.'

Page 72 – Keywords (Longstrike's Gunship)

Add **'HAMMERHEAD'**.

Page 72 – Longstrike, Fire Caste Exemplar

Change this ability to read:

'You can add 1 to hit rolls in the Shooting phase for friendly **T'AU SEPT HAMMERHEAD** units within 6" of Longstrike.'

Page 73 – Keywords (Hammerhead)

Add **'HAMMERHEAD'**.

Page 74 – XV88 Broadside Battlesuit

Change the final sentence of this datasheet's description to read:

'Each Broadside Battlesuit may be accompanied by up to 2 MV8 Missile Drones, each equipped with a missile pod (**Power Rating +2**), or up to 2 Tactical Drones (pg 69) (**Power Rating +1**).'

Page 85 – Hive Mind Discipline, Catalyst

Change the last sentence to read:

'Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+ the unit does not lose that wound.'

Pages 87, 105, 106 and 107 – Prehensile pincer tail

Change the Strength characteristic of this weapon in all instances to 'User'.

Page 87 – Old One Eye, Alpha Leader

Change this ability to read:

'You can add 1 to hit rolls in the Fight phase for friendly <HIVE FLEET> CARNIFEX units that are within 6" of this model.'

Page 89 – Tyranid Prime, Alpha Warrior

Change this ability to read:

'You can add 1 to hit rolls for all <HIVE FLEET> Tyranid Warrior units and <HIVE FLEET> Tyranid Shrike units that are within 6" of any friendly <HIVE FLEET> Tyranid Primes.'

Page 89 – Tervigon, Massive crushing claws

Change the AP characteristic to read '-3'.

Page 98 – Deathleaper, It's After Me!

Change the last sentence of this ability to read:

'At the end of any or your Movement phases Deathleaper can spring from its hiding place – you can set it up anywhere that is within 6" of the enemy CHARACTER you chose, but more than 1" away from any enemy models (if the enemy CHARACTER is not on the battlefield when Deathleaper is revealed, set it up anywhere on the battlefield that is more than 9" from any enemy models instead).'

Page 104 – Biovores, Spore Mine Launcher

Insert the following at the end of the rules text:

'This weapon can target units that are not visible to the firer, but it cannot be used to fire Overwatch.'

Page 109 – Sporocyst

Change the unit description to read:

'A Sporocyst is a single model armed with a spore node and five deathspitters.'

Insert the following at the end of the rules text for the Spore Node rule:

'This weapon cannot be used to fire Overwatch.'

Page 112 – Cult Ambush

Add the following sentence to the end of the second paragraph:

'If it is not possible to set up a unit as described on the result rolled, that unit is not set up this turn (but you can roll for it again at the end of your next Movement phase).'

Page 112 – A Deadly Trap

Change the second sentence of this Cult Ambush result to read:

'It can either move D6" even though it has just arrived as reinforcements, or shoot with all of its ranged weapons as if it were the Shooting phase (doing so does not prevent it from shooting in the Shooting phase or charging in the Charge phase of this turn).'

Page 112 – Brood Brothers

Change this rule to read:

'The influence of a Genestealer Cult permeates all aspects of a society, including any Astra Militarum regiments stationed on their world. To represent the elements of such forces that have been subverted by a cult, you can include **ASTRA MILITARUM** units and **GENESTEALER CULTS** units in the same matched play army, even though these units don't have any Faction keywords in common. However, you can only include one **ASTRA MILITARUM** Detachment (one in which every unit has the **ASTRA MILITARUM** keyword) in a Battle-forged army for each **GENESTEALER CULT** Detachment (one in which every unit has the **GENESTEALER CULTS** keyword) in that army and every unit in the **ASTRA MILITARUM** Detachment that has the <REGIMENT> keyword must replace it in every instance on its datasheet with **BROOD BROTHERS** (you cannot include any **ASTRA MILITARUM** named characters in such Detachments). In such cases, simply ignore the Astra Militarum units when choosing your army's Faction.'

Page 114 – Magus, Familiars

Change the second sentence to read:

'If they do so, the Magus can immediately attempt to manifest an additional psychic power.'

Page 115 – Primus

Delete the Familiar profile from the Primus datasheet.

Pages 116 and 144 – Heavy rock cutter

Add the following to the Abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

Page 122 – Cult Armoured Sentinel

Change the Toughness characteristic to read '6'

Page 123 – Cult Leman Russ, Grinding Advance

Change this ability to read:

‘Grinding Advance: If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model’s turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, eradicator nova cannon, exterminator autocannon and vanquisher battle cannon.’

Pages 123 and 144 – Vanquisher battle cannon

Change the Strength to read ‘8’.

Page 130 – Units table

Change the models per unit value for Runtherd to read ‘1’.

Change the models per unit value for Nobz to read ‘5-10’.

Change the models per unit value for Nobz on Warbikes to read ‘3-9’.

Change the models per unit value for Deffkoptas to read ‘1-5’.

Page 134 – Units table

Add the following row:

‘Tactical Drones | 4-12 | See right’

Page 137 – Support Systems

Change the Drone controller rule to read:

‘Friendly <SEPT> DRONE units within 6" of any models equipped with a drone controller add one to any hit rolls.’

Change the Velocity tracker rule to read:

‘Add 1 to hit rolls for this model when it shoots at a unit that can FLY.’

Page 138 – Units table

Change the models per unit value for Hive Guard to read ‘3-6’.

Change the models per unit value for Tyrant Guard to read ‘3-6’.

Page 138 – Ranged Weapons table

Change the line that reads ‘Spinefists (Ravener)’ to read ‘Spinefists (Ravener, Tyranid Warriors and Tyranid Shrikes)’.

Add the following row:

‘Spore node | 0’

Page 142 – Genestealer Cults Points Values

Change the points per model value for Purestrain Genestealers to read ‘15’.

Change the points per weapon value for Purestrain talons to read ‘0’.

Add an ‘Other Wargear’ table for the following:

‘Cult icon | 20’

FAQs

ORKS

Q: Is the Kustom Force Field ability an aura ability?

A: Yes.

Q: The Ork Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’. Its Open-topped ability says that ‘restrictions and modifiers that apply to this model also apply to its passengers’. Does that mean that a unit embarked also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?

A: No.

Q: Do Spanners have a separate points cost in units of Lootas and Burna Boyz?

A: No. They cost the same ‘points per model’ as the unit they are included in.

Q: What happens when a unit of Flash Gitz’ Gun-crazy Showoffs ability triggers, but the nearest enemy unit is not a viable target (e.g. it is not visible to the Flash Gitz, or it is within 1" of a unit from your army)?

A: If the nearest enemy unit is not a viable target then this ability has no effect this time.

Q: If I use a Stompa’s Psycho-Dakka-Blasta! Ability to shoot its supa-gatler several times, do I need to declare the targets of the attacks before making any attacks, or do I resolve the attacks one at a time?

A: Declare targets and resolve the attacks one at a time. Roll to see if the ammo has been expended before declaring the targets for second and subsequent attacks.

Q: How many points does a Boss Nob in a unit of Boyz cost?

A: 6.

Q: Can a Big Mek use his Big Mekaniak ability to repair a vehicle he is embarked inside? Can he repair another vehicle within 3" of the vehicle he is embarked inside?

A: No to both questions; he cannot repair vehicles while embarked inside a transport.

Q: What happens when a unit of Stormboyz declares a charge and it is within range of an Ork Warboss' Waaagh! ability at the start of the Charge phase (assuming the Stormboyz Advanced that turn) – do I still need to roll D6 to see if my Stormboyz unit suffers mortal wounds as described in their Full Throttle ability?

A: No. In this circumstance you can just use the Ork Warboss' ability to Charge (even though the unit Advanced) and you do not need to use the Full Throttle ability to do so (and so you avoid the risks involved).

T'AU EMPIRE

Q: If a T'au unit – e.g. XV8 Crisis Battlesuits or a Commander – uses the Manta Strike ability to set up in a Manta hold during deployment, does that also apply to any Drones that are accompanying that unit?

A: Yes. When the unit enters the fray, it and all its Drones are set up together as per the Mantra Strike ability. Once set up, they then become separate units.

Q: Can a unit of Pathfinders benefit from their own markerlights (e.g. if half the unit shoots their markerlights, and the other half shoot the same target with other weapons)?

A: Yes. Declare which models in the unit will fire markerlights at the same time you declare targets for the unit to shoot at, then resolve the models firing markerlights first, one at a time.

Q: Can models with an early warning override Support System use it to shoot at units that use psychic powers such as Gate of Infinity or Da Jump to set up within 12"?

A: Yes.

TYRANIDS

Q: Monstrous scything talons say that if the bearer has more than one pair it can make one additional attack. How many extra attacks does a Trygon, which has three pairs of monstrous scything talons, make?

A: It makes a total of one additional attack.

Q: The Onslaught psychic power says that the affected unit can Advance and fire in the same turn. Does this mean it gets to Advance again and then fire, or that it can fire even if it has Advanced this turn?

A: The unit can fire even if it has Advanced this turn. It does not get to Advance again.

Q: If a Hive Tyrant with lash whips is slain, which line of the damage table do I use when making its attacks before removing the model as a casualty?

A: Use the bottom line of the damage table, as if it still had one wound remaining.

Q: Can the Swarmlord use its Hive Commander ability on units that have no ranged weapons (the ability says 'instead of shooting')?

A: Yes.

Q: A Tervigon can only replace Termagants in a unit that is equipped with fleshborers. If those models were equipped with adrenal glands and/or toxin sacs, can those models still be replaced?

A: Yes.

GENESTEALER CULTS

Q: If I include a Detachment of ASTRA MILITARUM in a Genestealer Cult army using the Brood Brothers rule, do the ASTRA MILITARUM units gain the GENESTEALER CULTS keyword and the Cult Ambush ability?

A: No and no.

Q: Can I have a Battle-forged army that consists of one Detachment of GENESTEALER CULTS, one Detachment of ASTRA MILITARUM (using the Brood Brothers rule) and one Detachment of TYRANIDS?

A: Yes.

Q: If, in a matched play game, I use the Return to the Shadows Stratagem to remove one of my Genestealer Cult units from the battlefield during the fourth battle round, are they considered to be destroyed because of the Tactical Reserves matched play rule?

A: No.

WARHAMMER 40,000

CODEX: NECRONS

Official Update Version 1.1

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ERRATA

Pages 87 and 99 – Catacomb Command Barge and Annihilation Barge, Abilities

Add the following ability:

'Hovering: Instead of measuring distances and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer).'

Page 95 – Canoptek Wraiths, Wraith Form

Change this ability to read:

'Models in this unit have a 3+ invulnerable save. During the Movement phase, models in this unit can move across models and terrain as if they were not there. Models in this unit can shoot and charge even if they Fell Back this turn.'

Page 98 – Monolith, Eternity Gate

Change the penultimate sentence of this ability to read:

'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

Page 102 – Night Scythe, Invasion Beams

Change the penultimate sentence of this ability to read:

'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

Page 112 – Methodical Destruction

Change the rules text to read:

'Use this Stratagem after a SAUTEKH unit from your army has attacked an enemy unit and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other SAUTEKH units from your army that target the same enemy unit this phase.'

Page 117 – Named Characters and Warlord Traits

Add the following sentence to the end of the paragraph: **'If either Illuminor Szeras or Anrakyr the Traveller is your Warlord, then replace the <DYNASTY> keyword in their Warlord Trait with NECRON.'**

Page 118 – Points Values

Move the entries for Deathmarks and Lychguard from the 'Troops' section into the 'Elites' section.

FAQs

Q: Can C'TAN SHARDS use a Power of the C'tan while within 1" of an enemy model?

A: Yes.

Q: Can a Triarch Stalker use its Targeting Relay ability to re-roll hit rolls of 1 for its own attacks after the first?

A: No.

WARHAMMER 40,000

CODEX: ORKS

Official Update Version 1.0

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ERRATA

Page 83 – Ork Wargear Lists, Battlewagon Equipment

Add the following sentence:

'Each item can only be taken once.'

Page 97 – Nob with Waaagh! Banner

Add the following wargear option:

• This model may take a power klaw.'

Page 101 – Kustom Boosta-blastas, Grot blasta

Change the Strength of this weapon to '3'.

Page 102 – Megatrakk Scrapjets, Abilities

Add the following ability:

'**Grot Gunner:** Add 1 to hit rolls for attacks made with this model's twin big shoota.'

Page 111 – Lootas, Kustom mega-blasta

Change the Damage of this weapon to 'D6'.

Page 125 – Clan Kulturs, Blood Axes: Taktiks

Change the second sentence of rules text to read:

'In addition, units with this kultur can shoot or charge (but not both) even if they Fell Back in the same turn – if such a unit is embarked, it can only do so if the **TRANSPORT** that Fell Back also has this kultur.'

Page 126 – Stratagems, Get Stuck In, Ladz!

Change the first sentence of rules text to read:

'Use this Stratagem at the end of the Fight phase.'

Page 127 – Stratagems, Grot Shields

Change the rules text to read:

'Use this Stratagem after a <CLAN> **INFANTRY** unit from your army (excluding units comprised entirely of **GRETCHIN** models) has been hit by a ranged weapon. Until the end of the phase, you can roll a D6 each time an attack made with a ranged weapon wounds that unit

if there is a friendly unit comprised entirely of <CLAN> **GRETCHIN INFANTRY** models within 6" of it, and the **GRETCHIN** unit is closer to the attacking model than the target unit. On a 2+ one model of your choice in that **GRETCHIN** unit is slain and the attack sequence ends.'

Page 127 – Stratagems, Loot It!

Change the first and second sentences of rules text to read:

'Use this Stratagem when a **VEHICLE** unit is destroyed. Select an **ORK INFANTRY** unit from your army that was either within 3" of the vehicle or embarked within it when it was destroyed. Improve the Save characteristic of that infantry unit by 1 (e.g. a Save characteristic of 6+ will become a Save characteristic of 5+), to a maximum of 2+.'

Page 128 – Stratagems, Drive-by Krumpin'

Change the first sentence of rules text to read:

'Use this Stratagem at the end of your Shooting phase.'

Page 133 – Warlord Traits, Goffs: Proper Killy

Change the rules text to read:

'Add 1 to your Warlord's Attacks characteristic. In addition, improve the Armour Penetration characteristic of melee weapons this Warlord is equipped with by 1 during any turn in which they made a charge move, were charged, or performed a Heroic Intervention (e.g. AP -1 becomes AP -2).'

FAQs

Q: When a Nob replaces their slugga and choppa with items from the Nob Weapons list, can they take two weapons from the first list and one weapon from the second list, for a total of three weapons (e.g. a big choppa, killsaw and a kombi-weapon with skorcha)?

A: No. They can take two weapons in total, only one of which can be from the second list.

Q: The Battlewagon's Mobile Fortress ability says the Battlewagon 'ignores the penalty for moving and firing Heavy weapons', and its Open-topped ability says that 'restrictions or modifiers that apply to this model also apply to its passengers'. Does that mean that an embarked unit also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?

A: No.

*Q: If a **GOFF** Gorkanaut attacks a unit with the Crush profile of the Klaw of Gork (or possibly Mork), and the unmodified hit roll is a 6 (allowing him to make an extra hit roll with the Klaw due to the No Mukkin' About kultur), does the extra hit roll have to be made using the same profile, or can it be made with the weapon's other profile instead?*

A: The extra hit roll is made using the same profile.

*Q: Do **EVIL SUNZ** models that have a set value when they Advance – like a Deffkilla Wartrike using the Fuel-mixa Grot ability or a Deffkopta, due to Turbo-boost – also benefit from the Red Ones Go Fasta kultur?*

A: Yes, add 7" to their Move characteristic for that Advance move in these cases.

*Q: Are **BLOOD AXE** units with the **FLY** keyword allowed to both shoot and charge in a turn in which they Fell Back?*

A: Yes.

Q: Does the Grots ability mean that units such as Mek Gunz and Killa Kans do not benefit from a Clan Kultur?

A: Yes – they do not benefit from a Clan Kultur. Furthermore, Ork Stratagems can only be used on these units if they explicitly state so (e.g. the Grot Shields Stratagem).

Designer's Note: *Although many grots follow a particular clan into war, due to their puny and feeble nature they do not themselves exhibit the traits of any particular clan (for example, the teef of grots within a Bad Moons warband do not grow any faster). For this reason, grots do not benefit from any Clan Kultur. This includes Big Gunz from Index: Xenos 2, and Grot Tanks and Grot Mega-tanks from Imperial Armour – Index: Xenos, all of which are, for rules purposes, considered to be units comprised entirely of **GRETCHIN**.*

*Q: If a **FREEBOOTERZ** unit comprised entirely of **GRETCHIN** destroys an enemy unit in a phase, do other friendly units within 24" that have the Competitive Streak kultur add 1 to their hit rolls until the end of that phase?*

A: Yes, unless the friendly unit in question is also comprised entirely of **GRETCHIN**.

*Q: Do **SNAKEBITE GRETCHIN** units from my army benefit from the Monster Hunters Stratagem?*

A: No.

Q: When using the Mob Up Stratagem, does either unit count as being destroyed for the purposes of any victory conditions (e.g. First Blood)?

A: No.

Q: When using the Mob Up Stratagem, do any existing rules effects still apply? For example, if one unit has Advanced, does the merged unit count as having Advanced, or if one unit is under the effect of a psychic power, is the merged unit still under its effects?

A: Yes.

*Q: What happens when the Mob Up Stratagem is used to merge a <CLAN> **INFANTRY** unit that has a Clan Kultur with a <CLAN> **INFANTRY** unit without a Clan Kultur?*

A: The merged unit would not have a Clan Kultur. The merged unit only has a Clan Kultur if the selected units both had it.

*Q: When using the Tellyporta Stratagem on a **TRANSPORT**, do I include the Power Rating of units embarked inside when calculating if the Power Rating is 20 or less?*

A: No.

*Q: Do Stratagems used on a **TRANSPORT** affect units embarked within that transport? For example, if I use More Dakka! on a Battlewagon, do any units embarked inside benefit from it? In addition, can you use Stratagems on units embarked within a transport (e.g. can you use Showin' Off on a **BAD MOONS INFANTRY** unit embarked within a Battlewagon)?*

A: No to both.

*Q: When the Showin' Off Stratagem is used on a **BAD MOONS INFANTRY** unit, can it select a different target for the second set of attacks?*

A: Yes. The shooting sequence is followed again, thus allowing them to 'choose targets' again.

WARHAMMER 40,000

CODEX: SPACE MARINES

Official Update Version 1.4

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ERRATA

Page 131 – Sergeant Equipment
Add 'Combi-grav'.

Page 137 – Chaplain Grimaldus, Unmatched Zeal
Change the first sentence of this ability to read:
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

Pages 139 and 190 – Wrist-mounted grenade launcher
Change the AP value to read '-1'.

Page 141 – Primaris Captain, Wargear Options
Change the second bullet point to read:
'This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.'

Page 148 – Tactical Squad, Wargear Options
Add a new bullet point as follows:
'The Space Marine Sergeant may take melta bombs.'

Page 148 – Intercessor Squad, Wargear Options
Change the third bullet point to read:
'The Intercessor Sergeant may either replace their bolt rifle with a power sword, or take a power sword in addition to their other weapons.'

Page 149 – Scout Squad, Concealed Positions
Change this ability to read:
'**Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 154 – Company Champion
Change the unit description to read:
'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Page 154 – Company Veterans, Wargear Options
Change the second bullet point to read:
'Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

Page 156 – Reiver Squad
Replace the first bullet point with the following:
• All Reivers in the unit may replace their bolt carbine with a combat knife.
• The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife.'

Pages 158 and 192 – Reiver Squad and Armoury of the Space Marines, Grapnel Launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Pages 160, 161 and 188 – Grenade harness
Change the AP value to read '-1'.

Pages 162, 169 and 189 – Melta bomb
Change the Abilities text to read:
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

Page 166 – Redeptor Dreadnought
Change the description to read:
'A Redeptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redeptor fist.'

Page 166 – Redeptor Dreadnought, Wargear Options
Add a new bullet point as follows:
'This model may take an Icarus rocket pod.'

Page 175 – Stalker, Damage chart
Change the third value under 'Remaining W' to read '1-2'.

Page 196 – Relics of the Chapter

Add the following sentence:

‘You can only use this Stratagem once per battle.’

Page 196 – Born in the Saddle

Add the following sentence:

‘In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.’

Page 197 – Bolter Drill

Change the first two sentences to read:

‘Use this Stratagem just before an **IMPERIAL FISTS INFANTRY** unit attacks in the Shooting phase. Until the end of the phase, each time you make a hit roll of 6+ for a model from that unit firing a bolt weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate any further attacks).’

Page 197 – Flamecraft

Change the first two sentences to read:

‘Use this Stratagem just before a **SALAMANDERS** unit attacks in the Shooting phase. Until the end of the phase, add 1 to the wound rolls made for all of that unit’s flame weapons.’

Page 199 – Warlord Traits

Change the first paragraph of the main text to read:

‘If the Warlord of your army is a Space Marines **CHARACTER**, you can pick their Warlord Trait from the Space Marines Warlord Traits table, or roll a dice and consult the table to generate their Warlord Trait.’

Page 199 – Adept of the Codex

Change the rules text to read:

‘Whilst your Warlord is on the battlefield, roll a D6 each time you spend a Command Point to use a Stratagem; on a 5+ that CP is immediately refunded.’

Page 201 – The Sanctic Halo

Change the first sentence to read:

‘**ULTRAMARINES CAPTAIN** or **CHAPTER MASTER** only.’

Page 202 – Librarius Discipline, Might of Heroes

Change the third sentence to read:

‘Until the start of your next Psychic phase, add 1 to that model’s Strength, Toughness and Attacks characteristics (if an attack hits a unit that has more than one Toughness characteristic, use the unit’s lowest Toughness characteristic when making the resultant wound roll).’

Page 208 – Space Marine Points Values, Other Wargear

Add the following lines:

‘Auxiliary grenade launcher | 1
Centurion assault launchers | 3
Ironclad assault launchers | 5’

FAQs

Q: If the vehicle Sergeant Chronus is commanding is destroyed and he survives, can he assume command of another vehicle?

A: No.

Q: When a Thunderfire Cannon is fired, are the shots resolved with the Thunderfire Cannon’s Ballistic Skill or the Techmarine Gunner’s Ballistic Skill?

A: The Thunderfire Cannon’s Ballistic Skill.

Q: Can a Techmarine Gunner make ranged attacks in the same phase in which it operates a Thunderfire Cannon?

A: Yes.

Q: Can successor Chapters use the Warlord Traits of their founding Chapter?

A: No.

Q: Can the Auspex Scan Stratagem be used to shoot an enemy unit that is removed from the battlefield and then set up again, for example, when using a teleport homer?

A: Yes.

Q: Can the Auspex Scan Stratagem be used to shoot an enemy unit that is set up on the battlefield before the start of the first turn (for example, when using the Forward Operatives Stratagem in Codex: Chaos Space Marines)?

A: No.

Q: How do the Flakk Missile and Hellfire Shells Stratagems interact with an Armourium Cherub? Are you able to ‘reload’ the weapon and fire again with the benefit of the Stratagem?

A: Yes.

Q: Can I use the Flakk Missile Stratagem when a model fires a cyclone missile launcher?

A: No.

Q: If an Armourium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

WARHAMMER 40,000

CODEX: SPACE WOLVES

Official Update Version 1.1

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WARLORD TRAITS

Some English versions of *Codex: Space Wolves* feature an out-of-date version of the army's Warlord Traits. For the up-to-date Space Wolves Warlord Traits, see the final page of this document.

ERRATA

Page 76 – Logan Grimnar on Stormrider
Add **'CAVALRY'** to the keywords line.

Page 77 – Arjac Rockfist
Add **'BATTLE LEADER'** to the keywords line.

Page 79 – Primaris Rune Priest
Change the unit description to read:
'A Primaris Rune Priest is a single model armed with a runic sword, bolt pistol, psychic hood, frag and krak grenades.'

Page 83 – Ragnar Blackmane, Abilities, Loyal Companions
Change the second sentence to read:
'Svangir and Ulfgir are considered to have the **CHARACTER** keyword for the purposes of shooting attacks and Heroic Interventions, and the **INFANTRY** keyword for the purposes of embarking within a transport.'

Page 89 – Canis Wolfborn
Add **'BATTLE LEADER'** to the keywords line.

Page 90 – Primaris Battle Leader, master-crafted stalker bolt rifle
Change the AP characteristic of this weapon to '-2'.

Page 90 – Primaris Battle Leader
Add **'WOLF GUARD'** to the keywords line.

Page 97 – Reivers
Delete the power sword profile on this datasheet.

Page 97 – Reivers, Grapnel Launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 100 – Great Company Ancient
Add **'WOLF GUARD'** to the keywords line.

Page 100 – Primaris Ancient
Add **'WOLF GUARD'** to the keywords line.

Page 101 – Great Company Champion
Change the unit description to read:
'A Great Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Add **'WOLF GUARD'** to the keywords line.

Page 107 – Wulfen, Abilities, Death Frenzy
Add the following sentence:
'This ability is not cumulative with the Great Company Banner ability.'

Page 131 – Great wolf claw
Change the Damage characteristic of this weapon to '3'.

Page 136 – Stratagems, Chooser of the Slain
Change the second sentence to read:
'A single friendly **SPACE WOLVES** unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so.'

Page 136 – Stratagems, The Wolf's Eye
Change the second sentence to read:
'You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase; choose which when you use this Stratagem.'

Page 138 – Saga of Majesty

Change the last sentence to read:

‘In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.’

Page 142 – Points Values, Fast Attack

Change the models per unit value for Swiftclaws to read ‘3-16’.

Change the models per unit value for Skyclaws to read ‘5-15’.

Page 144 – Points Values, Other Wargear

Add the following entry:

Wargear	Points per item
Combat shield	5

FAQs

Q: If I replace a Wolf Guard Terminator’s storm bolter with a cyclone missile launcher and storm bolter from the Terminator Heavy Weapons list (as per the third bullet point), can I subsequently replace the new storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list (as per the second bullet point)?

A: Yes.

Q: Does the Lone Wolf Stratagem have to be used at the end of the phase in which one of my units is reduced to its last model?

A: No, this can be used at the end of any phase. This means you can wait until after the unit has taken any Morale test it is required to, and use this Stratagem at the end of the Morale phase, if you wish.

Q: Are the effects of Stratagems such as Cloaked by the Storm and Howl of the Great Pack considered to be aura abilities for the purpose of the Saga of Majesty Warlord Trait?

A: Yes.

Q: If Ragnar Blackmane is my army’s Warlord, do Svangir and Ulfgir also gain the benefit of Saga of the Warrior Born Warlord Trait?

A: Yes; this Warlord Trait affects the unit, of which Svangir and Ulfgir are a part.

Q: Can the Armour of Russ relic force a charging unit to attack after all other units have done so?

A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn’t have that ability.

WARLORD TRAITS

The champions of the Space Wolves have crafted their sagas over centuries of war against the enemies of the Imperium. Each is a living legend, an example to their warriors and a beacon of hope in a benighted galaxy.

If a **SPACE WOLVES CHARACTER** is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

Like other Warlord Traits, a Space Wolves saga grants a powerful advantage and is active on your Warlord at all times. However, unlike other Warlord Traits, from the end of a phase in which your Warlord performs a deed of legend (as detailed within the saga), the saga also affects friendly **SPACES WOLVES** units whilst they are within 6" of your Warlord. This effect lasts for the rest of the battle.

06 RESULT

1 SAGA OF THE WARRIOR BORN

Endowed with preternatural prowess, the Warlord strikes swift and savage at all who stand before him.

You can always choose for a unit affected by this saga in the Fight phase to fight first even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Deed of Legend: Slay an enemy **CHARACTER** with your Warlord.

2 SAGA OF THE WOLFKIN

The Warlord's savage battle howl has a primal potency, sending the predatory instincts of his lupine kin into overdrive.

If a unit is affected by this saga in the Fight phase, add 1 to the Attacks characteristic of all its models if it made a charge move, was charged, or performed a heroic intervention earlier in the same turn.

Deed of Legend: Slay a total of five models in the Fight phase with your Warlord (keep a tally from turn to turn).

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest warriors of Fenris are renowned as much for their methodology as they are for their deeds on the battlefield. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Arjac Rockfist	Saga of the Bear
Bjorn the Fell-Handed	Saga of Majesty
Canis Wolfborn	Saga of the Wolfkin
Harald Deathwolf	Saga of the Wolfkin
Krom Dragongaze	Saga of the Warrior Born
Logan Grimnar	Saga of Majesty
Njal Stormcaller	Saga of Majesty
Ragnar Blackmane	Saga of the Warrior Born
Ulrik the Slayer	Saga of the Beastslayer

3 SAGA OF MAJESTY

The Warlord speaks with the wisdom of the ages, inspiring his men to acts of valour and greatness.

If a unit is affected by this saga, they automatically pass Morale tests. In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.

Deed of Legend: Slay the enemy Warlord with your Warlord.

4 SAGA OF THE BEASTSLAYER

This hero has slain some of the mightiest beasts in the galaxy. Such a hero embodies Russ' strength and courage.

Add 1 to wound rolls for attacks made by a unit affected by this saga that target a **MONSTER** or **VEHICLE**.

Deed of Legend: Slay an enemy **MONSTER** or **VEHICLE** with your Warlord.

5 SAGA OF THE HUNTER

A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies his Primarch's hunting instincts.

A unit affected by this saga in your Charge phase can charge even if it Advanced earlier in the turn.

Deed of Legend: Successfully charge an enemy unit with your Warlord.

6 SAGA OF THE BEAR

When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim.

Roll a dice each time a model affected by this saga loses a wound; on a 6, that model does not lose a wound. This saga has no effect on models with a similar ability (e.g. Bjorn the Fell-Handed's Legendary Tenacity ability).

Deed of Legend: Successfully pass a saving throw for your Warlord.

WARHAMMER 40,000

CODEX: T'AU EMPIRE

Official Update Version 1.1

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ERRATA

Page 93 – Commander in XV86 Coldstar Battlesuit, Wargear Options

Change the first bullet point to read:

- This model may replace its high-output burst cannon and missile pod with two items from the *Ranged Weapons* and/or *Support Systems* lists.'

Page 121 – Cyclic ion blaster, Overcharge profile

Change the abilities text to read:

'If you roll one of more hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon's shots have been resolved.'

Page 127 – Dal'yth Sept: Adaptive Camouflage

Change the rules text to read:

'A unit with the tenet receives the benefit of cover, even while in the open. A unit with this tenet that moves for any reason loses the benefit of this tenet until the start of its next Movement phase.'

Page 130 – Focused Fire

Change the rules text to read:

'Use this Stratagem after a **T'AU SEPT** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to wound rolls for attacks made by other **T'AU SEPT** units from your army that target the same enemy unit this phase.'

DATACARDS: T'AU EMPIRE

Automated Repair System (Stratagem)

Change the first sentence of the rules text on this datacard to read:

'Use this Stratagem at the start of any turn.'

FAQs

Q: In Index: Xenos 2, the Stimulant Injector was a piece of wargear that I could purchase for certain T'au Empire units. In Codex: T'au Empire, the Stimulant Injector is no longer a wargear option, but instead there is a Stimulant Injector Stratagem. Can I continue to use the Index: Xenos 2 datasheets in order to purchase Stimulant Injectors for my units, as per the 'What datasheet rules should I use?' flowchart?

A: No. You cannot purchase Stimulant Injectors anymore and the rules for Stimulant Injectors as presented in *Codex: T'au Empire* (i.e. the Stratagem) take precedence.

Q: With regards the Cadre Fireblade's Volley Fire ability, what exactly is meant by 'may fire an extra shot'?

A: It means the player can make one more hit roll for each model.

Q: If you set up a Devilfish transport with a unit of Pathfinders embarked inside, and the Pathfinders are accompanied by a Tactical Drone, at which point does the Pathfinder unit count as 'set up' for the purposes of the Drone Support ability? I.e. does the Drone become a separate unit when the Devilfish is set up, or does it become a separate unit when the Pathfinder unit disembarks?

A: The unit of Pathfinders counts as having been set up embarked within the Devilfish, so the Drone becomes a separate unit as soon as the Devilfish is set up.

*Q: Can an **INFANTRY** unit with accompanying Drones be deployed within a Fortification if the Drones cannot embark inside that Fortification?*

A: Yes, but the Drones themselves cannot embark inside the Fortification – instead they must be set up within 2" of the Fortification when their unit is deployed within it.

Q: The multi-tracker allows you to re-roll hit rolls of 1 in the Shooting phase for a model equipped with it, as long as it fires all of its weapons at the same target. What if the target is out of range for one or more of the firing model's weapons? Do you have to pick a target that can be fired at by all of the firing model's weapons?

A: No, the intent is that any weapons that the firing model can legitimately fire must be fired at the same target.

Q: Can I use the Breach and Clear! Stratagem against a unit that has 3 or more markerlight tokens on it?

A: Yes.

Q: Is the Experimental Weaponry Stratagem used before or after I determine how many shots are fired by a weapon?

A: Before.

Q: How does the Saviour Protocols ability work when a T'au Empire unit is hit and wounded by a powerful weapon, like a lascannon, when it is near to some friendly Drones?

A: Let's imagine a **T'AU SEPT** unit is targeted by a model firing a lascannon whilst a friendly **T'AU SEPT DRONE** unit is within 3" of it. The hit roll and wound rolls for the attack made with the lascannon are both successful. The T'au Sept player then rolls one D6, scoring a 3 – this is more than 2+ so they choose to allocate the wound caused by the lascannon's attack to the nearby Drone unit instead. Instead of resolving the damage normally against the Drone unit (i.e. taking a saving throw, and if it is failed, inflicting damage equal to the weapon's Damage characteristic – in this case D6), the Drone unit suffers 1 mortal wound, typically resulting in the destruction of a single Drone model.

Q: For the purposes of the Saviour Protocols ability, what exactly constitutes an attack?

A: In this context, it is an attack made with a ranged or melee weapon.

Q: Is a longshot pulse rifle considered a pulse rifle for the purposes of volley fire?

A: No.

*Q: If a **COMMANDER** uses their Master of War ability to declare either Kauyon or Mont'ka, and a friendly **<SEPT>** unit that was more than 6" from that Commander at the beginning of the turn subsequently moves within 6" of that Commander during that turn, does that **<SEPT>** unit then benefit from Kauyon or Mont'ka?*

A: No. Kauyon and Mont'ka only affect those units that are within 6" of the Commander when the ability was used at the start of the turn.

WARHAMMER 40,000

CODEX: THOUSAND SONS

Official Update Version 1.2

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ERRATA

Page 68 – Daemon Prince of Tzeentch
Add '**PSYKER**' to the keywords line.

Page 73 – Tzaangors, Wargear Options
Add the following bullet point:
• One Tzaangor can take an Icon of Flame (pg 90)'

Page 74 – Horrors, Power Rating
Change the Power Rating to read '4'

Page 74 – Horrors, Description
Change the second sentence to read:
'It can include up to 10 additional Horrors (**Power Rating +4**) or up to 20 additional Horrors (**Power Rating +8**).'

Page 74 – Horrors, Magic Made Manifest
Change this ability to read:
'**Magic Made Manifest:** A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can't roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.'

Page 79 – Chaos Spawn, Abilities, Mutated Beyond Reason, Designer's Note
Change the last sentence to read:
'Each has a points value of 25 (this includes all of its weapons).'

Page 96 – Fire Frenzy
Change the first sentence of rules text to read:
'Use this Stratagem in your Shooting phase, just before a **THOUSAND SONS** Helbrute from your army shoots.'

Page 96 – Killshot
Change the second sentence of rules text to read:
'Add 1 to the wound rolls and damage for all of the Predators' attacks that target **MONSTERS** or **VEHICLES** this phase.'

Page 97 – Warpflame Gargoyles
Change the second sentence of rules text to read:
'Pick a **THOUSAND SONS VEHICLE** from your army (but not a **HELBROUTE** or Helderake) and roll a D6 for each other unit (friend or foe) within 3" of it, subtracting 2 from the roll if the unit being rolled for is a **CHARACTER** or **VEHICLE**.'

Page 101 – Discipline of Tzeentch, Bolt of Change
Change the first sentence of rules text to read:
'*Bolt of Change* has a warp charge value of 8.'

FAQs

Q: Do I score a victory point for Slay the Warlord if my opponent targets their Warlord with The Flesh-Change?
A: Yes.

Q: When a model's datasheet states that it knows, for example, three psychic powers from the Discipline of Change and/or Dark Hereticus discipline, does this mean I can choose six psychic powers for them in total?

A: No, it means you can choose three psychic powers for them, in one of the following combinations:

- 1) three from the Discipline of Change.
- 2) three from the Dark Hereticus discipline.
- 3) one from one discipline and two from the other.

Q: The Brotherhood of Sorcerers ability increases the range of psychic powers by 6". If a psychic power has a secondary effect that has a range (such as Infernal Gateway, which has an initial range of 12" but then affects all other units within 3"), does the range increase apply to the initial range, the secondary range, or both?

A: It only applies to the initial range; so in the case of *Infernal Gateway*, you would identify the nearest visible enemy model within 18" of the psyker, rather than within 12". That model's unit and every other unit within 3" of that model would then suffer D3 mortal wounds.

Q: Can I replace the Smite psychic power when using the Chaos Familiar Stratagem?

A: Yes.

Q: If I manifest the Gift of Chaos psychic power, and target a unit whose models have different Toughness characteristics, which one should I use?

A: Use the highest Toughness characteristic in the target unit.

WARHAMMER 40,000

CODEX: TYRANIDS

Official Update Version 1.2

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ERRATA

Page 101 – Biovores, Spore Mine Launcher

Change the first sentence of the second paragraph to read:

'Each time a spore mine launcher misses its target, set up a single <HIVE FLEET> Spore Mine model anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

Page 109 – Harpy, Spore Mine Cysts

Change the first sentence of the second paragraph to read:

'Each time a Spore Mine misses its target, set up a single <HIVE FLEET> Spore Mine anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

Page 110 – Sporocyst, Spawn Spore Mines

Change the second sentence to read:

'If it does so, add a new unit of 3 <HIVE FLEET> Spore Mines or 1 <HIVE FLEET> Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the Sporocyst and more than 1" from the enemy (any models that cannot be placed are destroyed).'

Page 110 – Sporocyst, Spore Node

Change the first sentence of the second paragraph to read:

'Each time a spore node attack misses its target, add a new unit of 3 <HIVE FLEET> Spore Mines or 1 <HIVE FLEET> Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the target unit and more than 3" from any enemy model (any models that cannot be placed are destroyed).'

Page 116

Change the first sentence to read:

'In this section you'll find rules for Battle-forged armies that include Tyranids Detachments.'

Add the following section before 'Abilities':

'Tyranids Units

In the rules described in this section we often refer to 'Tyranids units'. This is shorthand for any **TYRANIDS** unit that also has the <HIVE FLEET> keyword. A Tyranids Detachment is therefore one which only includes units with both the **TYRANIDS** and <HIVE FLEET> keyword.

Note that although Genestealer Cults are devoted to the Hive Mind and will willingly fight alongside their xenos masters, they deviate significantly in terms of organisation and tactics, not to mention physiology! **GENESTEALER CULTS** units therefore cannot make use of any of the rules listed in this section (this includes the Detachment abilities, Stratagems, bio-artefacts, psychic powers, Warlord Traits and Tactical Objectives described in this section), and instead have their own rules.'

Page 117 – Jormungandr: Tunnel Networks

Change the second sentence to read:

'If the unit Advances or declares a charge, however, it loses the benefit of this adaptation until the start of your next Movement phase.'

Page 119 – Pathogenic Slime

Change the first sentence of the rules text for this Stratagem to read:

'Use this Stratagem at the start of your Shooting phase.'

Page 119 – Sporefield

Change the first sentence of rules text to read:

'Use this Stratagem after both armies have deployed but before the first battle round begins.'

Pages 119 and 120 – Sporefield and Call the Brood

Add the following sentence:

'This unit must belong to the same Hive Fleet as another unit from your army.'

Page 119 – Pheromone Trail

Add the following sentence:

'You cannot use this Stratagem to affect a unit of reinforcements being set up by the Genestealer's Infestation ability, or that are added to your army due to a unit's ability.'

Page 120 – The Enemy Below

Change the third sentence to read:

‘Whenever you set up a unit of **RAVENERS**, a **MAWLOC**, **TRYGON** or a **TRYGON PRIME** at the end of your Movement phase (a burrowing unit), you can also set up any number of units you set up within the tunnels.’

Page 120 – Hyper-toxicity

Change the first sentence to read:

‘Use this Stratagem at the start of the Fight phase.’

Page 124 – Alien Cunning

Change the first sentence of rules text to read:

‘At the start of the first battle round, but before the first turn begins, you can remove your Warlord from the battlefield and set them up again as described in the Deployment section of the mission you are playing.’

FAQs

Q: Does the Instinctive Behaviour ability apply to Tyranid units whilst they are embarked within a Fortification?

A: Yes – that means that you must subtract 1 from hit rolls made for that unit when shooting at any target other than the nearest visible enemy unit.

Q: When a unit is set up in a locale other than the battlefield, can they change that locale (other than to be set up on the battlefield)? For example, if a unit is set up ‘within the tunnels’ as part of The Enemy Below, must they be set up on the battlefield following that Stratagem, or can they be set up in another fashion?

A: They cannot change their locale. In the example, they can only be set up on the battlefield following the conditions of The Enemy Below.

Q: When a unit is chosen to make a charge move and fails the charge, do they still count as having charged? Specifically, can a unit that has failed a charge move be chosen to pile in – and potentially consolidate – towards the enemy?

A: A unit only counts as having charged if they made a charge move. If a charge fails, and no models make a charge move, they do not count as having charged. As such, they cannot be chosen to fight in the Fight phase (and so cannot pile in or consolidate) unless an enemy unit moves within 1" of them.

Q: Can a unit ever Advance twice in a single phase?

A: No.

Q: If a unit has Advanced in a phase, and is given the opportunity to move again in the same phase, what is their Move characteristic?

A: Their Move characteristic for the second move would still be the value as modified from the Advance.

For example, if a unit with a Move characteristic of 5" Advances in a Movement phase, and the result of the dice rolled for the Advance is 4, its Move characteristic would be modified for that phase to 9". As such, if it was given the opportunity to move again in that phase, its Move characteristic would still be 9".

Q: If a new unit is added to an army – for example as a result of the Sporefield or Call the Brood Stratagems – is it part of a Detachment?

A: No.

Q: How many heavy venom cannons and stranglethorn cannons can a model be armed with?

A: A model can be armed with either one heavy venom cannon or one stranglethorn cannon, not one of each.

Q: Can a Broodlord use the Genestealers’ Infestation ability to be set up during the battle near an infestation node?

A: No.

Q: If you use a Maleceptor’s Psychic Overload ability, can that Maleceptor attempt to manifest any psychic powers in that Psychic phase?

A: No.

Q: If a model has more than one pair of scything/monstrous scything/massive scything talons, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?

A: 1 additional attack with one of those pairs.

Q: If a model has more than one ‘pair’ of boneswords, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?

A: 1 additional attack with one of those pairs.

Q: Do Hive Fleet Jormungandr units gain the cover bonus twice if they are in ruins?

A: No.

Q: Does the Psychic Barrage Stratagem prevent all three units of Zoanthropes from attempting to manifest psychic powers that turn?

A: Yes.

*Q: If a Genestealer, **LICTOR**, Toxicrene or Venomthrope from my army attacks an enemy **CHARACTER** in the Fight phase, reducing it to 1 wound, and I use the Implant Attack Stratagem to kill that character, can I then use the Feeder Tendrils Stratagem?*

A: Yes.

Q: If I use the Metabolic Overdrive Stratagem on a unit in the Movement phase, and then Onslaught on the same unit in the Psychic phase, can that unit charge?

A: No.

Q: Do you pay reinforcement points in matched play for Spore Mines brought into the game using the Sporefield Stratagem?

A: Yes.

Q: If my opponent has units that are set up after both armies have deployed, when do I use the Sporefield Stratagem – before or after those units are set up? If before, how do you determine who would place their units first?

A: You use the Stratagem before any such units are set up. If both players then have units with abilities that allow them to be set up after both armies have deployed, the players should roll off and the winner decides who sets up their units first.

Q: When using the Pheromone Trail Stratagem, can you bring the Lictor onto the battlefield in the same turn as the unit that it acts as a homing beacon for?

A: Yes – simply bring the Lictor onto the battlefield before the other unit.

*Q: If a **CHARACTER** with a damage table uses the Death Frenzy Stratagem to make a final attack before it is removed from the battlefield, which line on its damage table should you use for that attack?*

A: Treat the character as having 1 wound remaining when referring to its damage table.

Q: Do you pay reinforcement points in matched play for units brought back into the game using the Endless Swarm Stratagem?

A: Yes.

Q: Can the Opportunistic Advance Stratagem be used when a unit is affected by the Swarmlord's Hive Commander ability, the Overrun Stratagem, or the Mind Eater Warlord Trait?

A: Yes in all cases. Please note the FAQ above regarding moving multiple times in a single phase.

Q: If a unit with adrenal glands is affected by the Opportunistic Advance Stratagem, how is their movement for that phase calculated?

A: Adrenal glands don't modify either the Movement characteristic of a unit, or the dice rolled for an Advancing unit. As such, you would use Opportunistic Advance, roll the dice, double the result, add that to the Movement characteristic, and then use the adrenal glands to add 1" to the distance the unit can move.

Q: If a unit is under the effects of the Paroxysm psychic power, can the Counter-Offensive Stratagem be used on it?

A: No, because it is not 'eligible' to Fight until every other unit has done so.

Q: Do the Scythes of Tyran allow you to re-roll hit rolls of 1?

A: No.

Q: My Behemoth Hive Tyrant, armed with toxin sacs and the Reaper of Obliterax, has the Monstrous Hunger Warlord Trait. If I were to roll a 6 to wound in the Fight phase, would the final damage be (3 for the bonesword lash + 1 for toxin sacs + 1 for the Warlord Trait) × 2 for the Reaper of Obliterax's ability for a total of 10, or 3 for the bonesword lash × 2 for the Reaper of Obliterax's ability + 1 for toxin sacs + 1 for the Warlord Trait for a total of 8?

A: You multiply the weapon damage for the Reaper of Obliterax ability, and then add 2 for the combination of Monstrous Hunger and toxin sacs for a total of 8.

WARHAMMER 40,000

WRATH AND RAPTURE:

DENIZENS OF THE WARP

Official Update Version 1.0

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ERRATA

Page 10 – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'