

# 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 1.1

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### ERRATA

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

**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 99** – Forge World Warlord Traits, Masterwork Bionics

Change the title of this Warlord Trait to 'Superior Bionics'.

### 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 1.1

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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 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, WYVERN, 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 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, Shadowsword, 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 135 – Take Cover!**

Change the first sentence 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.’

**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).’*

**Page 142 – Points Values, Other Wargear**

Add the following entry:

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.

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# CODEX: BLOOD ANGELS

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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.'

#### Page 143 – Points Values, Heavy Support

Change the points per model value for the Predator to read '90'

# WARHAMMER 40,000

## CODEX: CHAOS DAEMONS

### Official Update Version 1.2

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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 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'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

## CHAPTER APPROVED 2017

### Official Update Version 1.1

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#### 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

# CODEX: CRAFTWORLDS

## Official Update Version 1.1

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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.

# WARHAMMER 40,000

# CODEX: DARK ANGELS

## Official Update Version 1.0

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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.'

#### 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.

# WARHAMMER 40,000

# DARK IMPERIUM

## Official Update Version 1.1

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### ERRATA

#### DEATH GUARD

**Pages 18, 19, 20 and 21** – Datasheets, Abilities

Add the following ability to the datasheets for the Lord of Contagion, Malignant Plaguecaster, Noxious Blightbringer and Plague Marines in the Dark Imperium Death Guard booklet:

**'Death to the False Emperor:** Each time you roll a hit roll of 6+ for a model with this ability in the Fight phase, it can, if it was targeting an **IMPERIUM** unit, immediately make an extra attack against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.'

# WARHAMMER 40,000

# CODEX: DEATH GUARD

## Official Update Version 1.3

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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 daemonic 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).

# WARHAMMER 40,000

# CODEX: DRUKHARI

## Official Update Version 1.0

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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 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: 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

# FORGEBANE

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### ERRATA

#### **Page 40** – Adeptus Mechanicus, Units

Change the points value of the Skitarii Rangers to read '7'

#### **Page 40** – Adeptus Mechanicus, Ranged Weapons

Change the points value of the eradication ray to read '10'

Change the points value of the phosphor blast pistol to read '3'

Change the points value of the phosphor serpenta to read '4'

Change the points value of the radium pistol to read '0'

Change the points value of the transuranic arquebus to read '25'

#### **Page 40** – Adeptus Mechanicus, Melee Weapons

Change the points value of the taser goad to read '4'

#### **Page 40** – Adeptus Mechanicus, Other Wargear

Change the points value of the enhanced data-tether to read '5'

#### **Page 40** – Necrons, Units

Change the points value of the Canoptek Wraiths to read '55'

#### **Page 40** – Necrons, Ranged Weapons

Change the points value of the staff of light to read '10'

#### **Page 40** – Necrons, Other Wargear

Change the points value of the Canoptek cloak to read '5'

Change the points value of the dispersion shield to read '12'

# WARHAMMER 40,000

# CODEX: GREY KNIGHTS

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### ERRATA

#### 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

# INDEX: CHAOS

## 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 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

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

**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

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#### 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: XENOS 1

## Official Update Version 1.3

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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 Soulbust 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 Soulbust 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.

## **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 1.3

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#### 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** – 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.

# WARHAMMER 40,000

# CODEX: NECRONS

## 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

**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 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

# RULEBOOK

## Official Update Version 1.2

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 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 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 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 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: 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: 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.

*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 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: 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: When a unit that can FLY declares a charge move against a unit that is on the upper levels of a ruin, do I need to include the vertical distance when making the subsequent charge move for the unit?*

A: No. A unit that can FLY effectively ignores vertical distances when making a charge move. Note though that the charging unit must still be within 12" (measured directly ‘base-to-base’, i.e. diagonally) to be able to declare the charge in the first place.

*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. Ratlings’ 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. Treat such units as if they are arriving on the battlefield as reinforcements.**

*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. Manguan 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 Antilochus 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.

## 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: 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.

## 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.



*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.

# WARHAMMER 40,000

# CODEX: SPACE MARINES

## Official Update Version 1.2

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 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 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** – Redeemptor Dreadnought  
Change the description to read:  
'A Redeemptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redeemptor fist.'

**Page 166** – Redeemptor 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.



# 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

## CODEX: T'AU EMPIRE

### 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 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.'

#### 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.

# WARHAMMER 40,000

# THE BIG FAQ 1 2018

## Finalised Matched Play Rules

The following two matched play rules were introduced as beta versions back in December 2017. Based on the feedback we've received since then, we have made a few changes to the Psychic Focus rule to prevent it disproportionately affecting Grey Knights and Thousand Sons armies. These rules are now the final form of these two matched play rules.

### 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

Following feedback, we are introducing two new beta matched play rules – Tactical Reserves and Battle Brothers. As with our previous beta matched play rules, do let us know what you think.

### TACTICAL RESERVES

The beta version of Tactical Reserves updates an existing matched play rule presented in the *Warhammer 40,000* rulebook. The ability to arrive on the battlefield mid-game has always been 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. The original wording restricts the number of units that can do so to half your army, but the intent was ‘half of your army’s strength’, so we have further clarified this to be half the power of your army. Even so, armies that use a heavy proportion of ‘reinforcement units’ are dominating many gaming tables, often decimating their foes on the first turn before their opponent has had a chance to move any of their own models. We therefore felt it necessary to reign in the power of these abilities, and so during the first battle round, such units can only be set up within their own deployment zone. This means that to be most efficient, such units may want to wait until the second battle round. Note that we have not applied this restriction to Genestealer Cults or abilities and Stratagems employed by armies such as Raven Guard – the opportunity to deploy units en masse after deployment is a central part of the design of these armies.

### 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 Reserve, 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 Power Ratings 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 Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, any unit that arrives on the battlefield during a player’s first turn must be deployed wholly within the controlling player’s deployment zone (even if its ability would normally let it be set up anywhere). This does not apply to a **GENESTEALER CULTS** unit that is being set up according to the Cult Ambush ability, or to units that are set up after the first battle round has begun, but before the first turn begins (such as those set up via the Forward Operatives or Strike From the Shadows Stratagems).

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.

### BATTLE BROTHERS

The beta version of Battle Brothers is a brand new matched play rule we’d like to test. When we originally wrote this edition of *Warhammer 40,000* we wanted to make sure that your army could include appropriate allies. For example, in an Imperium army, Imperial Guardsmen and Space Marines should be able to fight side-by-side, and in a Chaos army Chaos Space Marines should be able to burn the galaxy alongside their daemonic minions. The rules for what units could be included in each Detachment were therefore very relaxed, but this has since led to some very ‘mixed’ Detachments that include units from far more Factions than we originally envisioned. We feel that these esoteric mixed Detachments are far better suited to narrative or open play, and so we have decided to trial this rule for matched play games. This means that you can still include appropriate allies, but now they might need to be included in a different Detachment. There are a few units in certain Index books that would be difficult to include in a matched play army following these restrictions, so we have written errata to enable players to more easily include these units in their army. These changes appear in the appropriate FAQ and Errata documents, but are shown below for convenience.

### 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.

## Related Errata

**Index: Imperium 1 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.’

**Index: Imperium 2 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.’

**Index: Imperium 2 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.’

**Index: Xenos 1 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.).’

## 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.

### DETACHMENT COMMAND BENEFITS

When creating a Battle-forged army, the Battalion and Brigade Detachments are seen as not offering enough command points for the number of units you must include. As a result, we will increase the Battalion Detachment's Command Benefits to +5 Command Points and the Brigade Detachment's to +12 Command Points. These changes appear in the *Warhammer 40,000* rulebook errata, but are shown below for convenience.

#### Related Errata

**Warhammer 40,000 rulebook Page 243** – Battalion Detachment, Command Benefits  
Change this Detachment's command benefits to read '+5 Command Points.'

**Warhammer 40,000 rulebook Page 243** – Brigade Detachment, Command Benefits  
Change this Detachment's command benefits to read '+12 Command Points.'

### TIDE OF TRAITORS

The Tide of Traitors Stratagem appears to be too effective. As a result, we are changing it so it can only be used once per battle. This change appears in the *Codex: Chaos Space Marines* errata, but is shown below for convenience.

#### Related Errata

**Codex: Chaos Space Marines Page 159** – Tide of Traitors  
Add the following sentence:  
'You can only use this Stratagem once per battle.'

### WORD OF THE PHOENIX

The *Word of the Phoenix* psychic power appears to have too low a warp charge value for its effectiveness. As a result, we are increasing its warp charge value to 8. This change appears in the *Index: Xenos 1* errata, but is shown below for convenience.

#### Related Errata

**Index: Xenos 1 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.'

### ABILITIES WHICH IGNORE WOUNDS

Some units have abilities that allow them to ignore damage suffered, and it is possible for some units to gain more than one such ability. These abilities have stacked in an unintended way, and as a result we have changed their interaction such that if a model has more than one such ability you will now only be able to use one of them against each lost wound. This change appears in the *Warhammer 40,000* rulebook errata, but is shown below for convenience.

#### Related Errata

**Warhammer 40,000 rulebook 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.'

## ORGANISED PLAY

While the Organised Events table on page 214 of the *Warhammer 40,000* rulebook already restricts the number of Detachments players can include in their army, this does not currently do enough to encourage players to take diverse armies when attending events following these guidelines. As such, we have added an extra column to this table that limits the number of times the same unit can be included in an army when attending an organised event. This change appears in the *Warhammer 40,000* rulebook errata, but is shown below for convenience.

### Related Errata

#### Page 214 – Organised Events

Replace this boxout with the following:

## 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.*

## Interim Points Review

Whenever we publish a new edition of *Chapter Approved*, or a new codex, we review, update and fine-tune the points values of all our datasheets. Following your feedback, several units in particular have come to our attention as needing a point rebalance and we felt that it would be best to publish these revised values as soon as possible. As a result, if the points for a unit appears in one of the tables below, they replace those that appear in any book published before April 2018. These updated values also appear in the *Chapter Approved 2017* errata and will be published in *Chapter Approved 2018*, alongside the comprehensive annual review of all point values.

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

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 Gnarlmaaws	1-3	85

CRAFTWORLDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Dark Reapers	3-10	12
Farseer	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

SPACE MARINES NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Roboute Guilliman	1	400

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

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

DEATH KORPS OF KRIEG UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Korps Commissar	1	15
Death Korps Death Rider Commissar	1	35

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

# WARHAMMER 40,000

# CODEX: THOUSAND SONS

## Official Update Version 1.1

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### ERRATA

**Page 68** – Daemon Prince of Tzeentch  
Add '**PSYKER**' to the keywords line.

**Page 69** – Exalted Sorcerer, Wargear Options  
Add the following bullet point:  
• This model may replace its force stave with two power swords (if this model does so, increase its Attacks characteristic by 1).'

**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 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 1.1

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 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 – 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: 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.