



BIG FAQ

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fusionnées

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WARHAMMER 40,000

WARHAMMER 40,000 UPDATE

APRIL 2019

Release Notes

There has never been a more exciting time to be playing Warhammer 40,000! Since our last online update in Autumn 2018 we have released several new codexes, campaign books, supplements and a new edition of Chapter Approved. Throughout this period we have also received a vast amount of feedback from you – the Warhammer 40,000 Community – both face to face at events around the world, and online through our Facebook page and our FAQ inbox. Thank you to everybody who got in contact – it has proved invaluable in helping us to make this update. We have been hard at work compiling and analysing your feedback, and I hope you will see the impact it has had.

So, what does this update contain? Well, the first thing we have done is to update our FAQ and Errata documents to take into account any new questions that have been raised since their last update (so if you have a question about a specific army, make sure you check out the Errata and FAQ document for that army's codex). These updates include some changes to the core Warhammer 40,000 rules and some further clarifications of how certain rules work; the most notable changes and clarifications are the first things detailed in this document. Next, we have looked at all the beta rules introduced in the last update and, after making some changes to incorporate your feedback, have finalised those rules. Finally, we have made a handful of changes to certain rules to help address some balance issues that are consistently being raised by the community. These can be found at the end of the document.

We hope this update clears up any questions you might have about the rules, but if not, please continue to send your feedback to 40kFAQ@gwplc.com. In the meantime, may you always roll 6s (unless you're taking a Morale test)...

- Robin Cruddace and the Warhammer 40,000 Rules Team

Core Rules Changes and Clarifications

Several questions and clarifications have been sent to us that concern the *Warhammer 40,000* rulebook itself. Where necessary, we have updated our Errata and FAQ document to address these questions, but a summary of them can be found below.

WOBBLY MODELS

We've had several questions asking for clarity about how exactly the wobbly model syndrome rule should be used to place models in 'counts as' locations. We are a bit surprised by these questions. To be clear, our intent for wobbly model syndrome was that it should serve only as a hint or tip to prevent models from getting damaged should they be placed in a location where they would be in danger of falling over if the table was to be accidentally nudged during play. It was not intended to be a rule that enables you to place a model in a position where it could not otherwise physically be placed.

THE EDGE OF THE BATTLEFIELD

It has come to our attention that there is nothing in the rules that technically prevents a model from moving off the edge of a battlefield. As all good wargamers know, the edge of the battlefield is essentially the edge of the universe when it comes to the battle at hand. To correct this oversight, we are adding the following errata to the Warhammer 40,000 rulebook, which is reprinted here for convenience:

Warhammer 40,000 Rulebook, page 177 – Moving

Add the following sentence to the end of the first paragraph: 'No part of a model or its base can be set up or moved over the edge of the battlefield.'

DISEMBARKING FROM DESTROYED TRANSPORTS

It turns out that there is nothing in the core rules that prevents a unit that has been forced to disembark from its transport because it was destroyed as the result of an Overwatch attack from immediately declaring a charge (provided the rolls to see what models were destroyed weren't totally disastrous, that is). This was never the intent, and some players have been exploiting this oversight and declaring charges against every possible unit in order to get their own transports destroyed so they can disembark their elite and very choppy units a few inches closer to the enemy to secure a vital charge. We imagine the units inside almost certainly have other things to contend with, like crawling out of the flaming wreckage of their former transport. To correct this, we are adding the following errata to the *Warhammer 40,000* rulebook, which is reprinted here for convenience:

Warhammer 40,000 Rulebook, page 183 – Embark

Add the following sentence to the end of the third paragraph: 'Units cannot declare a charge during the same turn that they disembarked from a destroyed transport.'

MOVING WITH UNITS THAT CAN FLY IN THE CHARGE PHASE

In the Autumn 2018 update, we included an errata that changed the way the **FLY** keyword interacts with the Charge phase. This revision – and the corresponding codex FAQ updates – were intended to answer a common question that arose when units that can **FLY** were attempting to charge units atop a tall terrain feature, or vice versa, and the charge roll that was required was genuinely ambiguous. We believed the most elegant way to resolve this issue was simply to disallow units that can **FLY** from ignoring intervening models and terrain during the Charge phase. Since then, we've had a lot of feedback from players who feel that the inability to ignore intervening models when charging has unduly affected the effectiveness of their flying units. On reflection, we believe they are right, and it was certainly not our intent to affect the balance of any of these units by our changes. Models were excluded only because certain terrain features – specifically certain Fortifications such as Bastions, Bunkers etc. – are technically models and not terrain features, and we thought it was odd that a model that could fly could not charge over ruins, but they could charge over a Bastion quite happily. As a result, we are replacing our previous errata (and their corresponding codex FAQs updates) with revised versions. These still prevent units from ignoring intervening terrain features such as ruins, sector mechanicus, woods, etc. when charging (thereby clearing up the original ambiguities) but, with the exception of Buildings, allows them to once again fly over intervening models. By Buildings, what we mean here is specifically models with the **BUILDING** keyword, such as Bastions, Fortresses of Redemption and certain other models with the Fortifications Battlefield Role. For absolute clarity, the change to this errata means that models that can **FLY** cannot move across **BUILDINGS** or any terrain feature as if they were not there when charging (they must instead move up, over, down or around them as any other model would). The following errata will all appear in their respective FAQ and Errata documents, but they are reprinted here for your convenience:

Warhammer 40,000 Rulebook, page 177 – Moving

Change the second paragraph to read: 'If the datasheet for a model says it can **FLY**, then during the Movement phase it can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total it can move (i.e. moving vertically is free for this model in the Movement phase). If the datasheet for a model says it can **FLY**, then during the Charge phase it can move across models (other than **BUILDINGS**) as if they were not there.'

Codex: Harlequins, pages 56, 57, 58, 59 and 60 – Flip Belt

Change this ability to read: 'During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there.'

Codex: Necrons, page 95 – Wraith Form

Change this ability to read: 'Models in this unit have a 3+ invulnerable save. During the Movement phase, models in this unit can move across models as if they were not there, and can move horizontally through terrain features as if they were not there (note that any vertical distance moved is still counted against the distance these models have moved). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there. Models in this unit can shoot and charge even if they Fell Back this turn.'

Codex: Deathwatch, page 72 – Veterans, Vanguard Strike

Change the first sentence of this ability to read: 'During the Movement phase, Vanguard Veterans can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, Vanguard Veterans can move across models (other than **BUILDINGS**) as if they were not there.'

Codex: Deathwatch, page 73 – Intercessors, Inceptor Strike

Change the first sentence of this ability to read: ‘During the Movement phase, Inceptors can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, Inceptors can move across models (other than **BUILDINGS**) as if they were not there.’

Codex: Grey Knights, page 82 – Interceptor Squad, Personal Teleporters

Change the first sentence to read: ‘During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there.’

AIRCRAFT

We have started to notice that aircraft (typically units with the Flyer Battlefield Role and/or a minimum Move characteristic) are being used to block enemy units from moving, and we’ve received lots of feedback along the lines of ‘whilst the rules are very clear on the matter, it does feel contrary to, and disconnected from the narrative’. We agree; after all, the aircraft employing this tactic, whilst right in front of the enemy units are in fact imagined to be soaring high above the battlefield, not skimming over the surface. To that end we are introducing an addition to the core Movement phase rules.

Please note that we have chosen to write this rule to first define **AIRCRAFT** units and give them an appropriate keyword. This is done so it will effect units with ‘a minimum Move characteristic’ instead of those with the Flyer Battlefield Role. This is so that they apply to all units that are clearly aircraft but that have a different Battlefield Role, (like super-heavy aircraft such as Marauder Bombers, Thunderhawk Gunships etc.) but not units that are clearly not aircraft, or that are designed to engage and dismember foes in melee on the ground (such a Heldrakes, Hive Crones etc.). Please also note that for the purposes of these rules, all units that have the Hover Jet ability are still classed as **AIRCRAFT**, even whilst they are hovering. The following errata will all appear in the Warhammer 40,000 Rulebook FAQ and Errata document, but is reprinted here for your convenience.

Warhammer 40,000 Rulebook, page 177 – Movement Phase

Add the following text to the end of the Movement Phase section:

‘Aircraft

If a unit can **FLY** and it has a minimum Move characteristic (or if it has a damage table on its datasheet that includes any minimum Move characteristics), that unit gains the **AIRCRAFT** keyword.

Whenever a model makes any kind of move, it can be moved within 1" of enemy **AIRCRAFT**, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units.

If, when a unit is selected to move in the Movement phase, the only enemy units that are within 1" of it are **AIRCRAFT**, then it can still make a move (i.e. it does not have to Fall Back in order to move).’

(RE)SETTING UP MODELS

There are several abilities, Stratagems and psychic powers that let players remove a unit from the battlefield and then set it back up in a different location, but these rules are causing some confusion. The confusion is partly because it is not clear whether or not any effects that applied to the unit before it is removed from the battlefield continue to apply when it is set back up, and also because the wording of this rule is sometimes written as these units being set up ‘as if they were reinforcements’, even though they are technically on the battlefield already.

The intent of the ‘as if they were reinforcements’ wording was to try and make it clear that the units had counted as moving for the purposes of moving and firing Heavy weapons, and that they can’t move further again this turn (other than to charge, pile in or consolidate) – after all, these units have potentially been displaced across the entire length of the battlefield already. This wording was also used to try and make it clear that such units would trigger other abilities or Stratagems, such as Auspex Scans and Early Warning Overrides, that are used when a unit is set up on the battlefield as reinforcements – our feeling was that it shouldn’t make a difference as to the whether a unit teleported onto the battlefield from an orbiting spacecraft or from over the next hill.

To clarify how these abilities, Stratagems and psychic powers work, we are adding the following FAQ to the *Warhammer 40,000* rulebook, which is preprinted here for convenience:

Q: What rules apply to units that are removed from the battlefield after deployment (via abilities, Stratagems or psychic powers), and are then set back up again on the battlefield?

A: If a rule or ability causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to that unit:

1. Any rules that are triggered by or apply to units that are 'set up on the battlefield as reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.
2. Models in that unit count as having moved a distance equal to their Move characteristic that turn (and so suffer the penalty to their hit rolls for moving and firing Heavy weapons). If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.
3. Models in that unit cannot move again during that turn for any reason, other than to make a charge move, to pile in, or to consolidate.
4. If that unit was within 1" of an enemy unit when it was removed, it does not count as having Fallen Back when it is set back up on the battlefield.
5. If that unit has Advanced during this turn, it still counts as having Advanced after it has been set back up on the battlefield.
6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed during this turn, they still count towards any Morale tests taken for that unit this turn.
7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.
8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.), continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

Note that points 5-8 do not apply to any unit set up via the Sustained Assault rule, any unit that has been added to your army during the battle and has been set up (such as those added via the Daemonic Ritual ability), or units set up via any of the following Stratagems: Fresh Converts (see *Codex: Adeptus Mechanicus*), Tide of Traitors (see *Codex: Chaos Space Marines*), Unstoppable Green Tide (see *Codex: Orks*), More Where They Came From (see *Imperium Nihilus: Vigilus Ablaze*), Send in the Next Wave (*Codex: Astra Militarum*), and Endless Swarm (*Codex: Tyranids*). These Stratagems represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

ORGANISED EVENT GUIDELINES – REPEATED DATASHEET CLARIFICATION

If you are attending an event that is using the updated Organised Events guidelines table, it restricts the number of times a particular datasheet can be included in your army. A few common questions have arisen from this, in particular whether certain units from different codexes that are describing the same model(s) (such as Daemon Princes of Nurgle and Daemon Princes of Chaos) count as being different datasheets for the purposes of this guideline. We have previously answered this question as ‘yes’, but since then we have released *Codex: Genestealer Cults* where, with the introduction of datasheets to describe Cult and Brood Brothers versions of certain Astra Militarum units (Leman Russes, Sentinels etc.), there are a growing number of such datasheets. We have, therefore, taken this as a good time to review our previous answer and take the feedback we have received into account. Having done so, we have concluded that whilst the original answer was true to the ‘letter of the restriction’, it was not true to the spirit of what we were intending. As a result, we are changing our previous answer, and providing further clarification for all other similar units that we know of. These three clarifications will appear in the Warhammer 40,000 Rulebook FAQ section, but are shown below for convenience.

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

A. No. For the purposes of these guidelines, all these datasheets are considered to be the same.

Q. Are the Heavy Weapons Squad datasheet from Codex: Astra Militarum, the Death Korps Heavy Weapons Squad datasheet from Imperial Armour Index: Forces of the Astra Militarum, the Elysian Heavy Weapons Squad datasheet from Imperial Armour Index: Forces of the Astra Militarum, and the Renegade Heavy Weapons Squad datasheet from Imperial Armour Index: Forces of the Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines?

A. No. For the purposes of these guidelines, all these datasheets are considered to be the same.

Q. Is the Cult Leman Russ datasheet from Codex: Genestealer Cults, and the Leman Russ datasheet from Codex: Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines? What about Cult Scout Sentinels and Scout Sentinels, Cult Armoured Sentinels and Armoured Sentinels, Brood Brothers Infantry Squads and Infantry Squads, and Brood Brothers Heavy Weapons Squads and Heavy Weapons Squads?

A. No. If by deleting the word ‘Cult’ or ‘Brood Brothers’ from the datasheet’s title in *Codex: Genestealer Cults* they match another datasheet, then for the purposes of these guidelines those datasheets are considered to be the same.

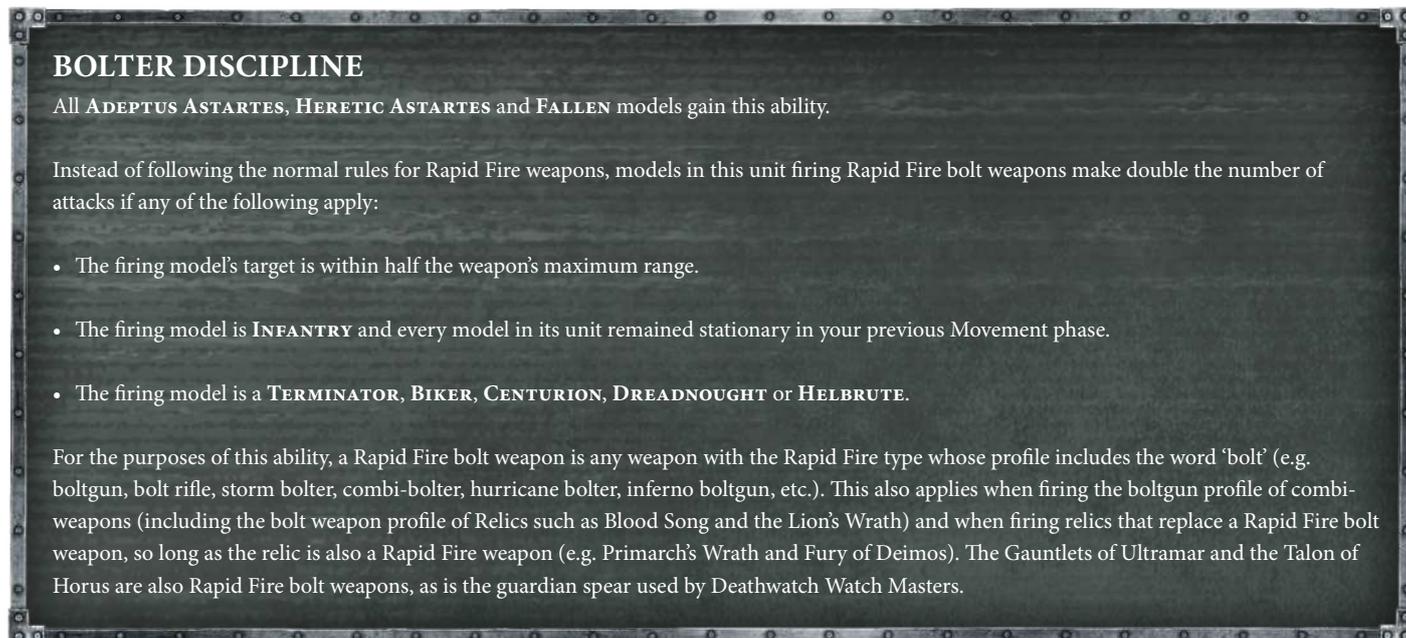
Note that in the cases of Daemon Princes and Brood Brother Heavy Weapons Squads, both Chaos and Genestealer Cults armies have access to rules by which they can add new units to their army during the battle (e.g. Daemonic Ritual, Telepathic Summons). As is the case of any unit that is added to your army during the battle, the restrictions listed in the Organised Event Guidelines of how many times the same datasheet can be included in your army do not apply to units added to your army during the battle. This means that if your collection includes, for example, more than three Daemon Princes, you can still use them all in your game, but you will have to summon the fourth (and subsequent) ones by a Daemonic Ritual in order to do so.

Finalised Matched Play Rules

Several beta rules were either revised or introduced as part of the Autumn 2018 update or through White Dwarf. We've had lots of feedback from the community as they've incorporated these rules into their games – thanks again to everyone who contacted us. Such feedback has helped us to shape the finalised form of these rules, as described below.

BOLTER DISCIPLINE

Bolter Discipline was introduced as a beta in the February issue of White Dwarf. We have received a lot of feedback about this rule. It is clear that the original wording has led to some unintended consequences. Whilst it has helped bolster the rank-and-file, boltgun-wielding Space Marine (or Chaos Space Marine), it has made certain vehicles – notably those with hurricane bolters – much better than anticipated. For this reason we have decided to amend the rule so as to essentially exclude vehicles (with the exception of Dreadnoughts and Helbrutes – whilst technically vehicles, we feel these units wage war in a manner closer to their flesh and blood battle-brothers than their Chapter's (or Legion's) battle tanks). This is now the final form of this matched play rule:



The Bolter Discipline ability also affected Deathwatch armies in a way that we had not truly appreciated. The Deathwatch already have an army rule, called Special Issue Ammunition, that makes their bolt weapons considerably better. In combination with Bolter Discipline, the results are felt to be a bit too powerful and overwhelming, to the extent where it would be necessary to re-playtest and re-evaluate the points values of the entire Deathwatch range. As a result, we have decided to instead exempt Deathwatch from benefiting from the Bolter Discipline ability when they fire special issue ammunition. They can still fire regular bolt shells and benefit from Bolter Discipline, if you choose, but when they use their shot selectors to load and fire special issue ammunition, then they can only use the rules for that round. To reflect this, this errata will appear in the *Codex: Deathwatch* FAQ and Errata documents, but is reprinted here for convenience:

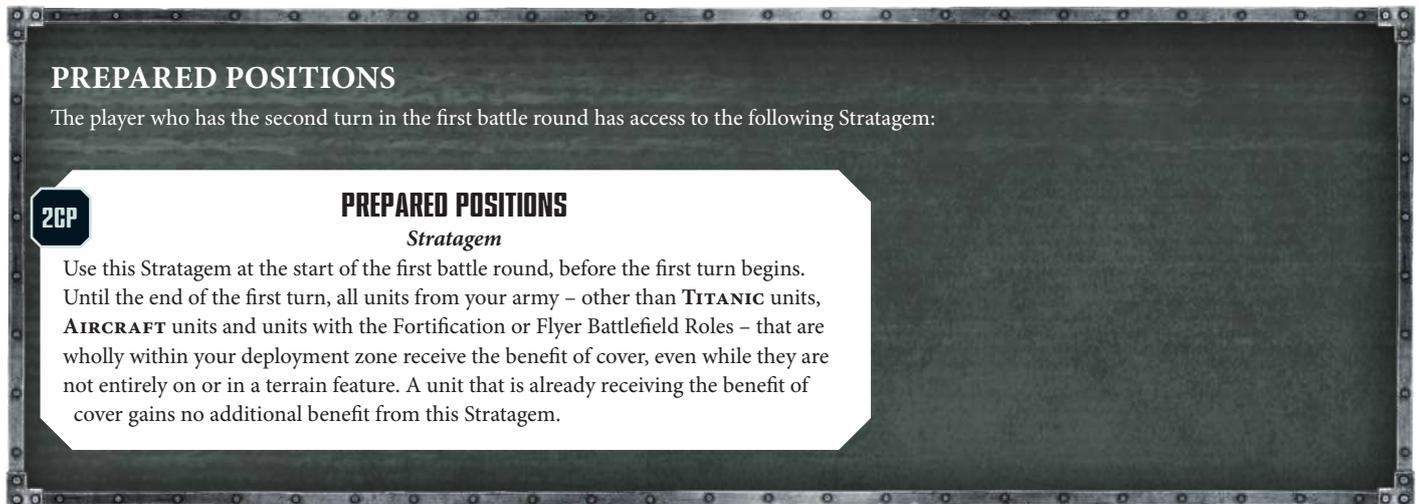
Codex: Deathwatch, page 64 – Special Issue Ammunition

Change the first paragraph of this ability to read: 'When this unit fires any ranged weapons from the following list, you can choose for it to fire special ammunition. If you do so, the Bolter Discipline ability does not apply when resolving their shots, but you instead choose one kind of ammunition from the table to the right and apply the corresponding modifier.'

Finally, we have also received a lot of questions asking whether the Bolter Discipline ability should also apply to other boltgun-wielding warriors of the Imperium, notably the Adeptus Custodes and Adepta Sororitas. For clarity, the bolter discipline rule was not intended to make all boltguns better, but rather make the warriors of the Adeptus (and Heretic) Astartes who wielded them better. As a result, we are not adding the Bolter Discipline ability to units in other factions.

PREPARED POSITIONS

The Prepared Positions matched play rule was introduced as a beta back in Autumn 2018. Based on feedback, we have made one minor adjustment to this rule to exclude aircraft and fortifications from benefiting from it. Aircraft units are clearly soaring in the skies overhead and not dug-in at the start of the battlefield, whilst fortifications, being on the whole static emplacements, can't get any more dug in than they already are. Note that this rule uses the new **AIRCRAFT** keyword, as defined in the core rulebook errata, above. This is now the final form of this matched play rule:



PREPARED POSITIONS

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

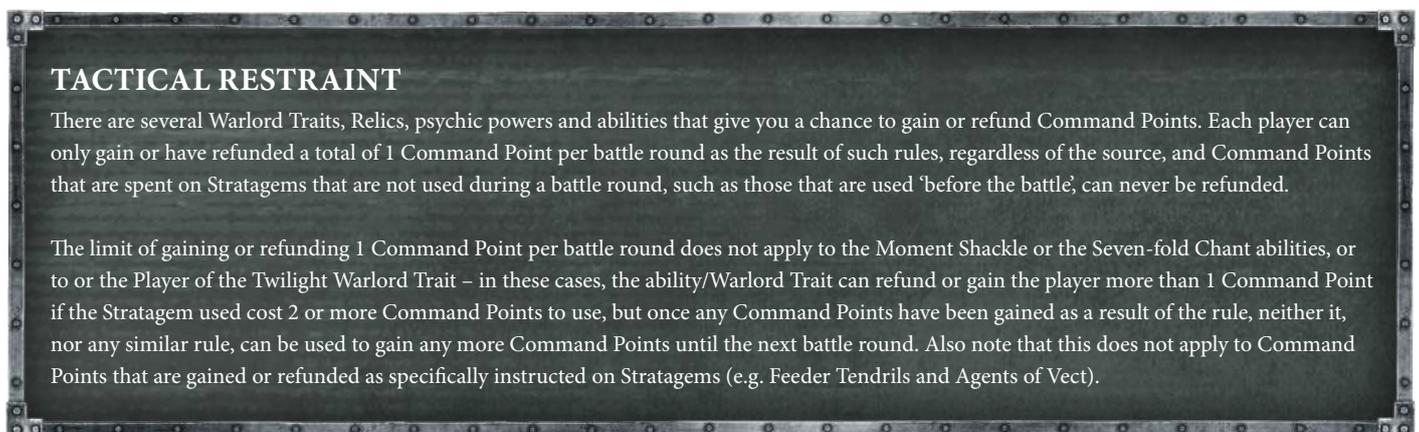
2CP

PREPARED POSITIONS
Stratagem

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

TACTICAL RESTRAINT

The Tactical Restraint matched play rule was introduced as a beta back in Autumn 2018. Based on your feedback, we have clarified that Command Points gained via psychic powers are included and one small change to exclude Command Points that are spent on Stratagems that are used before the battle has begun from being refunded at all. This is now the final form of this matched play rule:



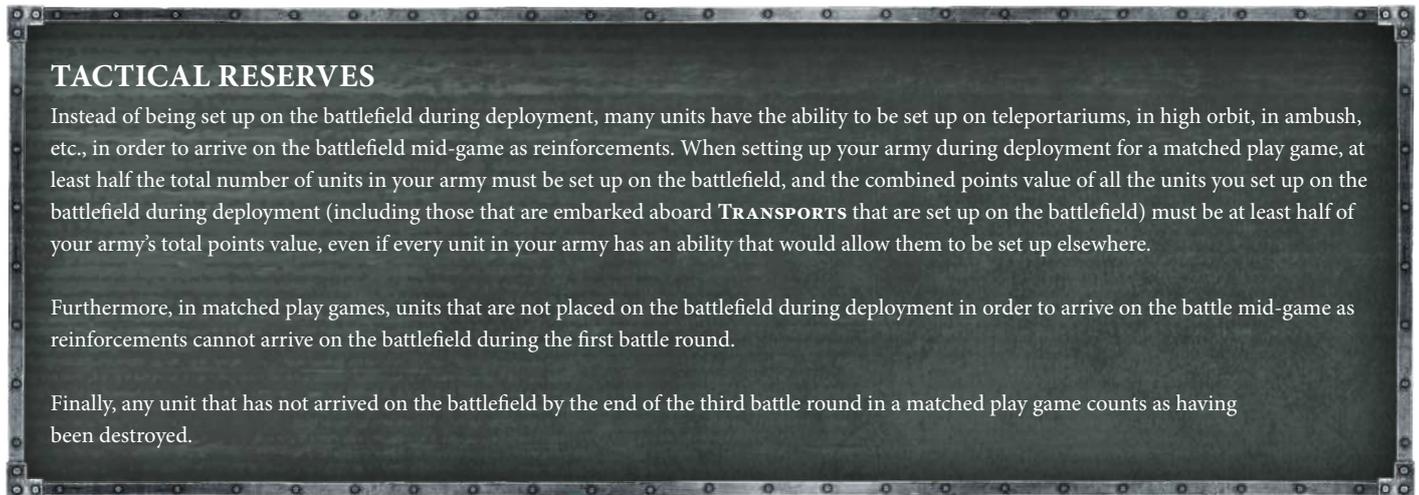
TACTICAL RESTRAINT

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used 'before the battle', can never be refunded.

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

TACTICAL RESERVES

The Tactical Reserves matched play rule was revised as an updated beta version back in Autumn 2018. This is now the final form of this matched play rule:



For clarity, this matched play rule does not apply to units that are set up on the battlefield during Deployment, but that use Stratagems, abilities, psychic powers etc. to be removed from the battlefield and set back up during the first or subsequent battle rounds. Also note, that no part of this matched play rule applies to units that are added to your army during the battle (such as those that require reinforcement points to be added); these units cannot be set up anywhere (on the battlefield or otherwise) during deployment because they do not exist until the point where the rule that 'creates' them is used, and that point is always after deployment has finished.

The revised Autumn update 2018 listed a number of related errata that should be used if you were using the beta matched play version of Tactical Reserves. These were intended to cover off any rules that would otherwise contradict this matched play rule. As the matched play rule itself has now been finalised, all the related errata are now likewise finalised (note that the Stratagem erratas below now also include a restriction to ensure a single unit cannot benefit from that Stratagem multiple times). These will appear in the relevant FAQ and Errata documents, but are reprinted here for convenience:

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

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

Codex: Chaos Space Marines, page 160 (page 166 in the 2019 edition) – Forward Operatives

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

Codex: Adeptus Mechanicus, page 98 – Clandestine Infiltration

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

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

Change the last sentence of this ability to read: 'At the end of one of your Movement phases, this unit can emerge from the webway – set this unit up anywhere on the battlefield that is more than 9" away from any enemy models.'

Codex: Craftworlds, page 123 – Shiftshroud of Alanssair

Change the last sentence of this ability to read: 'At the end of one of your Movement phases, this model can emerge from hiding – set this model up anywhere on the battlefield that is more than 9" away from any enemy models.'

Codex: Tyranids, page 110 – Sporocyst, Bombardment Organism

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

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

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

Interim Balance Review

Further to the earlier 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 are detailed below.

IMPERIAL KNIGHTS STRATAGEMS

It is possible, through various Warlord Traits and the Rotate Ion Shields Stratagems, for an Imperial or Renegade Knight to boost its invulnerable saving throw to 3+. Considering a Knight is already an exceptionally tough and resilient unit to face, we feel this is too much for most opponents to contend with. To that end, we are making a minor adjustment to the Rotate Ion Shields Stratagem that limits the maximum saving throw afforded from 3+ to 4+.

It has also come to our attention that it is also possible, in certain situations, for the Death Grip Stratagem to automatically destroy the enemy model it hits, as it is impossible for the enemy model to ever be able to break free. We feel this is a shame, and so are introducing an errata that will make it so that there's always a (narrow) hope of breaking free.

The below errata will feature in the FAQ and Errata document for *Codex: Imperial Knights*, *Codex: Adeptus Mechanicus* and *Chapter Approved: 2018 Edition*, but are reprinted here for convenience:

Codex: Imperial Knights, page 108 – Rotate Ion Shields

Change the last sentence of this Stratagem to read: 'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Codex: Adeptus Mechanicus, page 98 – Rotate Ion Shields

Change the Command Point cost of this Stratagem to '1CP/3CP'

Change the rules text to read: 'Use this Stratagem when an enemy unit targets an **IMPERIAL KNIGHTS VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **DOMINUS CLASS** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Chapter Approved: 2018 Edition, page 106 – Rotate Ion Shields

Change the last sentence of this Stratagem to read: 'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Codex: Imperial Knights, page 109 – Death Grip

Change the penultimate sentence of this Stratagem to read: 'If your opponent rolled a 6, and/or if their result is equal to or higher than yours, the enemy model breaks free; otherwise, the enemy model suffers an additional D3 mortal wounds and both players roll off as before.'

GENESTEALER CULTS PSYCHIC POWERS

It has also come to our attention that it is also possible, in certain situations, for the *Mental Onslaught* psychic power to automatically destroy an enemy model if successfully manifested, as it is impossible for the enemy model to ever be able to roll high enough to beat the psyker's own dice roll. We feel this is a shame, and so are introducing an errata that will make it so that there's always a (narrow) hope of escaping certain destruction.

The below errata will feature in the FAQ and Errata document for *Codex: Genestealer Cults*, but is reprinted here for convenience:

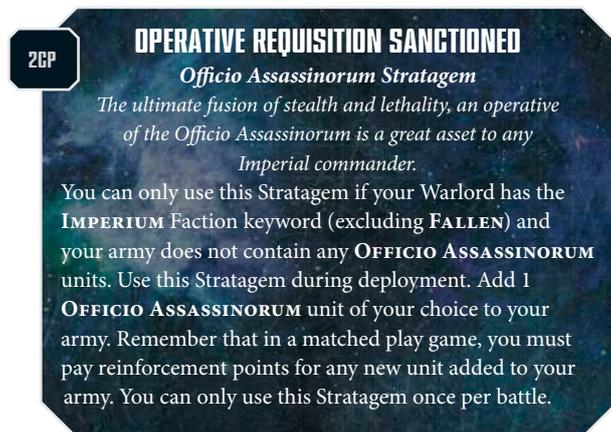
Codex: Genestealer Cults, page 113 – Mental Onslaught

Change the last sentence of this psychic power to read: 'If your score is higher, the enemy model's unit suffers 1 mortal wound; if the selected model is still alive you then repeat this process (each player rolling a D6 and adding their respective Leadership) until either the selected model is destroyed, your opponent rolls a 6, and/or your opponent's result is equal to or higher than yours.'

IMPERIAL ASSASSINS STRATAGEM

We published rules for fielding Imperial Assassins in March's issue of White Dwarf. We have already received lots of feedback on these deadly operatives, and are thrilled to see so many of them striking fear into the hearts of enemy characters on the battlefield. When we wrote the rules in White Dwarf, we envisioned there would be three different ways you could include one of these deadly agents in your army: firstly, as part of an Execution Force Kill Team; secondly, as part of an Auxiliary Support Detachment; thirdly, via the Operative Requisition Sanctioned Stratagem. Of all these options, the third provides players with the most flexibility, enabling them to bring the right assassin for the right job. We feel that such flexibility should come at a premium Command Point cost, but currently it costs the same number of Command Points in matched play games as option two, but is better in all regards in that it does not count towards the total number of Detachments in your army, thereby getting around any Detachment limits on your game. Conversely, in narrative play games, this Stratagem costs 3 Command Points; this was intended to try to account for the fact that in narrative play you do not require reinforcement points to use this Stratagem, but 3 Command Points is, in hindsight, too steep an investment, especially for a style of playing that is supposed to be less restrictive on army construction than matched play. To these ends, to make it more of a choice between option two and three, we are increasing the Command Point cost of the Stratagem involved for matched play, but decreasing the cost for narrative play; now everyone pays the same cost of 2 Command Points, as detailed below. We are also taking this opportunity to make sure this Stratagem can only be used if your army does not already contain an *Officio Assassinorum* operative; option one above – an Execution Force Kill Team – is the method by which players can include multiple Assassins in their army. Note that this errata also includes an update that prevents the Fallen from being able to requisition the Imperium's deadliest agents.

White Dwarf March 2019, page 94 – Operative Requisition Sanctioned
Change the Operative Requisition Sanctioned Stratagem to read:



ORK STRATAGEMS

The Mob Up Stratagem was first introduced in the 2017 edition of Chapter Approved, and when we wrote *Codex: Orks* it was added without changes. However, we underestimated the efficacy of certain other Stratagems found inside *Codex: Orks* when used on certain units of mobbed up **ORK INFANTRY**. Instead of changing the Command Point costs of all the offending Stratagems, we have decided to make a change to the Mob Up Stratagem that limits its use to the most iconic Ork unit – Boyz. This means it is still possible to make that green tide of Ork warriors as originally intended, instead of using it to tactically build elite Ork specialists into giant mobs just so they can all benefit from the same Stratagem.

We have also changed the wording of the rule so that it is used just before reinforcement units are set up on the battlefield – this is to prevent players from getting around the intent of the rule that requires such units to be set up more than 9" away from any enemy units (the intent being to ensure a charge roll of 9+ is required) by immediately setting up and mobbing up with a unit that is already on the battlefield and within 9" of the enemy.

The below errata will therefore feature in the FAQ and Errata document for *Codex: Orks*, but is reprinted here for convenience:

Codex: Orks, page 126 – Mob Up

Change the first and second sentences of this Stratagem to read: 'Use this Stratagem at the end of your Movement phase, before setting up any reinforcement units from your army on the battlefield (if any). Select two <CLAN> **BOYZ** units from your army that are within 2" of each other.'

CRAFTWORLDS PSYCHIC POWERS

The Doom, Jinx and Reveal powers are a particularly deadly combination that can be used to mete destruction on the foes of the Craftworlds. However, these psychic powers are being disproportionately used to benefit units from other Aeldari factions, particularly allied Drukhari units who are supposed to be famous for their distrust of psykers and who have outlawed the use of their powers. To that end, rather than increase the warp charge cost of these powers and in doing so penalise those Craftworlds players who are using these powers as originally intended, we are making a minor change to three psychic powers to ensure that their use only benefits an **ASURYANI PSYKER's** craftworld kin. The below errata will feature in the FAQ and Errata document for *Codex: Craftworlds*, but are reprinted here for convenience:

Codex: Craftworlds, page 124 – Conceal/Reveal

Change the Reveal effect to read: 'Choose an enemy unit within 18" of the psyker – it does not receive the benefit of cover against attacks made by **ASURYANI** units from your army until the start of your next Psychic phase.'

Codex: Craftworlds, page 124 – Protect/Jinx

Change the Jinx effect to read: 'Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all saving throws made for that unit against attacks made by **ASURYANI** units from your army until the start of your next Psychic phase.'

Codex: Craftworlds, page 125 – Doom

Change the last sentence of the Doom psychic power to read: 'You can re-roll failed wound rolls for attacks made by **ASURYANI** units from your army against that unit until the start of your next Psychic phase.'

POINTS VALUES – KNIGHT CASTELLANS

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 units and wargear. Following your feedback, Knights Castellans (and Renegade Knights Dominus with volcano lances) have come to our attention as needing a points rebalance – these units are extremely durable with a dominating long range damage output. We feel that this unit is 100 points too cheap for what it does, and felt that it would be best to publish these revised values as soon as possible (note that the difference in points costs between the Imperial and Renegade version of the volcano lance accounts for the fact that the base cost of a Knight Castellan is already 10 points more than that of a Renegade Knight Dominus). These replace those values that appear in any book published before Spring 2019, and they will be reviewed again as part of the comprehensive annual review of all point values in Chapter Approved 2019 Edition.

IMPERIAL KNIGHTS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Plasma decimator	40
Volcano lance	60

RENEGADE KNIGHTS RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Plasma decimator	40
Volcano lance	70

WARHAMMER 40,000

RULEBOOK

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 177 – Moving

Add the following sentence to the end of the first paragraph:

'No part of a model or its base can be set up or moved over the edge of the battlefield.'

Change the second paragraph to read:

'If the datasheet for a model says it can **FLY**, then during the Movement phase it can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total it can move (i.e. moving vertically is free for this model in the Movement phase). If the datasheet for a model says it can **FLY**, then during the Charge phase it can move across models (other than **BUILDINGS**) as if they were not there.'

Page 177 – Movement Phase

Add the following text to the end of the Movement phase section:

'Aircraft

If a unit can **FLY** and it has a minimum Move characteristic (or if it has a damage table on its datasheet that includes any minimum Move characteristics), that unit gains the **AIRCRAFT** keyword.

Whenever a model makes any kind of move, it can be moved within 1" of enemy **AIRCRAFT**, and it can be moved across such models (and their bases) as if they were not there, but it cannot end the move on top of another model (or its base), and it cannot end the move within 1" of any enemy units.

If, when a unit is selected to move in the Movement phase, the only enemy units that are within 1" of it are **AIRCRAFT**, then it can still make a move (i.e. it does not have to Fall Back in order to move).'

Page 178 – Re-rolls

Change this paragraph to read:

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

Page 179 – Choose Unit to Shoot With

Change the fourth sentence to read:

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

Page 179 – Choose Ranged Weapons

Change the last sentence of the first paragraph to read:

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

Page 181 – Ignoring Wounds

Add the following as a boxout on this page:

'Ignoring Wounds

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

Page 182 – Choose Targets

Change the third sentence of the second paragraph to read:

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

Page 183 – Choose Melee Weapon

Change the second sentence to read:

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

Page 183 – Close combat weapon

Change the AP characteristic to read '0'.

Page 183 – Embark

Change the first sentence to read:

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

Add the following sentence to the end of the third paragraph:

‘Units cannot declare a charge during the same turn that they disembarked from a destroyed transport.’

Page 186 – The Warlord

Change the first sentence to read:

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

Page 200 – Deployment

Change this paragraph to read:

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

Pages 204 and 206 – Deployment

Change the penultimate sentence to read:

‘The Attacker then sets up as many of their units as they wish wholly within their deployment zone.’

Page 214 – Organised Events

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

Page 215 – Sudden Death

Change point 2 to read:

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

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

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

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

Page 226 – Using Tactical Objectives

Add the following to the end of the paragraph:

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

Page 229 – 62, Witch Hunter

Change the rules text to:

‘Score 1 victory point if at least one enemy **PSYKER** unit was destroyed during this turn.’

Page 242 – Battlefield Role Slots

Change the last sentence of the second paragraph to read:

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

Page 242 – Understrength Units

Change the second paragraph to read:

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

Page 243 – Battalion Detachment, Command Benefits

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

Page 243 – Brigade Detachment, Command Benefits

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

Page 248 – Woods

Change the last sentence of the first paragraph of rules text to read:

‘Other units only receive the benefit of cover if at least 50% of every model is obscured from the point of view of the shooting model.’

Page 248 – Ruins

Change the first paragraph of rules text to read:

‘Unless they can **FLY, VEHICLES, MONSTERS, CAVALRY** and **BIKERS** can only be set up or end their move on the ground floor of ruins.’

Change the third paragraph of rules text to read:

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

Page 249 – Craters

Change the first paragraph of rules text to read:

‘**INFANTRY** units that are entirely within a crater receive the benefit of cover.’

Page 249 – Barricades

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

Page 250 – Imperial Statuary

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

Page 265 – Deployment

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

Page 269 – Deployment

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

Page 271 – Deployment

Change the penultimate sentence of the second paragraph to read:
'Models must be set up wholly within their own deployment zone, more than 9" from the centre of the battlefield.'

DESIGNER'S COMMENTARY

The following 'Q and As' were published alongside Warhammer 40,000 when it was first released. They are designed to clarify certain core rules concepts and as a result each tends to have an accompanying designer's note, in italics, to help provide further context or to give examples. These questions may be of particular use to those who are new to playing games of Warhammer 40,000, but many are unaware that a separate 'Designer's Commentary' document exists. As a result, we have simply incorporated it into the main Errata and FAQ document.

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. Each bullet-pointed wargear option on a unit's datasheet can only be used once each time you include that unit in your army.

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

A: First you must determine the model's current Strength characteristic. To do so apply all modifiers to it that multiply or divide the value, then apply

any that add or subtract to it. Having done this, you then modify this value as described by the weapon's Strength characteristic.

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

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

A: Yes.

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

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Q: Can I use the Command Re-roll Stratagem to re-roll a dice roll made by my opponent?

A: No.

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

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

A: In this case the unit cannot move.

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

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

A: They can do so against any enemy unit.

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

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

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

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

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

A: No.

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

A: Roll to avoid each wound lost separately.

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

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

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

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

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

A: The unit receives the benefit of cover.

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

A: Yes.

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

A: Yes.

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

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

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

charged in the preceding Charge phase, it must fight before any non-charging models in the Fight phase (barring any related abilities).

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

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

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

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

A: Yes.

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

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

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

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

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

A: No.

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

Points values are similar, but are designed specifically with matched play in mind because they offer more granularity. Whilst it takes a little longer to work out each unit's points value, doing so enables you to

differentiate between two similar squads equipped with different weapon options, as the points values listed in our books reflect the fact that some weapons are more powerful than others.

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

Q: Does the pluralisation (or not) of a keyword make any difference to which units the rule applies to (e.g. Terminators vs. Terminators)?

A: No.

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

A: No.

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

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

A: No.

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

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

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

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

A: The only real difference is that Faction keywords are used when building an army; when Battle-forging an army, for instance, you will often only be able to include units in the same detachment if they share the same Faction keyword. Also, if you are playing a matched play game, you will need to have an Army Faction – this is a Faction keyword that is shared by all of the units in your entire army (with the exception of those that

are Unaligned). Once the battle has begun, there is no functional difference between a keyword and a Faction keyword.

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

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

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

A: Only for determining bragging rights post-battle.

FAQs

GENERAL QUESTIONS

Q: In a Matched Play game, or another game that is using points values, what is the points value of a unit champion (a Sergeant, a Boss Nob, an Exarch etc.)?

A: Unless noted otherwise in the points value entry for that unit, a unit champion has the same points cost as the other models in their unit.

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

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

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

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

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

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

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

A: If a rule says it affects models that are 'wholly within' then it only applies if every part of the model's base (or hull) is within. If a rule says it affects models that are 'within', however, then it applies so long as any part of the model's base (or hull) is within.

If a rule says it affects units that are 'wholly within' then it only applies if every part of every model's base (or hull) in that unit is within. If a rule says it affects units that are 'within', however, then it applies so long as any part of any model's base (or hull) in that unit is within. If a rule says it affects units if every model in that unit is 'within' then applies so long as any part of every model's base (or hull) 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 a unit is out of unit coherency, must that unit move to re-establish unit coherency, or can the unit remain stationary, thus staying out of coherency?

A: The unit can choose to remain stationary.

Q: If a unit cannot make any sort of move (including pile-in and consolidation moves) and end that move in unit coherency, can it make that move?

A: No.

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: If a model whose attacks always hit on a specific roll (such as a *Vindicare Assassin* or *Dark Reaper's* ranged attacks) targets a unit that can only be hit on a specific roll (such as a unit under the effects of the *Pathfinders Stratagem*), which rule takes precedent – the attacking model's or the target unit's?*

A: The attacking model's ability takes precedence.

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

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

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

A: Yes.

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

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

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

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

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

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

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

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Q: If a Stratagem instructs you to select a unit from your army at the start of the turn, can I choose one that is not yet on the battlefield (because, for example, it is currently embarked in a Transport or it was 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: What rules apply to units that are removed from the battlefield after deployment (via abilities, Stratagems or psychic powers), and are then set back up again on the battlefield?

A: If a rule or ability causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to that unit:

1. Any rules that are triggered by or apply to units that are 'set up on the battlefield as reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.
2. Models in that unit count as having moved a distance equal to their Move characteristic that turn (and so suffer the penalty to their hit rolls for moving and firing Heavy weapons). If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.
3. Models in that unit cannot move again during that turn for any reason, other than to make a charge move, to pile in, or to consolidate.
4. If that unit was within 1" of an enemy unit when it was removed, it does not count as having Fallen Back when it is set back up on the battlefield.
5. If that unit has Advanced during this turn, it still counts as having Advanced after it has been set back up on the battlefield.
6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed during this turn, they still count towards any Morale tests taken for that unit this turn.
7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.
8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.), continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

Note that points 5-8 do not apply to any unit set up via the Sustained Assault rule, any unit that has been added

to your army during the battle and has been set up (such as those added via the Daemonic Ritual ability), or units set up via any of the following Stratagems: Fresh Converts (see *Codex: Adeptus Mechanicus*), Tide of Traitors (see *Codex: Chaos Space Marines*), Unstoppable Green Tide (see *Codex: Orks*), More Where They Came From (see *Imperium Nihilus: Vigilus Ablaze*), Send in the Next Wave (*Codex: Astra Militarum*), and Endless Swarm (*Codex: Tyranids*). These Stratagems represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

Q: When a rule allows a model or unit to take an action (move, shoot, charge, fight or attempt to manifest a psychic power) outside of the normal turn sequence, and that rule explicitly mentions to make that action as if it were a different phase of the turn structure to the current one, e.g. 'That unit can shoot as if it were the Shooting phase', do rules that are normally used during that phase (in the example this would be the Shooting phase) take effect? Is the same true of Overwatch attacks?

A: With the exception of Stratagems, all rules (e.g. abilities, Warlord Traits, psychic powers etc.) that would apply in a specific phase apply to actions that are taking place 'as if it were that phase'. However, if a Stratagem specifies that it must be used in a specific phase, then it can only be used in that phase (e.g. you cannot use a Stratagem that says 'Use this Stratagem in the Shooting phase' to affect a unit that is Shooting 'as if it were the Shooting phase'). For the purposes of this FAQ, Overwatch attacks are also considered to be attacks made as if it were your Shooting phase.

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

A: Yes.

Q: Are you able to Advance or Fall Back in a different phase when moving 'as if it were the Movement phase' through an ability, Relic, Stratagem etc.?

A: Unless stated otherwise, yes. Note that if you do Advance, and the unit has already Advanced this turn, you should roll the dice again to see how much further the unit moves (i.e. do not use the same roll made when the unit first Advanced this turn).

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

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

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

A: Yes.

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

A: No.

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

A: Yes.

Q: When using an ability or Stratagem to fight again in the Fight phase, or fight 'as if it were the Fight phase', are you able to ignore the rules for who is eligible to fight in the Fight phase? For example, a unit is not within 1" of any enemy models and did not charge that turn when I use the Stratagem – can it be selected to fight again in order to pile into an enemy unit that was more than 1" away and fight?

A: No.

Q: When using an ability or Stratagem at the end of the Fight phase to immediately fight again (e.g. Fury of Khorne) and the selected unit moves within 1" of an enemy unit that has not yet fought this phase, after fighting with the unit selected, can that enemy unit now fight even though it's the end of the Fight phase?

A: Yes.

Q: If a rule states that a unit fails its Morale test in a certain roll, but that unit is affected by another rule that says that it automatically passes Morale tests, which rule takes precedence?

A: Rules that say a unit automatically pass a Morale test always take precedence over rules that say a Morale test is failed.

Q: If a rule states that a number of additional models flee a unit when it fails a Morale test, but that unit is affected by another rule that says that no models flee from that unit, which rule takes precedence?

A: Rules that say no models flee from a unit always take precedence over rules that say that a number of additional models flee that unit.

Q: How do we resolve consecutive use of Stratagems that cancel other Stratagems (e.g. what happens if a player uses Agents of Vect in order to try and stop another player's using A Plan Generations in the Making)?

A: The Stratagem used last must be resolved completely first.

For example, let's say a Drukhari player declares the use of the 'Lightning-fast Reactions' Stratagem. A Genestealer Cults player declares the use of the 'A Plan Generations in the Making' Stratagem on 'Lightning-fast Reactions'. The Drukhari player then declares the use of 'Agents of Vect' on 'A Plan Generations in the Making'. The Drukhari player resolves Agents of Vect first,

rolling one D6 to see if their Stratagem successfully stops 'A Plan Generations in the Making'. If it does, then after refunding any CPs as directed (or not), A Plan Generations in the Making is not considered to have been used and Lightning-fast Reactions is resolved as normal. If Agents of Vect fails to stop A Plan Generations in the Making, the Genestealer Cults player can now resolve their Stratagem, rolling one D6 to see if they can stop Lightning-fast Reactions in the normal manner.

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).

Q: If a unit is added to my army during the battle that has any keywords that are in angular brackets, when do I choose what those keywords are?

A: You decide what that unit's keywords are the moment that it is added to your army.

Q: If a unit is added to my Battle-forged army during the battle, is it ever considered to be part of a Detachment?

A: No, units that are added to your army during the battle are never part of any Detachment (this means they will never benefit from any Detachment abilities).

Q. 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.).

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.

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.

Q. Some rules – such as Early Warning Override in Codex: Tau 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.

Q1. 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.

Q2. 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: Can a unit that is within 1" of the enemy and entirely within 3" of a friendly TRANSPORT embark into that transport without having to move? For example, because they cannot FLY and would have to move through enemy models?

A: No.

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 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 won't benefit from such a bonus).

Q: Some abilities can cause extra hits or wounds on a specific roll e.g. 'Each hit roll of 6 scores 2 hits instead of 1' and 'Each hit roll of 6 scores 1 additional hit on the target'. Are these abilities cumulative?

A: It depends on the exact wording of the rule in question. Rules that 'score 2 (or more) hits instead of 1' are not cumulative. Rules that 'score 1 (or more) additional hits' are cumulative. Here are some examples to show how these rules interact:

1. If a model is affected by two different rules that say that on a hit roll of 6 that attack 'scores 2 hits instead of 1' then a hit roll of 6 will still only result in 2 hits being scored against the target unit.
2. If a model is affected by two different rules that say that on a hit roll of 6 that attack 'scores 1 additional hit' on the target, then a hit roll of 6 will result in 3 hits being scored against the target unit.

3. If a model is affected by two different rules, one that says that on a hit roll of 6 that attack 'scores 2 hits instead of 1' and one that says that on a hit roll of 6 that attack 'scores 1 additional hit' against the target, then a hit roll of 6 will result in 3 hits being scored against the target unit.

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. Berserkers), at what point during the Fight phase do they fight for the second time?

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

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

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

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

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

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

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

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

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

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

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

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

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

A: Yes.

Q: If a model has an ability that halves damage suffered (rounding up) such as Marneus Calgar's Armour of 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: If a unit has an ability that allows it to attempt to Deny the Witch as if it were a PSYKER, is it treated as a PSYKER for any other rules purposes?

A: No.

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

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

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

A: Yes.

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

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

MISSIONS

Q: If the Search and Destroy or Vanguard Strike deployment map is determined, must the deployment zones be located in the exact corners specified on the deployment map?

A: Yes.

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

A: Yes.

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

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

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

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

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

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

A: No.

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

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

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

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

A: No.

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

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

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

A: No to both questions.

Q: If my opponent's Warlord was slain during the battle, but has an ability, Stratagem etc. that has allowed it to be set back up again during the battle, do I score the victory point for the Slay the Warlord victory condition?

A: You only score this victory condition if the Warlord is destroyed at the end of the battle.

ORGANISED EVENTS

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

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

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

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

A2) No.

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

A3) No. For the purposes of these guidelines all these datasheets are all considered to be the same.

Q4) Are the Heavy Weapons Squad datasheet from Codex: Astra Militarum, the Death Korps Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum, the Elysian Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum, and the Renegade Heavy Weapons Squad datasheet from Imperial Armour – Index: Forces of the Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines?

A4) No. For the purposes of these guidelines all these datasheets are all considered to be the same.

Q5) Is the Cult Leman Russ datasheet from Codex: Genestealer Cults, and the Leman Russ datasheet from Codex: Astra Militarum considered to be a different datasheet for the purposes of the Organised Events guidelines? What about Cult Scout Sentinels and Scout Sentinels, Cult Armoured Sentinels and Armoured Sentinels, Brood Brothers Infantry Squads and Infantry Squads, and Brood Brothers Heavy Weapons Squads and Heavy Weapons Squads?

A5) No. If by deleting the word 'Cult' or 'Brood Brothers' from the datasheet's title in Codex: Genestealer Cults they match another datasheet, then for the purposes of these guidelines those datasheets are considered to be the same.

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

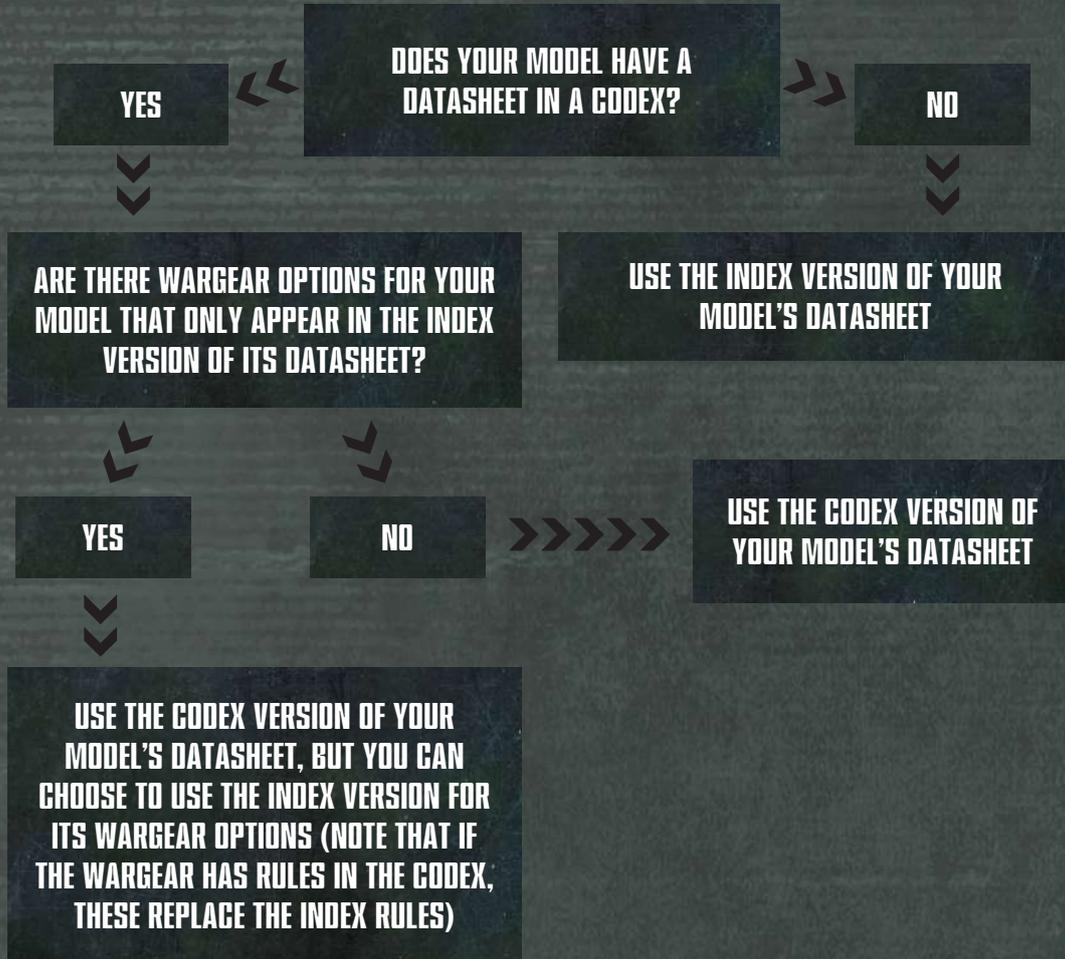
POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'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



WHAT DATASHEET RULES SHOULD I USE?

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



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

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

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

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

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

WARHAMMER 40,000

CHAPTER APPROVED: 2018 EDITION

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 10 – Wagon, Killkannon

Change the Damage characteristic to read '2'

Page 33 – Long Bomb

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

Page 79 – Acts of Faith, The Passion

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

Page 106 – Rotate Ion Shields

Change the last sentence of this Stratagem to read: 'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Page 131 – Updated Points Values: December 2018

Add the following:

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

ORKS WARGEAR	
WARGEAR	POINTS PER ITEM
Rack of rokkits	24

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

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

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

Page 143 – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'

FAQs

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

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

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

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

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

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

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

WARHAMMER 40,000

IMPERIUM NIHILUS:

VIGILUS ABLAZE

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 175 – Skull Altar, Abilities

Add the following ability to this datasheet: '**Daemonic Ritual** (pg 176).'

Page 189 – Legion Trait

Change the first sentence to read:

'If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in **BLACK LEGION** Detachments gain the Black Crusaders Legion Trait (below).'

Page 196 – Abilities

Add the following:

'Renegade Chapters and Marks of Chaos

- All **PURGE** units must have the **NURGLE** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **SLAANESH** keyword, it cannot be from the Purge.
- All **SCOURGED** units must have the **TZEENTCH** keyword if they are able to do so. If a unit has the **KHORNE**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Scourged.
- All **FLAWLESS HOST** units must have the **SLAANESH** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keyword, it cannot be from the Flawless Host.
- All **BRAZEN BEAST** units must have the **KHORNE** keyword if they are able to do so. If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Brazen Beasts. In addition, **PSYKERS** cannot be from the Brazen Beasts.'

Page 186 – Fallen Angels, Fallen Angels Stratagem

Change the third sentence to read:

'If you do so, they replace their **<MARK OF CHAOS>**, **HERETIC ASTARTES** and **<LEGION>** keywords with the **FALLEN** keyword.'

Change the final sentence to read:

'**FALLEN** units in that Detachment gain the **FALLEN ANGELS** keyword, but they lose the **IMPERIUM** Faction keyword (if they have it).'

Page 196 – Renegade Traits

Change the second sentence to read:

'If you choose to use this supplement, and your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in a Chaos Space Marine Detachment gain a Renegade Trait, so long as every unit in that Detachment is from the same Renegade Chapter.'

FAQs

*Q: When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a **CHARACTER** in addition to the Relic they would typically get from their Warlord's faction?*

A: No. The Relic(s) listed within a Specialist Detachment can be given to a **CHARACTER** from your army instead of one from your Warlord's codex. Don't forget, however, that many codexes contain Stratagems that enable you to gain additional Relics.

*Q: If Huron Blackheart is your Warlord, what Warlord Trait does he have? Codex: Chaos Space Marines says he must have the *Eternal Vendetta Warlord Trait*, but Imperium Nihilus: Vigilus Ablaze says he must have the *Reaver Lord Warlord Trait*.*

A: If Huron Blackheart is your Warlord and he has the Raiders from the Maelstrom Renegade Trait from *Imperium Nihilus: Vigilus Ablaze*, he must have the Reaver Lord Warlord Trait, otherwise he must have the *Eternal Vendetta Warlord Trait*.

WARHAMMER 40,000

IMPERIUM NIHILUS: VIGILUS DEFIANT

Official Update Version 1.2

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ERRATA

Page 171 – Victrix Honour Guard, Abilities, Honour Guard of Macragge

Change to read:

'When a friendly **ULTRAMARINES CHARACTER** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ the model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.'

Page 171 – Wargear, Storm shield

Change the points per item value to read '2'

Page 175 – Indomitus Crusaders, Stratagems, Veteran Intercessors

Add the following sentence:

'This Stratagem can only be used on the same unit once per battle.'

Page 175 – Indomitus Crusaders, Stratagems, Target Sighted, Bolt Storm and Rapid Fire

Change the second sentence to read:

'Pick a **VETERAN INTERCESSOR SQUAD** unit from your army.'

Page 176 – Ultramarines Victrix Guard, Warlord Trait, Warden of Ultramar

Change the rules text to read:

'Once per battle, at the start of the Fight phase, this Warlord can inspire his warriors. When they do, until the end of that phase you can re-roll wound rolls for attacks made by friendly **VICTRIX GUARD** units whilst they are within 6" of this Warlord.'

Page 178 – Imperial Fists Siegebreaker Cohort, Warlord Trait, Indomitable.

Change this Warlord Trait to read:

'Friendly **IMPERIAL FISTS INFANTRY** units within 6" of your Warlord automatically pass Morale tests and receive the benefit to their saving throws for being in cover, even while they are not wholly on or within a terrain feature, unless your Warlord moved in your previous Movement phase.'

Page 181 – Black Templars Sword Brethren, Relics of the Eternal Crusader, The Holy Orb

Change the rules text to read:

The Holy Orb has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Holy Orb	6"	Grenade 1	-	-	-
Abilities: You can only use this weapon once per battle. This weapon automatically hits its target (no hit rolls are made). When this weapon hits a target, roll one D6 for every 10 models in the target unit (rounding up). For each roll of 2+ that unit suffers D3 mortal wounds.					

Page 183 – Space Wolves Stalker Pack, Warlord Trait, Saga of the Savage

Change the first paragraph to read:

'Add 1 to the Attacks characteristics all models in a unit affected by this saga if it made a charge move in the same turn.'

Page 188 – Windrider Host, Specialist Detachment, Windrider Host

Change the second sentence to read:

'Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Windrider Host Specialist Detachment.'

Page 189 – Wraith Host, Specialist Detachment, Wraith Host

Change the second sentence to read:

'Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Wraith Host Specialist Detachment.'

FAQs

Q: Does the Rise from the Shadows campaign rule affect hit rolls made for Overwatch?

A: No.

Q: Does the Deadly Contagion campaign rule affect INFANTRY units that start the game embarked aboard TRANSPORTS?

A: No.

Q: In the Crucible of War: Convoy mission, how does the Signal Flare Stratagem work in the following example: a unit with 9 bolters and a missile launcher fires its missile launcher at a target and scores a hit – if the Stratagem is then used, can I re-roll hit rolls of 1 for the attacks made with the bolters?

A: Attacks can be made one at a time, as per the core rules. Once the first model has hit the target, you can play the Stratagem and re-roll hit rolls of 1 for all remaining attacks made by that unit (and other units) that target that same enemy unit in that phase.

Q: In the Crucible of War: Hold Your Gains mission, does a unit count as moving for the purposes of the Dug-in Defences Stratagem if it redeploys via a rule such as the Craftworlds Phantasm Stratagem?

A: Yes.

Q: When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a CHARACTER in addition to the Relic they would typically get from their Warlord's faction?

A: No. The Relic(s) listed within a Specialist Detachment can be given to a CHARACTER from your army instead of one from your Warlord's codex. Don't forget, however, that many codexes contain Stratagems that enable you to gain additional Relics.

Q: Do modifications to Haarken Worldclaimer's Attacks characteristic due to his Head-claimer ability last until the end of the battle?

A: Yes.

Q: Is a BLOOD ANGELS, DARK ANGELS, SPACE WOLVES or DEATHWATCH Detachment also a Space Marines Detachment?

A: No. As defined in *Codex: Space Marines*, a Space Marines Detachment is a Detachment that only includes units with one of the following Faction keywords: <CHAPTER>, ULTRAMARINES, IMPERIAL FISTS, SALAMANDERS, WHITE SCARS, RAVEN GUARD, IRON HANDS, CRIMSON FISTS or BLACK TEMPLARS.

Q: If a unit makes a shooting attack outside of the Shooting phase (such as a Soulburst action in the Fight phase) against a LIBERATOR STRIKE FORCE unit, can it retaliate with the Paragons of Dorn Stratagem?

A: No.

Q: If High Marshal Helbrecht is part of a Sword Brethren Specialist Detachment, can he have the Master Swordsman Warlord Trait from that Detachment?

A: No. High Marshal Helbrecht must always have the Oathkeeper Warlord Trait as detailed in *Codex: Space Marines*.

Q: Is the Vengeful Arbiter a bolt weapon, for rules that interact with such weapons (e.g. the Bolter Drill Stratagem)?

A: Yes.

Q: What are the differences between the Stalker Pack's Saga of the Savage and the Saga of the Wolfkin?

A: The Saga of the Savage has a Deed of Legend that is slightly easier to achieve, but its effects only work when an affected model has made a charge move, while the Saga of the Wolfkin works not only when an affected unit makes a charge move, but also when it is charged or performs a Heroic Intervention.

Q: How does the Stalker Pack's Blood Scent Stratagem work against Ork units that have used the Mob Up Stratagem? Is the number of models in the unit when it is merged considered to be the unit's initial size, or are prior casualties from either of the original units enough to allow the use of this Stratagem?

A: If either of the units that were combined with the Mob Up Stratagem had suffered casualties before the Stratagem was used, the merged unit counts as having suffered casualties for the purposes of this Stratagem.

Q: Is the Master of Biosplicing Warlord Trait from the Servitor Maniple Specialist Detachment treated as an ability that repairs a friendly ADEPTUS MECHANICUS model for the purposes of the Autocaduceus of Arkhan Land Relic?

A: Yes.

Q: If a Tech-Priest Dominus takes the Doctrina Foreas Servo-Skull, what D6 roll is required to change the battle protocols of Kastelan Robots?

A: 2+.

Q: When using the Anointed Throng's Devotion Till Death Stratagem, can a model slain in this manner pile in and fight even if this move would take the model out of coherency?

A: No. It must end its pile-in move closer to the nearest enemy model, but if this would take it out of unit coherency, the move cannot be made.

Q: What is the Armour Penetration characteristic of an attack made with a shuriken weapon by a WINDRIDER HOST FARSEER SKYRUNNER model if the wound roll is a 6+ and it is being affected by the Tempest of Blades Stratagem?

A: -4.

Q: If a unit of Wraithblades is targeted by the Psytronome of Iyanden relic and the Wrath of the Dead Stratagem, what is their Attacks characteristic that phase?

A: 5. When modifying characteristics you always apply any multiplication or division (rounding fractions up) before applying any addition or subtraction.

Q: Can an Emperor's Fist unit that Advanced use the Unyielding Advance Stratagem to shoot its turret weapon twice?

A: Yes.

Q: Does the Hammer of Sunderance Relic count as a turret weapon for the purposes of Grinding Advance?

A: Yes.

*Q: For the purposes of the Tempestus Drop Force Specialist Detachment, what is a **MILITARUM TEMPESTUS** Detachment?*

A: A **MILITARUM TEMPESTUS** Detachment is an **ASTRA MILITARUM** Detachment that has the Storm Troopers Regimental Doctrine.

*Q: Are Killa Kans able to use the Dread Waaagh!, Kustom Ammo or Mek Connections Stratagems, despite having the **GRETCHIN** keyword?*

A: Yes.

*Q: Can a **BAD MOONS BIG MEK** in a Dread Waaagh! Detachment use both the Showin' Off Stratagem and the Kustom Ammo Stratagem to fire three times in a single Shooting phase?*

A: No. Both Stratagems only allow the unit to fire two times in the phase.

WARHAMMER 40,000

SHADOWSPEAR

Official Update Version 1.0

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CODEX: VANGUARD SPACE MARINES ERRATA

Page 15 – <Chapter>, third paragraph
Add the following sentences to the end of this paragraph:

'Note, however, that you can choose the units in this section to be from the **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** Chapters. If you choose the units to be from the **DARK ANGELS** or **SPACE WOLVES** Chapter, a number of modifications apply (see Non-Codex Compliant Chapters, below).'

Page 20 – Space Marine Units

Change the first paragraph to read:

'In the rules described in this section we often refer to 'Space Marine units'. This is shorthand for any **ADEPTUS ASTARTES** unit that has one of the following Faction keywords: <CHAPTER>, **ULTRAMARINES**, **IMPERIAL FISTS**, **SALAMANDERS**, **WHITE SCARS**, **RAVEN GUARD**, **IRON HANDS**, **CRIMSON FISTS** or **BLACK TEMPLARS**. A **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** unit is any **ADEPTUS ASTARTES** unit that has the **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** keyword respectively.'

Page 20 – Sons of the Primarchs

Add the following sentence to the first paragraph:
'These rules also apply to Battle-forged armies that include **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments – these are any Detachments that only include **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** units respectively.'

Page 20 – Defenders of Humanity

Change the first sentence to read:

'If your army is Battle-forged, all Troops units in Space Marines, **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments gain this ability.'

Page 20 – Chapter Tactics

Change the first sentence to read:

'If your army is Battle-forged, all **INFANTRY**, **BIKER**, **CAVALRY** and **DREADNOUGHT** units (other than **SERVITOR** units) in Space Marines, **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments gain a Chapter Tactic, so long as every unit in that Detachment is drawn from the same Chapter.'

FAQS

Q: If a unit has a rule that says enemy units cannot set up within a certain distance of it (e.g. Omni-scramblers), but an enemy unit has a rule that says it can set up within a certain distance (e.g. Vexilla Teleport Homer and Lying in Wait), which takes precedence?

A: The rule that says you cannot be set up within a certain distance (in the example instance, Omni-scramblers) always takes precedence.

Q: Can a bolt sniper rifle that is firing mortis rounds target a CHARACTER that is not the closest enemy unit and not visible to the firing model?

A: Yes.

Q: If I use the Princes of Deceit Warlord Trait to redeploy units from my army and those units have an ability that allows them to set up in a different manner (e.g. Concealed Positions and Grav-chute), can those units use their abilities when they redeploy?

A: No. These units must be deployed as described in the Deployment section of the mission you are playing (typically, this means on the battlefield and wholly within your own deployment zone).

Q: If I use the Auspex Scan Stratagem to shoot with my Warlord as if it were my Shooting phase, can that Warlord then move as if it were my Movement phase if he has the Shoot and Fade Warlord Trait?

A: Yes.

Q: If a Librarian in Phobos Armour has the Tome of Malcador Relic, does he know one additional power from the Librarius discipline or from the Obscuration discipline?

A: They know one additional power from the Librarius discipline.

Q: If an enemy unit has a weapon or ability that allows them to target CHARACTERS even if they are not the closest enemy unit, and a CHARACTER from my army is under the effects of the Shrouding psychic power, which takes precedence?

A: The Shrouding psychic power takes precedence.

CODEX: DAEMONKIN

ERRATA

Page 19 – Obliterators, Fleshmetal Guns

Change the first sentence to read:

‘Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit’s fleshmetal guns when resolving those attacks.’

Page 21 – Legion Traits

Change the first sentence to read:

‘If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKER** 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.’

FAQS

Q: If I choose not to select a Mark of Chaos for Greater Possessed, which units (if any) can benefit from its Locus of Power ability?

A: Only <LEGION> **DAEMON** units that you have also chosen not to select a Mark of Chaos for.

Q: Can a model use the Incursion psychic power power to summon a unit even if it has moved during this turn? What about if it has already used the Daemonic Ritual ability this turn?

A: Yes in either case.

*Q: If an enemy **CHARACTER** is slain by the Possession psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn or Greater Possessed?*

A: Yes, if you are playing a matched play game.

WARHAMMER 40,000

CODEX: ADEPTUS CUSTODES

Official Update Version 1.1

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ERRATA

Page 56 – Abilities

Change to read:

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

Page 74 – Indomitable Guardians

Change the second sentence to the following:

'Choose one **ADEPTUS CUSTODES** unit from your army that is within 1" of an enemy unit and within 3" of an objective marker and fight with it next.'

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.

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

A: No.

*Q: Can an **ADEPTUS CUSTODES BIKER** unit from your army that is within 1" of an enemy unit declare a charge as a result of the Stooping Dive Stratagem?*

A: No.

WARHAMMER 40,000

CODEX: ADEPTUS MECHANICUS

Official Update Version 1.3

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ERRATA

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

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

Change to read:

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

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

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

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

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

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

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

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

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

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

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

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

Change the rules text to read:
'Use this Stratagem when an enemy unit targets an **IMPERIAL KNIGHTS VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **DOMINUS CLASS** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Page 98 – Clandestine Infiltration
Change this Stratagem to read:
'Use this Stratagem when you set up a **STYGIES VIII** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.'

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

Page 102 – Units
Amend this table as follows:

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

Page 102 – Ranged weapons
Amend this table as follows:

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	75

FAQs

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

A: No.

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

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

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

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

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

A: Yes.

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

A: Yes.

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

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

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

A: Choose one Canticle to change.

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

A: Immediately.

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

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

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

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

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

A: No.

*Q: How does the Rage of the Machines Stratagem work with a **VEHICLE** unit that consists of more than one model?*

A: One **VEHICLE** model from that unit would gain the benefit of that Stratagem.

*Q: If a **QUESTOR MECHANICUS** unit from your army is selected as the target of the Knight of the Cog Stratagem, must every unit in that **QUESTOR MECHANICUS** unit’s Detachment also have the Canticles of the Ommissiah ability in order for that **QUESTOR MECHANICUS** unit to benefit from it?*

A: No.

*Q: At what point does the invulnerable save of **FULGURITE ELECTRO-PRIESTS** get increased as a result of the Siphoned Vigour ability?*

A: When the last model of the enemy unit is slain and removed from the battlefield.

*Q: Can a **GRAIA** model that has the Refusal to Yield ability also make use of rules that allow them to ignore lost wounds, such as Fanatical Devotion?*

A: No.

WARHAMMER 40,000

CODEX: ASTRA MILITARUM

Official Update Version 1.3

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ERRATA

Page 86 – Grinding Advance

Change the second sentence to read:

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

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

Change to read:

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

Page 93 – Infantry Squad, Unit Composition and Wargear

Add the following bullet point:

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

Page 94 – Militarum Tempestus Scions, Wargear Options

Change the first bullet point to read:

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

Page 95 – Master of Ordnance, Master of Ballistics

Change to read:

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

Page 97 – Veterans, Unit Composition and Wargear

Add the following bullet point:

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

Page 98 – Militarum Tempestus Command Squad, Wargear Options

Change the first and second bullet points to read:

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

Page 102 – Ogryn Bodyguard, Bodyguard

Change the first sentence to read:

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

Page 102 – Ogryn Bodyguard, Slabshield

Change this ability to read:

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

Page 103 – Bullgryns, Slabshield

Change this ability to read:

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

Page 104 – Nork Deddog, Loyal to the End
Change the first sentence to read:
‘Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the Astra Militarum character does not lose a wound but Nork Deddog suffers a mortal wound.’

Page 104 – Ratlings, Find the Best Spot
Change the ability to read:
‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.’

REIN AND RAUS

Warhammer Quest Blackstone Fortress includes a number of datasheets for Warhammer 40,000, allowing players to use the Citadel Miniatures contained within the box in games of Warhammer 40,000. Amongst these is a datasheet for Rein and Raus, a unit designed to be used as part of an Astra Militarum army. The following errata applies to Rein and Raus:

Blackstone Fortress: Datasheets, page 9 – Rein and Raus

Change the Find the Best Spot ability to read:
‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.’

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 they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.’

Pages 118-125 – Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowword, Stormlord and Stormsword, Steel Behemoth
Change the third sentence to read:
‘It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter or twin heavy flamer can target units that are within 1" of it – its other guns must target other units).’

Page 133 – Mordian: Parade Ground Doctrine
Add the following sentence:
‘These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.’

Page 134 – Crush Them!
Change the first sentence to read:
‘Use this Stratagem at the start of your Charge phase.’

Page 134 – Aerial Spotter
Change the second sentence to read:
‘Select a **BASILISK** or **WYVERN** model from your army.’

Page 134 – Jury Rigging
Add the following sentence to this Stratagem:
‘You can only use this Stratagem once per turn.’

Page 135 – Take Cover!
Change the rules text of this Stratagem to read:
‘Use this Stratagem in your opponent’s Shooting phase when your opponent selects one of your **ASTRA MILITARUM INFANTRY** units as a target. You can add 1 to armour saving throws you make for this unit until the end of the phase.’

Page 136 – Volley Fire
Change the second sentence to read:
‘Each time you roll a hit roll of 6+ for an attack made by a model in that unit, immediately make one additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.’

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.’

Change the first sentence to read:
‘During deployment, you can set up the bearer and one **ASTRA MILITARUM INFANTRY** unit from your army behind enemy lines instead of placing them on the battlefield.’

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 – Pietrov’s Mk 45

Change this weapons Type to ‘Pistol 2’.

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: Can I issue the Move! Move! Move! order to a unit which has Fallen Back this turn?

A: No. The Move! Move! Move! order states the unit must Advance, and a unit which has Fallen Back cannot Advance.

*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.

WARHAMMER 40,000

CODEX: BLOOD ANGELS

Official Update Version 1.3

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

ERRATA

Page 91 – Intercessor Squad, Wargear Options

Change the third bullet point to read:

- The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Pages 97, 110 and 128 – Hand Flamer

Change this weapon's Type in all instances to read 'Pistol D6'.

Page 99 – Company Ancient and Primaris Ancient

Change the Astartes Banner ability on these datasheets to read:

'Astartes Banner: Add 1 to the Leadership characteristic of models in **BLOOD ANGELS** units whilst their unit is within 6" of any friendly **BLOOD ANGELS ANCIENTS** with this ability. In addition, roll one D6 each time a **BLOOD ANGELS INFANTRY** model is destroyed within 6" of any friendly **BLOOD ANGELS ANCIENTS** with this ability, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were your Shooting phase, or make a single attack as if it were the Fight phase.'

Page 100 – Company Champion

Change the unit description to read:

'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, Krak grenades and combat shield.'

Pages 101 and 130 – Reiver Squad and Armoury of the Blood Angels, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 136 – Upon Wings Of Fire

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

Page 136 – Lucifer-pattern Engines

Change this Stratagem to read:

'Use this Stratagem after declaring that a **BLOOD ANGELS VEHICLE** (other than a **DREADNOUGHT** or a **VEHICLE** that can **FLY**) from your army will Advance. Increase its Move characteristic by 6" (or D6+6" if it is a **BAAL PREDATOR**) until the end of the phase instead of rolling a dice.'

Page 143 – Points Values, Heavy Support

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

FAQs

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the Astartes Banner ability?

A: No.

Q: Can the Killshot Stratagem be used to affect Baal Predators or Deimos Pattern Relic Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: How do the Flakk Missile and Hellfire Shells Stratagems interact with an Armorium Cherub? Are you able to 'reload' the weapon and fire again with the benefit of the Stratagem?

A: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: If an Armorium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: *Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.*

WARHAMMER 40,000

CODEX: CHAOS DAEMONS

Official Update Version 1.5

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 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 91 & 120, Staff of Tomorrow & Staff of Tzeentch

Change the second sentence of each of these weapons' abilities to read:

'Set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

Page 97 – Epidemius

Change the first paragraph of the Tally of Pestilence ability to read:

'The Tally of Pestilence starts the battle at 0. Whilst Epidemius is on the battlefield, add 1 to the Tally whenever a unit (friend or foe) is destroyed by a **NURGLE DAEMON** unit, and look up the result on the chart below. The results are cumulative, but are lost if Epidemius is destroyed.'

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 111 – Plague Drones

Add '**PLAGUEBEARER**' to the keywords line

Page 112 – Seekers

Add '**DAEMONETTE**' to the keywords line

Page 113 – Hellflayer

Add '**DAEMONETTE**' to the keywords line

Page 118 – Feculent Gnarlmaaws

Change the last sentence of this unit's description to read:

'Each Feculent Gnarlmaaw in this unit must be set up within 6" of each other, and none can be set up within 1" of any terrain feature.'

Page 126 – Warp Surge

Change the rules text of this Stratagem to read:

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

Page 130 – Hellforged Artefacts

Change the first sentence of the second paragraph to read:

'If your army is led by a Warlord with the **DAEMON** Faction keyword, you may give one of the following Hellforged Artefacts to a **CHARACTER** with the **DAEMON** Faction keyword in your army.'

Page 132 – Bolt of Change

Change the third sentence to read:

'If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

Page 132 – Treason of Tzeentch

Change the third and fourth sentences to read:

'If the result is greater than the character's Leadership characteristic, until the end of the following Fight phase treat that character as if it were a friendly model from your army in your Shooting, Charge and Fight phases.'

Page 134 – Chaos Spawn

Change the last sentence of the introductory paragraph to read:

'Each has a points value of 25 (this includes all of its weapons).'

Page 135 – Points Values, Other Wargear, Chanting Horrors (for Burning Chariot)

Change to read:

‘Chanting Horrors (for Burning Chariot and Fateskimmer)’

FAQs

*Q: When a Stratagem from Codex: Chaos Daemons uses the **DAEMON** keyword, can it be used to affect any unit with the **DAEMON** keyword, or only units with the **DAEMON** Faction keyword?*

A: These Stratagems can only affect units with the **DAEMON** Faction keyword.

Q: Does the Blue Scribes' Xirat'p's Sorcerous Barrage ability allow them to manifest a psychic power that has already been manifested?

A: Yes.

Q: If I include Be'lakor in a Detachment in which every other unit owes its allegiance to the same Chaos God, does that Detachment benefit from the Daemonic Loci ability?

A: No, as Be'lakor does not owe allegiance to any one Chaos God.

Q: What Warlord Traits can Be'lakor have?

A: Be'lakor can have any of the Warlord Traits from Warhammer 40,000 core rules.

Q: If I upgrade a Burning Chariot to have Chanting Horrors, do I pay 5 points for each Chanting Horror, or 5 points for all three?

A: 5 points for all three.

*Q: Can a **CHARACTER** that has been set up on the battlefield using the Denizens of the Warp Stratagem use the Daemonic Ritual ability to summon a **DAEMON** unit during the same phase?*

A: No – units that arrive as reinforcements count as having moved for all rules purposes and the Daemonic Ritual ability is used instead of moving.

*Q: If a **GREY KNIGHTS** unit deals the final wound on a **DAEMON** equipped with the Impossible Robe, the player uses the Robe to re-roll the failed save, and the result is a 1 (meaning the Daemon is immediately slain), does the **DAEMON** count as being slain by a **GREY KNIGHTS** unit for purposes of using the Daemonic Incursion Stratagem?*

A: Yes.

Q: If a unit of Plaguebearers has had the Plague Banner Stratagem used on them, and is currently under the effects of the Virulent Blessing psychic power, what damage do their Plagueswords inflict on wound rolls of 7+?

A: 4.

Q: For the purposes of the Psychic Focus matched play rule, is the Miasma of Pestilence psychic power from Codex:

Chaos Daemons the same psychic power as in Codex: Death Guard?

A: Yes. More generally, if psychic powers have the same name, they are the same psychic power for the purposes of Psychic Focus.

*Q: If a **CHARACTER** is being treated as part of the opponent's army due to the Treason of Tzeentch psychic power, must units from that **CHARACTER**'s actual army fight it in the Fight phase if they are within 1" of that **CHARACTER**?*

A: Yes.

UPDATED DATASHEETS

Fiends and Flesh Hounds

Since *Codex: Chaos Daemons* was released, new models have become available for Fiends and Flesh Hounds. The datasheets included here reflect these models and take into account the new options both gain for unit champions. These datasheets replace the Fiends of Slaanesh and Flesh Hounds datasheets respectively from *Codex: Chaos Daemons*.

Bloodcrushers

Since *Codex: Chaos Daemons* was released, we have received lots of feedback about Bloodcrushers and have decided to improve their profile. The datasheet included here reflects this and replaces the one in *Codex: Chaos Daemons*.

 <h2 style="text-align: center;">FIENDS</h2>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Fiend	14"	3+	-	4	4	4	4	7	6+	
Blissbringer	14"	3+	-	4	4	4	5	7	6+	
This unit contains 1 Fiend. It can include up to 8 additional Fiends (Power Rating +2 per model). If this unit contains at least three models, one Fiend can be upgraded to a Blissbringer. Each model attacks with dissecting claws and a vicious barbed tail.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Dissecting claws	Melee	Melee		User	-1	2	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4 instead of -1.			
Vicious barbed tail	Melee	Melee		User	-3	D3	A model can only make a single attack with this weapon each time it fights.			
ABILITIES	Daemonic, Quicksilver Swiftmess, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Disruptive Song: PSYKERS within 12" of any enemy models with this ability must subtract 1 from the result of Psychic tests they take. Soporific Musk: Units within 1" of any enemy models with this ability cannot Fall Back unless they can FLY.									
FACTION KEYWORDS	CHAOS, SLAANESH, DAEMON									
KEYWORDS	BEAST, FIENDS									

 <h2 style="text-align: center;">FLESH HOUNDS</h2>										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Flesh Hound	10"	3+	-	4	4	2	2	7	6+	
Gore Hound	10"	3+	6+	4	4	2	2	7	6+	
This unit contains 5 Flesh Hounds. It can include up to 5 additional Flesh Hounds (Power Rating +4), up to 10 additional Flesh Hounds (Power Rating +8) or up to 15 additional Flesh Hounds (Power Rating +12). Each model attacks with gore-drenched fangs.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Burning roar	8"	Assault D6		4	0	1	This weapon automatically hits its target.			
Gore-drenched fangs	Melee	Melee		User	-1	1	-			
WARGEAR OPTIONS	• For every 5 models in this unit, one Flesh Hound can be upgraded to a Gore Hound. Each Gore Hound attacks with a burning roar in addition to its gore-drenched fangs.									
ABILITIES	Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>) Collar of Khorne: This unit can attempt to deny one psychic power in each enemy Psychic phase.									
FACTION KEYWORDS	CHAOS, KHORNE, DAEMON									
KEYWORDS	BEAST, FLESH HOUNDS									



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Bloodcrusher	8"	3+	3+	5	4	4	3	7	4+
Bloodhunter	8"	3+	3+	5	4	4	4	7	4+
<p>This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can include up to 3 additional Bloodcrushers (Power Rating +7), up to 6 additional Bloodcrushers (Power Rating +14) or up to 9 additional Bloodcrushers (Power Rating +21). Each model is armed with a hellblade and rides a snorting Juggernaut that attacks with its bladed horn.</p>									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
Rider									
Hellblade	Melee	Melee			User	-3	1	Any attacks with a wound roll of 6+ for this weapon have a Damage characteristic of 2 instead of 1.	
Juggernaut									
Juggernaut's bladed horn	Melee	Melee			5	-1	1	After a model riding a Juggernaut makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.	
WARGEAR OPTIONS									
<ul style="list-style-type: none"> • One Bloodcrusher may take an Instrument of Chaos. • One Bloodcrusher may take a Daemonic Icon. 									
ABILITIES									
<p>Daemonic, Unstoppable Ferocity, Daemonic Ritual (see <i>Codex: Chaos Daemons</i>)</p> <p>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 1 slain Bloodcrusher is instead added to the unit.</p> <p>Devastating Charge: Add 2 to the Strength of a Juggernaut's bladed horn attack if its unit charged in the same turn.</p> <p>Instrument of Chaos: A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.</p>									
FACTION KEYWORDS									
CHAOS, KHORNE, DAEMON									
KEYWORDS									
CAVALRY, BLOODLETTER, BLOODCRUSHERS									

WARHAMMER 40,000

CODEX: CHAOS SPACE MARINES

Official Update Version 2.0

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.

Please note that the errata and page references at the beginning of this document refer to the second edition of *Codex: Chaos Space Marines*. We have included updated errata for the first edition of this codex as an appendix at the end of this document. The FAQ section is applicable to both editions of the codex.

ERRATA

Page 122 – Khârn the Betrayer

Change The Betrayer ability to read:

'You cannot re-roll or modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase. Instead, those attacks automatically hit another friendly unit within 1" of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within 1" of Khârn, the hits are discarded.'

Page 143 – Noise Marines, Music of the Apocalypse

Change the second sentence to read:

'Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain model can shoot with one of its ranged weapons as if it were your Shooting phase.'

Page 147 – Obliterators, Fleshmetal Guns

Change the first sentence to read:

'Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks.'

Page 163 – Legion Traits

Change the first sentence to read:

'If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKER** 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 164 – Chaos Boon, Spawndom

Change the third sentence to the following:

'If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.'

Page 166 – Forward Operatives

Change this Stratagem to read:

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

Page 168 – Dark Hereticus Discipline, Gift of Chaos

Change the third sentence to read:

'If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

Page 170 – The Black Mace

Change the first and second sentence to read:

'Model with power maul or accursed crozius only. The Black Mace replaces the bearer's power maul or accursed crozius and has the following profile:'

Page 171 – The Cursed Crozius

Change the first and second sentence to read:

'**WORD BEARERS** model with power maul or accursed crozius only. The Cursed Crozius replaces the bearer's power maul or accursed crozius and has the following profile:'

Page 173 – The Voice of Lorgar

Change the rule to read:

'Increases the range of your Warlord's aura abilities (e.g. Lord of Chaos, Demagogue) by 3". Increase the range of any Prayers to the Dark Gods chanted by your Warlord by 3".'

Page 174 – Points Values, Obliterators

Change the Obliterators' Models per Unit value to read

'1-3' and Points per Model value to read '115'.

FAQs

Q: Does the additional attack granted from the Butcher's Nails Legion Trait still apply if the unit is fighting for a second time, or is the additional attack only applied the first time the unit fights in that Fight phase?

A: Each model in the unit can specifically make one additional attack in the subsequent Fight phase, therefore it only applies the first time that unit fights in that Fight phase.

Q: If I use the Fire Frenzy Stratagem, the nearest visible enemy unit is a CHARACTER with a Wounds characteristic of less than 10, but there is another enemy unit closer that is not visible and not a CHARACTER with a Wounds characteristic of less than 10, can I target that CHARACTER?

A: No. In such instances, you must target the nearest visible enemy unit that is not a CHARACTER with a Wounds characteristic of less than 10.

Q: If I choose not to select a Mark of Chaos for Greater Possessed, which units (if any) can benefit from its Locus of Power ability?

A: Only <LEGION> DAEMON units that you have also chosen not to select a Mark of Chaos for.

Q: Can a model use the IncurSION psychic power to summon a unit even if it has moved during this turn? What about if it has already used the Daemonic Ritual ability this turn?

A: Yes in either case.

Q: When using the Chaos Familiar Stratagem to replace a psychic power, can I select a <MARK OF CHAOS> psychic power from the Dark Hereticus discipline that the PSYKER would be eligible for?

A: Yes.

Q: If I use the Daemon Shell or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: How should Perils of the Warp be resolved against Rubric Marine units led by an Aspiring Sorcerer?

A: Any mortal wounds suffered are applied to the Sorcerer's unit, so can be applied to another model if you wish (if a model in that unit has already suffered any wounds, any mortal wounds must still be applied to this model first).

Q: If the Aspiring Sorcerer or Scarab Occult Sorcerer from a unit has been slain, is this unit still treated as being a PSYKER?

A: Yes.

Designers Note: Whilst these units would not be able to manifest or deny any psychic powers, any abilities, objectives or effects which affect psykers are still likely to affect these warp-infused animated suits of armour.

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.

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: 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: 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 or Possession psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn or Greater Possessed?*

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.

Q: Do modifications to Haarken Worldclaimer's Attacks characteristic due to his Head-claimer ability last until the end of the battle?

A: Yes.

APPENDIX

The following errata apply only to the first edition of *Codex: Chaos Space Marines*.

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 120 – Khârn the Betrayer

Change The Betrayer ability to read:

'You cannot re-roll or modify hit rolls of 1 made for Khârn the Betrayer in the Fight phase.'

Instead, those attacks automatically hit another friendly unit within 1" of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within 1" of Khârn, the hits are discarded.'

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 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, Music of the Apocalypse

Change the second sentence to read:

'Do not remove the slain model yet – after the attacking unit has finished making all its attacks, the slain model can shoot with one of its ranged weapons as if it were your Shooting phase.'

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 142 – Obliterators, Fleshmetal Guns

Change the first sentence to read:

'Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit's fleshmetal guns when resolving those attacks.'

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 **CHARACTER, INFANTRY, BIKER** 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:

‘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 158 – Chaos Boon, Spawndom

Change the third sentence to the following:

‘If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.’

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 160 – Forward Operatives

Change this Stratagem to read:

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

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 – Dark Heretic Discipline, Gift of Chaos

Change the third sentence to read:

‘If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.’

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+).’

Page 165 – The Voice of Lorgar

Change the rule to read:

‘Increases the range of your Warlord’s aura abilities (e.g. Lord of Chaos, Demagogue) by 3". Increase the range of any Prayers to the Dark Gods chanted by your Warlord by 3".’

WARHAMMER 40,000

CHAPTER APPROVED: 2018 EDITION

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 10 – Wagon, Killkannon

Change the Damage characteristic to read '2'

Page 33 – Long Bomb

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

Page 79 – Acts of Faith, The Passion

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

Page 106 – Rotate Ion Shields

Change the last sentence of this Stratagem to read: 'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Page 131 – Updated Points Values: December 2018

Add the following:

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

ORKS WARGEAR	
WARGEAR	POINTS PER ITEM
Rack of rokkits	24

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

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

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

Page 143 – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'

FAQs

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

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

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

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

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

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

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

WARHAMMER 40,000

CODEX: CRAFTWORLDS

Official Update Version 1.3

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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 91 & 94 – Illic Nightspear and Rangers, Appear Unbidden

Change the last sentence of this ability to read:

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

AMALLYN SHADOWGUIDE

Warhammer Quest Blackstone Fortress includes a number of datasheets for Warhammer 40,000, allowing players to use the Citadel Miniatures contained within the box in games of Warhammer 40,000. Amongst these is a datasheet for Amallyn Shadowguide, a unit designed to be used as part of a Craftworlds army. The following errata applies to Amallyn Shadowguide:

Blackstone Fortress: Datasheets,

page 11 – Amallyn Shadowguide

Change the last sentence of the Appear Unbidden ability to read:

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

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.'

Page 123 – Shiftshroud of Alanssair

Change the last sentence of the rules to read:

'At the end of one of your Movement phases, this model can emerge from hiding – set this model up anywhere on the battlefield that is more than 9" away from any enemy models.'

Page 124 – Conceal/Reveal

Change the Reveal effect to read:

‘Choose an enemy unit within 18" of the psyker – it does not receive the benefit of cover against attacks made by **ASURYANI** units from your army until the start of your next Psychic phase.’

Page 124 – Protect/Jinx

Change the Jinx effect to read:

‘Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all saving throws made for that unit against attacks made by **ASURYANI** units from your army until the start of your next Psychic phase.’

Page 125 – Doom

Change the last sentence of the Doom psychic power to read:

‘You can re-roll failed wound rolls for attacks made by **ASURYANI** units from your army against that unit until the start of your next Psychic phase.’

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 ghostword in each hand, how many points do I have to pay for those ghostwords and how many attacks does each Wraithblade get to make with its ghostwords?

A: Ghostwords (plural) is a single weapon profile. You pay for it once per model and you get one bonus attack per model.

Q: Can a player cast a psychic power that targets a unit that is only in range if they then use the Concordance of Power Stratagem to extend that power's range?

A: Yes.

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 Craftworlds Detachment, you have access to their Stratagems.

*Q: When using the Linked Fire Stratagem, if the first Fire Prism targets a **CHARACTER** that the other Fire Prisms would not normally be able to target (because it is not the nearest model to them), can they still shoot that character?*

A: Yes.

Q: If I use the Supreme Disdain Stratagem on a unit of Striking Scorpions, and that unit is also within range of Karandras' Death by a Thousand Stings ability, what happens each time I roll a hit roll of 6+ for a model in that unit when making a close combat attack?

A: You would then make 2 additional close combat attacks using the same weapon against the same target (or 3 additional attacks if the model the hit roll was made for was a Striking Scorpion Exarch). None of these extra attacks can generate further attacks.

Q: Which, if any, Movement phase rules apply to a move made with the Fire and Fade Stratagem?

A: All such rules apply.

*Q: Can a Swooping Hawk unit use Fire and Fade to move over an enemy unit and use the Swooping Hawk Grenade Pack ability? If I use Fire and Fade on a Crimson Hunter, will it crash due to not being able to move its minimum distance? If a unit that can **FLY** uses Fire and Fade in a Fire and Fury Battlezone, does it have to roll for the Burning Skies special rule?*

A: Yes in all cases.

*Q: When a **PSYKER** in my army casts the Quicken psychic power on one of my units, can that unit Advance when it makes this move?*

A: Yes.

Q: Can a Swooping Hawk unit that moves over an enemy unit as a result of the Quicken psychic power use its Grenade Pack ability?

A: Yes.

Q: When using the Phantasm Stratagem, can the Webway Strike Stratagem be used in conjunction, to move one of the affected units into reserves?

A: No.

*Q: If a **CHARACTER** with the Phoenix Gem is targeted by an enemy unit's attacks, and these attacks cause several successful wounds, the saving throws are taken one at a time. If the Character fails a saving throw and is slain, but the Phoenix Gem causes them to remain in play, what happens to any remaining successful wounds that were allocated – are they lost, or does the Character then have to take saving throws against them?*

A: The **CHARACTER** must then take the remaining saving throws.

WARHAMMER 40,000

CODEX: DARK ANGELS

Official Update Version 1.3

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ERRATA

Page 90 – Intercessor Squad, Wargear Options

Change the third bullet point to read:

- The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Page 94 – Company Champion

Change the unit description to read:

'A Company Champion is a single model armed with a bolt pistol, Blade of Caliban, frag grenades, krak grenades and combat shield.'

Pages 106 and 130 – Reiver Squad and Armoury of the Rock, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 136 – Hunt the Fallen

Change the first sentence of the rules text of this Stratagem to read:

'Use this Stratagem at the start of the first battle round, before the first turn begins.'

Page 137 – Speed of the Raven

Change this Stratagem to read:

'Use this Stratagem when one of your **RAVENWING** units Advances. That unit can still shoot and charge this turn as if it had not Advanced.'

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: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the Astartes Banner ability?

A: No.

Q: Can an enemy model be affected by the Mind Wipe psychic power more than once per battle?

A: Yes.

Q: If an Armourium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

Q: Can the Killshot Stratagem be used to affect Deimos Pattern Relic Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

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: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: *Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.*

WARHAMMER 40,000

CODEX: DEATH GUARD

Official Update Version 1.5

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ERRATA

Page 70 – Daemon Prince of Nurgle, Wargear Options
Change the first bullet point to read:

- This model may either take a plague spewer, or it may replace its hellforged sword with a daemoniac axe or a second set of malefic talons.'

Page 70 – Daemon Prince of Nurgle, Keywords
Add **'PSYKER'** to the keywords line.

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 99 – Chaos Boon, Spawndom

Change the third sentence to the following:
'If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.'

Page 100 – Fugaris Helm

Change this ability to read:

'Increase the range of the bearer's aura abilities (e.g. Arch-contaminator, Nurgle's Gift, Tocsin of Misery etc.) by 3".'

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 or the 'The Dead Walk Again' Stratagem to increase the unit above its starting strength?

A: Yes.

Q: If the Poxwalkers' Curse of the Walking Pox ability or the 'The Dead Walk Again' Stratagem 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 or the 'The Dead Walk Again' Stratagem, can those new models fight in the same Fight phase?

A: Yes, but only if their unit has not yet been chosen to Fight this phase.

Q: If I cast Blades of Putrefaction on a model equipped with the Plaguebringer relic, how many mortal wounds can that model inflict with Plaguebringer and what do I need to roll to inflict them?

A: In this situation, in addition to the normal damage, on a wound roll of 5, Plaguebringer would inflict 1 mortal wound, and on a wound roll of 6, Plaguebringer would inflict 2 mortal wounds.

Q: Are the Biologus Putrifier's hyper blight grenades affected by his Blight Racks ability?

A: No.

*Q: If Mortarion attacks an **IMPERIUM** unit with Silence (using the eviscerating blow profile), and the hit roll is a 6 (allowing him to make an extra attack with Silence due to the Death to the False Emperor ability), does the extra attack have to be made using the same profile, or can it be made with the weapon's other profile (reaping scythe) instead?*

A: The extra attack can be made using either profile.

Q: If Mortarion gets to make an extra attack with Silence due to the Death to the False Emperor ability and I choose to make it with the reaping scythe profile, do I roll 1 hit roll or 3?

A: 3.

*Q: If the Cloud of Flies Stratagem is used on a **DEATH GUARD CHARACTER**, does its effect – preventing enemy models shooting it unless it's the closest visible target – take precedence over the ability that, for example, sniper rifles have, that enables them to target a **CHARACTER** even if they are not the closest enemy unit?*

A: Such weapons cannot target the character that is under the effects of Cloud of Flies (unless the character is the closest visible target).

Q: If a unit such a Mortarion is benefiting from both the Blades of Putrefaction psychic power (from Codex: Death Guard) and the Virulent Blessing psychic power (from Codex: Chaos Daemons) and a wound roll of 7+ is rolled, how many mortal wounds are inflicted in addition to the normal damage (i.e. is it 1, or is that also doubled)?

A: Only 1 mortal wound is inflicted in addition to the normal (doubled) damage.

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.

WARHAMMER 40,000

CODEX: DEATHWATCH

Official Update Version 1.3

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ERRATA

Page 64 – Special Issue Ammunition

Change the first paragraph of this ability to read: 'When this unit fires any ranged weapons from the following list, you can choose for it to fire special ammunition. If you do so, the Bolter Discipline ability does not apply when resolving their shots, but you instead choose one kind of ammunition from the table to the right and apply the corresponding modifier.'

Page 67 – Watch Captain in Terminator Armour, Wargear Options

Change the first bullet point to read:

- This model may replace its storm bolter with a lightning claw, storm shield, thunder hammer or one item from the *Terminator Combi-weapons* list.'

Change the second bullet point to read:

- This model may replace its relic blade with a lightning claw, storm shield or one item from the *Terminator Melee Weapons* list.'

Pages 68 and 70 – Librarian and Chaplain, Wargear Options

Change the first bullet point to read:

- This model may replace its bolt pistol with a boltgun or one weapon from either the *Pistols* or *Terminator Combi-weapons* list.'

Page 72 – Veterans

Replace the Mixed Units ability with the following: '**Mixed Unit:** A unit of Veterans can contain models with different Toughness characteristics. If this is the 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, the Deathwatch player can choose which of the values is used. For the purposes of the Bolter Discipline ability and for 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.

For the purposes of setting up on or moving through Battlefield Terrain, this unit is treated as an **INFANTRY** unit, even if it contains any **BIKER** models.'

Designer's Note: *This is a slight abstraction which means that a Biker model in a Veterans unit behaves slightly differently to other Biker models in other units (for example, they can end a move on the upper floors of a ruin), but it helps to minimise unusual and complicated effects that could come about from forcing one model from a unit to move and benefit from cover in a different way to other models from the same unit.*

Page 72 – Veterans, Vanguard Strike

Change the first sentence of this ability to read:

'During the Movement phase, Vanguard Veterans can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, Vanguard Veterans can move across models (other than **BUILDINGS**) as if they were not there.'

Pages 73, 77 and 91 – Intercessors, Reivers and Armoury of the Deathwatch, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 73 – Intercessors, Wargear Options

Change the second and third bullet points to read:

- For every five Intercessors and/or Intercessor Sergeants, one may take an auxiliary grenade launcher.'
- The Intercessor Sergeant may either replace their bolt rifle with a chainsword, power sword or power fist (pg 91) or take a chainsword, power sword or power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Page 73 – Intercessors, Inceptor Strike

Change the first sentence of this ability to read:

‘During the Movement phase, Inceptors can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, Inceptors can move across models (other than **BUILDINGS**) as if they were not there.’

Page 87 – Corvus Blackstar, Infernum halo-launcher

Change the ability text to read:

‘If an enemy unit that can **FLY** targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.’

Page 89 – Hand Flamer

Change this weapon’s type to read ‘Pistol D6’.

Page 95 – Teleportarium

Replace the second sentence with the following:

‘For each CP spent on this Stratagem you can set up either one **DEATHWATCH** unit that only contains **INFANTRY** models or one **DEATHWATCH DREADNOUGHT** in a teleportarium chamber instead of placing it on the battlefield.’

Page 96 – Targeting Scramblers

Change the rules text of this Stratagem to read:

‘Use this Stratagem after an enemy **T’AU EMPIRE** unit that is equipped with one or more markerlights has resolved all attacks in the Shooting phase. Select one **DEATHWATCH** unit from your army and immediately remove all markerlight counters from that unit.’

Page 103 – Points Values, Other Wargear

Delete the ‘Blackstar cluster launcher’ row.

FAQs

Q: How do Dragonfire bolts behave when shooting units that aren’t in cover, but have a rule that means they have ‘the benefit of cover’ (e.g. Jormungandr units with the Tunnel Networks ability)? Would you still add 1 to the hit rolls for Dragonfire bolts?

A: No. You add 1 to the hit rolls against units that are in cover (i.e. entirely on or within a terrain feature). Units receiving the benefit of cover while not being in cover do not count.

Q: How does the xenophase blade interact with invulnerable saves that don’t allow saves to be re-rolled (e.g. from an Archon’s Shadowfield ability, or the Chaos Daemons’ Warp Surge Stratagem)?

A: In such cases, the successful invulnerable saves must be re-rolled. The intent of the wording of Shadowfield and Warp Surge is to prevent a re-roll of an unsuccessful save, not to prevent an obligatory re-roll of a successful one.

Q: If I use the Castellan of the Black Vault Warlord Trait on a weapon with multiple profiles, like a combi-weapon or guardian spear, does the additional damage apply to all of that weapon’s profiles?

A: Yes.

Q: Can a Watch Captain replace his chainsword and master-crafted boltgun with a storm bolter and another chainsword, and then replace his ‘new’ chainsword with either a relic blade or xenophase blade?

A: Yes, because these wargear options are two separate bullet points (you cannot choose the same bullet-pointed wargear option for a unit more than once, however).

*Q: In a unit with a mixture of different model types, if not every model has a certain keyword, such as **PHOBOS** or **MARK X GRAVIS**, is that unit considered to be a unit with that keyword?*

A: No. A **DEATHWATCH** unit is only considered to have that keyword if every model in the unit has that keyword. If an ability asks you to pick a model (rather than a unit) with a specific keyword, a model with the appropriate keyword in a mixed unit can still be picked.

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

*Q: When an **AELDARI** unit that can **FLY** is ‘set up’ on the battlefield as reinforcements (for example, from ‘The Webway’) within 12" of a **DEATHWATCH** unit from your army, can that Deathwatch unit use both the Intercepting Volley and Auspex Scan Stratagems to effectively shoot that unit twice?*

A: Yes. A unit that arrives as reinforcements is treated as having moved for all rules purposes.

*Q: Can I use the Tome of Ectoclades to effectively give the Mission Tactics ability to a **DEATHWATCH** unit that would not otherwise have it (either because that unit is not part of a **DEATHWATCH Detachment** or because it is not an **INFANTRY, BIKER** or **DREADNOUGHT** unit)?*

A: Yes.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer’s Note: Choosing to set this model up in the ‘raised doors position’ simply represents the doors closing the instant after its passengers have disembarked.

WARHAMMER 40,000

CODEX: DRUKHARI

Official Update Version 1.2

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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 118 – Architects of Pain
Add the following to this Stratagem:
'This Stratagem cannot affect the same unit more than once per battle round.'

Page 119 – Hyperstimm Backlash
Add the following to this Stratagem:
'This Stratagem cannot affect the same unit more than once per battle round.'

Page 120 – Agents of Vect
Change the Command Point cost of this Stratagem to 4CP.
Change the final sentence of this Stratagem to read:
'This Stratagem cannot be used if your army does not include a **KABAL OF THE BLACK HEART** Detachment or if there are no **KABAL OF THE BLACK HEART** units from your army on the battlefield, and cannot be used to affect Stratagems used 'before the battle' or 'during deployment'.'

Page 125 – Labyrinthine Cunning
Change the rules text to read:
'Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.'

Page 127 - Ranged Weapons
Add the following entry to the Ranged Weapons points values table: 'Plasma grenades | 0'

FAQs

*Q: The Voidraven Bomber's Void Mine rule allows you to pick a unit the Voidraven flew over and roll three D6 for each **VEHICLE** or **MONSTER** in the unit, or one D6 for 'every other model in the unit'. Does this mean 'every other type of model (other than **VEHICLES** or **MONSTERS**)', or 'every second model'?*
A: It means the former – roll one D6 for every model in the unit that is not a **VEHICLE** or a **MONSTER**. So, for example, if the unit contains 10 **INFANTRY** models, you would roll ten D6.

Q: Can the Vexator Mask relic force a charging unit to attack after all other units have done so?
A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn't have that ability.

Q: Can the Counter-offensive Stratagem be used to negate a unit fighting last because of the Vexator Mask Artefact?
A: Yes, the Counter Offensive Stratagem allows a unit to fight outside of the normal fight order (i.e. the Stratagem does not give a unit the ability to fight first in the Fight phase, it simply instructs you to pick a unit and fight with it next).

Q: If a Succubus is given the Serpentin combat drug, does its Weapon Skill characteristic increase to 1+? If so, does the Succubus still hit if a hit roll of 2 is rolled for an attack for a melee weapon and, due to an ability, I have to subtract 1 from that hit roll?

A: Yes, and yes – only unmodified hit rolls of 1 automatically fail.

*Q: If the only **KABAL OF THE BLACK HEART** unit in my Battle-forged army is in an Auxiliary Support Detachment, but my army includes another **DRUKHARI** Detachment that is not an Auxiliary Support Detachment, can I still use the Agents of Vect Stratagem?*

A: Yes, so long as the **KABAL OF THE BLACK HEART** unit is on the battlefield.

Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem can only be used once per battle, e.g. Tide of Traitors (see Codex: Chaos Space Marines), does this mean that Stratagem counts as having been used and cannot be used again for the remainder of the battle?

A: No, as the Stratagem was not resolved it does not count as having been used.

Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem affects the targeting of an attack, such as Oathbreaker Guidance System (see Codex: Imperial Knights), is the attack lost?

A: No, normal targeting rules apply and the attack is resolved as normal.

Q: If a model is slain by an ossefactor, and the mortal wound inflicted by the ossefactor's ability causes another model in that unit to be slain, do I roll again to see if another mortal wound is inflicted?

A: No.

*Q: If I am playing a matched play organised event that has an upper limit of 3 Detachments per Battle-forged army, what is the maximum number of **DRUKHARI** Patrol Detachments I can include?*

A: 3.

Whilst the Raiding Force ability in *Codex: Drukhari* mentions Battle-forged armies of 6 or more Detachments, this is designed for narrative play games, or for matched play games with larger (or no) limits on the number of Detachments you can include in your Battle-forged armies. Note that the guidelines provided for organised events in the *Warhammer 40,000* rulebook are just that, and the event organiser may wish to modify these guidelines to best suit their event's needs.

WARHAMMER 40,000

CODEX: GENESTEALER CULTS

Official Update Version 1.1

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ERRATA

Page 79 – Cult Ambush

Add the following sentence:

'Matched Play: In matched play, units set up in ambush using this rule count as being set up on the battlefield for the purposes of Tactical Reserves.'

Page 79 – Cult Ambush, Revealing Ambush Markers

Change the last sentence of the first paragraph to read:

'Note that unless these units actually move during this Movement phase, they do not count as having moved in their Movement phase for any rules purposes, such as shooting Heavy weapons.'

Page 81 – Magus, Spiritual Leader

Change the ability to read:

'<CULT> units (other than PSYKERS) within 6" of any friendly <CULT> MAGUS models at the start of your opponent's Psychic phase can attempt to deny one psychic power manifested within 12" of them that phase as if they were themselves a PSYKER (measure range to any model in the unit).'

Page 90 – Locus, Unquestioning Bodyguard

Change the first sentence to read:

'Each time a <CULT> CHARACTER model (other than a LOCUS) loses a wound whilst they are within 3" of any friendly <CULT> LOCUSES, you can select one of those Locuses to use this ability instead of using the Unquestioning Loyalty ability (pg 78).'

Page 95 – Atalan Jackals, unit description.

Change second sentence to read:

'It can include up to 4 additional Atalan Jackals (Power Rating +3) or up to 8 additional Atalan Jackals (Power Rating +6).'

Page 98 – Cult Leman Russ, Emergency Plasma Vents

Change the second sentence to read:

'Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.'

Page 100 – Cult Chimera, Transport

Add the following sentence:

'Each ASTRA MILITARUM Heavy Weapons Team takes the space of two other models and each OGRYN takes the space of three other models.'

Page 102 – Wargear of the Cults, Mining Laser

Change the weapon's Damage characteristic to 'D6'.

Page 108 – Brood Brothers

Add the following sentence to the final paragraph:

'The Command Benefits of Auxiliary Support Detachments are unaffected.'

Add the following paragraphs to the end of the Brood Brothers rules:

Orders

BROOD BROTHERS units that have the Voice of Command or Tank Orders abilities (see *Codex: Astra Militarum*) cannot issue orders to any unit that has the **GENESTEALER CULTS** Faction keyword, nor can they issue orders to units that they would not have been able to issue orders to before they gained the **BROOD BROTHERS** keyword (e.g. a **BROOD BROTHERS COMPANY COMMANDER** cannot issue orders to a **BROOD BROTHERS OGRYN** unit or to a **BROOD BROTHERS TEMPESTUS SCIONS** unit).

Transports

BROOD BROTHERS TAUROX PRIMES can only transport 10 **BROOD BROTHERS OFFICIO PREFECTUS INFANTRY** models or 10 **INFANTRY** models that replaced their **MILITARUM TEMPESTUS** keyword with **BROOD BROTHERS**.'

Page 110 – They Came From Below...

Add the following sentence:

'Any units set up underground in this way cannot arrive on the battlefield during the first battle round. You can only use this Stratagem once per battle.'

Page 110 – Lurk in the Shadows

Change the third sentence to read:

'Until the end of the phase, enemy models can only shoot that unit if it is the closest enemy unit that is visible to them.'

Page 111 – Lying in Wait

Change the first sentence to read:

‘Use this Stratagem when you set up a unit from your army as reinforcements that has the Cult Ambush ability and that was set up underground.’

Page 111 – A Perfect Ambush

Add the following sentence:

‘You cannot use this Stratagem on a unit that disembarked from a **TRANSPORT this turn.’**

Page 112 – A Plan Generations in the Making

Add the following sentence:

‘You can only use this Stratagem once per battle.’

Designer’s Note: *This publication went to print before the changes to the Drukhari Stratagem ‘Agents of Vect’ were made. To make this Stratagem different whilst still maintaining game balance, we have decided to make this Stratagem one use only rather than increasing the Command Point cost.*

Page 113 – Mental Onslaught

Change the last sentence of this psychic power to read:

‘If your score is higher, the enemy model’s unit suffers 1 mortal wound; if the selected model is still alive you then repeat this process (each player rolling a D6 and adding their respective Leadership) until either the selected model is destroyed, your opponent rolls a 6, and/or your opponent’s result is equal to or higher than yours.’

Page 113 – Mass Hypnosis

Add the following sentence:

‘If the target has a rule that allows it to fight first in the Fight phase even if it did not charge, then instead of fighting last in the Fight phase, it fights as if it did not have that ability and did not charge.’

Page 113 – Mind Control

Change third and fourth sentences to read:

‘If the score is less than that model’s Leadership characteristic, nothing happens, but if it equals or exceeds it, that model can either shoot as if it were your Shooting phase, or make a single close combat attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack.’

Page 115 – The Rusted Claw: Entropic Touch

Change the first sentence to read:

‘Each time you roll an unmodified wound roll of 6 in the Fight phase for a model from a friendly **RUSTED CLAW unit whilst it is within 6" of your Warlord, the Armour Penetration characteristic of that attack is improved by 1 (i.e. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).’**

Page 116 – Amulet of the Voidwurm

Change the second sentence to read:

‘In addition, enemy units cannot fire **Overwatch at the bearer’s unit.’**

Page 118 – Points Values, Brood Brothers Infantry Squad

Change the models per unit value to ‘10-20’.

Page 118 – Points Values, Achilles Ridgerunners

Change the Models per Unit value to read ‘1-3’.

FAQs

*Q: Are units in **BROOD BROTHERS** Detachments restricted from using Regimental Orders, or all orders?*

A: They cannot use Regimental Orders, but can use other orders. Note the errata above that further clarified which units these orders can and cannot be issued to.

Q: If you use a Stratagem to stop an opponent’s Stratagem from being resolved (e.g. A Plan Generations in the Making) to stop a one use only Stratagem such as Tide of Traitors, does that Stratagem still count as being used and therefore cannot be used again for the remainder of the battle?

A: No.

Q: Can ambush markers be placed on top of each other or partially overlapping?

A: No.

Q: In a matched play game, can the Command Re-roll Stratagem be used to re-roll the D6 when using the First Curse Stratagem?

A: No. As The First Curse requires a dice roll before the battle, that dice roll is considered a Mission dice roll for the purposes of the Limits of Command matched play rule.

Q: In regards to ambush markers and revealing them, what is the correct order if one player has other interactions that would take place at the same time (e.g. Dark Matter Crystal)?

A: Revealing ambush markers is the final step, after all other ‘end of the Movement phase’ interactions have been completed.

Q: If a model suffers a mortal wound as a result of the Mental Onslaught psychic power, but then does not lose a wound due to an ability such as Disgustingly Resilient, does the Mental Onslaught power continue?

A: Yes.

Q: Can you use the A Perfect Ambush Stratagem on a unit set up in ambush when it is set up on the battlefield within 1" of an ambush marker?

A: Yes

Q: In a matched play game, can you use Stratagems such as They Came From Below to increase the number of units set up underground beyond the normal Tactical Reserves limits?

A: Yes. The Tactical Reserves limits concerning this apply specifically to deployment, whilst this Stratagem is used once the battle has started.

Q: When setting up models in unit coherency as a result of the Cult Reinforcements Stratagem, does each model need to be set up in coherency with a model from that unit that was in play at the start of the phase?

A: Yes.

Q: How many autopistols can an Atalan Jackal be armed with?

A: When the wargear option states that ‘the same model cannot take the same weapon twice’, this is referring to weapons taken from the *Atalan Weapons* list, and does not include the autopistol that the model is armed with to start with. As such, an Atalan Jackal can take one autopistol from this list, which is in addition to the one it is already armed with.

*Q: If a **PSYKER** unit containing models with a Wounds characteristic of 1 suffers a wound from the Sanctus’ sniper rifle, how is the resulting Perils of the Warp resolved?*

A: If the unit loses any wounds as the result of an attack made with this weapon (in the case of a **PSYKER** unit of single-wound models, this essentially means ‘if any models were destroyed as the result of an attack made with this weapon’), then the unit suffers Perils of the Warp. Note that the unit only suffers Perils of the Warp after the attack has been resolved; therefore, if the last model in that unit was destroyed by the attack, then there is no unit left on the battlefield to suffer Perils of the Warp (i.e. this ability can’t cause a **PSYKER** unit to ‘explode’ if the attack destroys the last model in a unit before it suffers Perils of the Warp).

Q: If I target an enemy model within 1" of another enemy unit with the Mind Control psychic power, can I choose to shoot with that model if the power is successfully manifested and I beat its Leadership characteristic on the 3D6 roll?

A: As this model is now treated as part of your army, it would follow all the normal rules for units making shooting attacks whilst within 1" of an enemy unit, so the answer to this question is no, unless you are shooting with a Pistol weapon (or another ranged weapon that can be shot even if enemy units are within 1"). Note that the model could still make a single close combat attack instead, though.

WARHAMMER 40,000

CODEX: GREY KNIGHTS

Official Update Version 1.3

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ERRATA

Page 72 – Brotherhood Champion

Change the last sentence of this model's The Perfect Warrior ability to read:

'If you choose the Blade Shield stance, add 1 to this model's saving throws (except saving throws using an invulnerable save) for that phase.'

Page 82 – Interceptor Squad, Personal Teleporters

Change the first sentence to read:

'During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there.'

Page 98 – Only in Death Does Duty End

Change the first sentence of this Stratagem to read:

'Use this Stratagem when a **GREY KNIGHTS CHARACTER** (other than a **BROTHERHOOD CHAMPION**) is slain.'

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 99 – Heed the Prognosticators

Change this Stratagem to read:

'Use this Stratagem at the start of your turn. Select one **GREY KNIGHTS CHARACTER**. Until the start of your next turn, the invulnerable save of that character is improved by 1 (to a maximum of 3+).'

Page 99 – Finest Hour

Change the second sentence of the rules text to read:

'Select one **GREY KNIGHTS CHARACTER** from your army and increase the range of its aura abilities (e.g. Rites of Battle, Bane of Evil and Unyielding Anvil) by 6" until the end of the turn.'

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.'

FAQs

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

WARHAMMER 40,000

CODEX: HARLEQUINS

Official Update Version 1.2

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ERRATA

Pages 56, 57, 58, 59 and 60 – Flip Belt

Change this ability to read:

'During the Movement phase, models in this unit can move across models as if they were not there, and when moving across terrain features, vertical distance is not counted against the total these models can move (i.e. moving vertically is free for these models in the Movement phase). During the Charge phase, models in this unit can move across models (other than **BUILDINGS) as if they were not there.'**

Page 60 – Solitaire, Abilities, Blitz

Add the following sentence:

'A model cannot Advance and use this ability in the same turn.'

Page 72 – Stratagems, The Labyrinth Laughs

Add the following sentence:

'Units set up with this Stratagem can be set up during the first battle round even if you are using the Tactical Reserves matched play rule.'

FAQs

Q: How does the Riddle-smiths Masque Form interact with abilities that generate additional attacks or score additional hits?

A: If a unit has an ability that generates extra attacks on a roll that exactly matches the result of a Riddle-smiths roll, the extra attack is generated. Note that the original attack still misses, and if the hit roll for the extra attack also matches the result of the Riddle-smiths roll, it also misses. Likewise, if a weapon has an ability that scores additional hits on a roll that exactly matches the result of a Riddle-smiths roll, it would score those additional hits, but they'd all miss.

Q: If a unit Falls Back with the intention of embarking at the end of their move, can the Cegorach's Jest Stratagem be used against that unit after it has moved within range of the transport, but before it embarks?

A: Yes.

Q: If the An Example Made Stratagem is used on a Shadowseer, does it work for the hallucinogen grenade launcher?

A: Yes.

Q: When a Soaring Spite Warlord uses the Skystrider Warlord Trait to disembark after their transport moves, can the Warlord then move normally as well?

A: Yes.

Q: If a Soaring Spite Warlord's transport is moved in the Psychic phase as a result of the Twilight Pathways psychic power, can the Warlord use the Skystrider Warlord Trait to disembark after that move?

A: No.

Q: If a Solitaire is within 1" of an enemy unit, can it use its Blitz ability?

A: No.

Q: If a unit with the Rising Crescendo ability Fell Back during the Movement phase and is then subsequently targeted by the Twilight Pathways psychic power later in that turn, can it Advance during the resolution of that psychic power?

A: Yes.

Q: If an attack made with a Death Jester's shrieker cannon using the shrieker profile causes one or more wounds to be taken by an enemy unit other than the initial target as the result of an ability that allowed them to take a wound instead of the initial target (e.g. Unquestioning Loyalty in Codex: Genestealer Cults), which unit is affected by that weapon's abilities?

A: In this instance the unit that intercepted the hit would be subject to the weapon's abilities. This also includes any abilities on the Death Jester itself, such as Death is Not Enough.

Q: Can Heroes' Path be used in the opponent's Movement phase?

A: Yes.

WARHAMMER 40,000

CODEX: IMPERIAL KNIGHTS

Official Update Version 1.2

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ERRATA

Page 89 – High King Tybalt's Crusading Host

Change the last paragraph to read:

'This army fulfills the requirements of two Super-heavy Detachments (High King Tybalt's Detachment and Baron Capulan's Detachment) and one Super-heavy Auxiliary Detachment (Sir Hekhtur). As it is also Battle-forged, its player receives twelve Command Points – the army receives 3 for being Battle-forged, High King Tybalt's Detachment contains three **TITANIC** units, so contributes 6 additional Command Points, whilst Baron Capulan's Detachment contains a single **TITANIC** unit, so contributes another 3. Sir Hekhtur is in a Super-heavy Auxiliary Detachment, so contributes no Command Points.'

Page 101 – Sacristan Forgeshrine, Autosacristan ability

Change the second sentence of the Ritual of Reloading paragraph to read:

'If it is not, or if it has its full complement of shieldbreaker missiles, choose one ranged weapon the vehicle is equipped with (not an Heirloom of the Noble Houses).'

Page 101 – Sacristan Forgeshrine, Ritual of Repairing

Change the second sentence to read:

'If there is a **TECH-PRIEST**, **TECHMARINE** or **IRON PRIEST** from your army on the Sacristan Forgeshrine, and they have not used their ability to repair another vehicle this turn, they can aid in the ritual of repairing instead of using that ability this turn; if they do so, the vehicle regains 3 lost wounds instead.'

Page 106 – Knight Lances ability

Change the last sentence to read:

'The Command Benefit of each Imperial Knights Super-heavy Detachment is changed to 'None' if it does not contain at least one **IMPERIAL KNIGHTS TITANIC** unit, and is changed to '+6 Command Points' if it contains at least three **IMPERIAL KNIGHTS TITANIC** units.'

Page 108 – Rotate Ion Shields

Change the last sentence of this Stratagem to read:

'Until the end of the phase, that vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

Page 109 – Death Grip

Change the penultimate sentence of this Stratagem to read:

'If your opponent rolled a 6, and/or if their result is equal to or higher than yours, the enemy model breaks free; otherwise, the enemy model suffers an additional **D3** mortal wounds and both players roll off as before.'

Page 109 – Oathbreaker Guidance System

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

Page 111 – Order of Companions

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

Page 111 – Our Darkest Hour

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

FAQs

Q: Imagine a House Vulker model with the Firestorm Protocols Household Tradition with two ranged weapons, which targets two different enemy units, one of which is the closest enemy unit. I resolve the attacks against the closest enemy unit first, re-rolling hit rolls of 1 when doing so. If, as a result of those attacks, that enemy unit is destroyed, and the target of the next weapon is now the closest enemy unit, do I also get to re-roll hit rolls of 1 against that unit?

A: No. The ability to re-roll hit rolls of 1 only applies to the enemy unit that is the closest to the firing model at the 'Choose Target' step of the Shooting sequence.

Q: Do models with House Raven's Relentless Advance tradition suffer penalties to their hit rolls for Advancing and firing heavy weapons?

A: No. These weapons are treated as Assault weapons when such models Advance, and these models ignore penalties to their hit rolls for Advancing and firing Assault weapons.

*Q: Can a **FREEBLADE** model in a Super-heavy Auxiliary Detachment have Qualities and Burdens?*

A: Yes.

Q: The Death Grip Stratagem is used after an Imperial Knights model has fought, but at what specific point in the Fight sequence does this happen?

A: After the Consolidate step.

Q: If an Imperial Knight charges in its turn, destroys the unit it declared a charge against and then consolidates into a new unit that it did not declare a charge against, can it use the Death Grip Stratagem against that unit?

A: No. The Stratagem allows you to make an extra attack with that weapon, but because you charged this turn you can still only make that attack against a unit you declared a charge against.

*Q: If an Imperial Knight with a thunderstrike gauntlet (or the Paragon Gauntlet or Freedom's Hand) destroys an enemy **VEHICLE** or **MONSTER** and I roll a 4+ to inflict mortal wounds on a nearby unit, are those inflicted immediately, or after I have resolved my Knight's remaining attacks (if any)?*

A: Pick the enemy unit as soon as you destroy the enemy **VEHICLE** or **MONSTER** unit and roll a 4+, but inflict the mortal wounds after you have resolved all your remaining attacks.

Q: If a model is equipped with four shieldbreaker missiles, how many can it fire each turn?

A: One.

WARHAMMER 40,000

CODEX: NECRONS

Official Update Version 1.2

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ERRATA

Pages 87 and 99 – Catacomb Command Barge and Annihilation Barge, Abilities

Add the following ability:

'Hovering: Instead of measuring distances and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer).'

Page 95 – Canoptek Wraiths, Wraith Form

Change this ability to read:

'Models in this unit have a 3+ invulnerable save. During the Movement phase, models in this unit can move across models as if they were not there, and can move horizontally through terrain features as if they were not there (note that any vertical distance moved is still counted against the distance these models have moved). During the Charge phase, models in this unit can move across models (other than BUILDINGS) as if they were not there. Models in this unit can shoot and charge even if they Fell Back this turn.'

Page 98 – Monolith, Eternity Gate

Change the penultimate sentence of this ability to read:

'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

Page 102 – Night Scythe, Invasion Beams

Change the penultimate sentence of this ability to read:

'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

Page 110 – Stratagems, Emergency Invasion Beam

Add the following sentence:

'Units set up with this Stratagem can be set up during the first battle round even if you are using the Tactical Reserves matched play rule.'

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.

Q: Can the Quantum Deflection Stratagem allow a unit with the Quantum Shielding ability to ignore attacks with a Damage characteristic of 1?

A: Yes.

Q: When Deathmarks use the Ethereal Interception ability to attack an enemy unit that has just been set up, does every Deathmark model have to target that unit, or only at least one?

A: Every model in the Deathmarks unit must target the unit that has just been set up.

Q: Are units that are set up on their tomb world using the Invasion Beams and Eternity Gate abilities considered to be on the battlefield for the purposes of the Tactical Reserves matched play rule?

A: No, they do not count as being set up on the battlefield and are considered to be reinforcements for the purposes of the Tactical Reserves rule.

WARHAMMER 40,000

CODEX: ORKS

Official Update Version 1.1

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ERRATA

Page 83 – Ork Wargear Lists, Battlewagon Equipment

Add the following sentence:

'Each item can only be taken once.'

Page 86 & 120 – Shokk Attack Gun

Change the first sentence of this weapon's ability to read:

'Each time this unit is chosen to shoot with, roll once to determine the Strength characteristic of this weapon.'

Page 97 – Nob with Waaagh! Banner

Add the following wargear option:

• This model may take a power klaw.'

Page 101 – Kustom Boosta-blastas, Grot blasta

Change the Strength of this weapon to '3'.

Page 102 – Megatrakk Scrapjets, Abilities

Add the following ability:

'**Grot Gunner:** Add 1 to hit rolls for attacks made with one of this model's twin big shootas.'

Page 111 – Lootas, Kustom mega-blasta

Change the Damage of this weapon to 'D6'.

Pages 111 & 119 – Lootas, Deffgun

Change this weapon's ability to read:

'Each time this unit is chosen to shoot with, roll one D3 to determine the Type characteristic of all deffguns that models in this unit are equipped with when resolving those attacks.'

Page 112 – Flash Gitz, Characteristics

Change the Kaptin's Leadership characteristic to '7'.

Page 125 – Clan Kulturs, Blood Axes: Taktiks

Change the second sentence of rules text to read:

'In addition, units with this kultur can shoot or charge (but not both) even if they Fell Back in the same turn – if such a unit is embarked, it can only do so if the **TRANSPORT** that Fell Back also has this kultur.'

Page 126 – Stratagems, Mob Up

Change the first and second sentences of this Stratagem to read:

'Use this Stratagem at the end of your Movement phase, before setting up any reinforcement units in your army on the battlefield (if any). Select two <CLAN> **BOYZ** units from your army that are within 2" of each other.'

Page 126 – Warphead

Add the following sentence:

'Each **WEIRDBOY** model can only be selected for this Stratagem once per battle.'

Page 126 – Stratagems, Get Stuck In, Ladz!

Change the first sentence of rules text to read:

'Use this Stratagem at the end of the Fight phase.'

Page 127 – Stratagems, Grot Shields

Change the rules text to read:

'Use this Stratagem after a <CLAN> **INFANTRY** unit from your army (excluding units comprised entirely of **GRETCHIN** models) has been hit by a ranged weapon. Until the end of the phase, you can roll a D6 each time an attack made with a ranged weapon wounds that unit if there is a friendly unit comprised entirely of <CLAN> **GRETCHIN INFANTRY** models within 6" of it, and the **GRETCHIN** unit is closer to the attacking model than the target unit. On a 2+ one model of your choice in that **GRETCHIN** unit is slain and the attack sequence ends.'

Page 127 – Stratagems, Loot It!

Change the first and second sentences of rules text to read:

'Use this Stratagem when a **VEHICLE** unit is destroyed. Select an **ORK INFANTRY** unit from your army that was either within 3" of the vehicle or embarked within it when it was destroyed. Improve the Save characteristic of that infantry unit by 1 (e.g. a Save characteristic of 6+ will become a Save characteristic of 5+), to a maximum of 2+.'

Page 128 – Stratagems, Drive-by Krumpin'

Change the first sentence of rules text to read:

'Use this Stratagem at the end of your Shooting phase.'

Page 133 – Warlord Traits, Goffs: Proper Killy

Change the rules text to read:

‘Add 1 to your Warlord’s Attacks characteristic. In addition, improve the Armour Penetration characteristic of melee weapons this Warlord is equipped with by 1 during any turn in which they made a charge move, were charged, or performed a Heroic Intervention (e.g. AP -1 becomes AP -2).’

FAQs

Q: When a Nob replaces their slugga and choppa with items from the Nob Weapons list, can they take two weapons from the first list and one weapon from the second list, for a total of three weapons (e.g. a big choppa, killsaw and a kombi-weapon with skorcha)?

A: No. They can take two weapons in total, only one of which can be from the second list.

Q: The Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’, and its Open-topped ability says that ‘restrictions or modifiers that apply to this model also apply to its passengers’. Does that mean that an embarked unit also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?

A: No.

*Q: If a **GOFF** Gorkanaut attacks a unit with the Crush profile of the Klaw of Gork (or possibly Mork), and the unmodified hit roll is a 6 (allowing him to make an extra hit roll with the Klaw due to the No Mukkin’ About kultur), does the extra hit roll have to be made using the same profile, or can it be made with the weapon’s other profile instead?*

A: The extra hit roll is made using the same profile.

*Q: Do **EVIL SUNZ** models that have a set value when they Advance – like a Deffkilla Wartrike using the Fuel-mixa Grot ability or a Deffkopta, due to Turbo-boost – also benefit from the Red Ones Go Fasta kultur?*

A: Yes, add 7" to their Move characteristic for that Advance move in these cases.

*Q: Are **BLOOD AXE** units with the **FLY** keyword allowed to both shoot and charge in a turn in which they Fell Back?*

A: Yes.

Q: Does the Grots ability mean that units such as Mek Gunz and Killa Kans do not benefit from a Clan Kultur?

A: Yes – they do not benefit from a Clan Kultur. Furthermore, Ork Stratagems can only be used on these units if they explicitly state so (e.g. the Grot Shields Stratagem).

Designer’s Note: *Although many grots follow a particular clan into war, due to their puny and feeble nature they do not themselves exhibit the traits of any particular clan (for example, the teef of grots within a Bad Moons warband do not grow any faster). For this reason, grots do not benefit from any Clan Kultur. This includes Big Gunz from Index: Xenos 2, and Grot Tanks and Grot Mega-tanks from Imperial Armour – Index: Xenos, all of which are, for rules purposes, considered to be units comprised entirely of **GRETCHIN**.*

*Q: If a **FREEBOOTERZ** unit comprised entirely of **GRETCHIN** destroys an enemy unit in a phase, do other friendly units within 24" that have the Competitive Streak kultur add 1 to their hit rolls until the end of that phase?*

A: Yes, unless the friendly unit in question is also comprised entirely of **GRETCHIN**.

*Q: Do **SNAKEBITE GRETCHIN** units from my army benefit from the Monster Hunters Stratagem?*

A: No.

Q: When using the Mob Up Stratagem, does either unit count as being destroyed for the purposes of any victory conditions (e.g. First Blood)?

A: No.

Q: When using the Mob Up Stratagem, do any of the rules effects that were being applied to the selected units get applied to the merged unit? For example, if one unit had Advanced or Fallen Back, does the merged unit count as having Advanced or Fallen Back, or if one unit is under the effect of a psychic power, is the merged unit still under its effects?

A: Yes, each rule effect that was being applied to each of the selected units is applied to the merged unit.

*Q: What happens when the Mob Up Stratagem is used to merge a **<CLAN> INFANTRY** unit that has a Clan Kultur with a **<CLAN> INFANTRY** unit without a Clan Kultur?*

A: The merged unit would not have a Clan Kultur. The merged unit only has a Clan Kultur if the selected units both had it.

*Q: When using the Tellyporta Stratagem on a **TRANSPORT**, do I include the Power Rating of units embarked inside when calculating if the Power Rating is 20 or less?*

A: No.

*Q: Do Stratagems used on a **TRANSPORT** affect units embarked within that transport? For example, if I use More Dakka! on a Battlewagon, do any units embarked inside benefit from it? In addition, can you use Stratagems on units embarked within a transport (e.g. can you use Showin’ Off on a **BAD MOONS INFANTRY** unit embarked within a Battlewagon)?*

A: No to both.

*Q: If an attack inflicts mortal wounds in addition to the normal damage on a **TRUKK** and the damage is subsequently reduced to 1 as a result of the Ramshackle ability, are the mortal wounds inflicted included in this damage reduction?*

A: No. Any mortal wounds would be inflicted in addition to the damage of 1.

*Q: When the Showin’ Off Stratagem is used on a **BAD MOONS INFANTRY** unit, can it select a different target for the second set of attacks?*

A: Yes. The shooting sequence is followed again, thus allowing them to ‘choose targets’ again.

WARHAMMER 40,000

CODEX: SPACE MARINES

Official Update Version 1.5

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ERRATA

Page 131 – Sergeant Equipment
Add 'Combi-grav'.

Page 137 – Chaplain Grimaldus, Unmatched Zeal
Change the first sentence of this ability to read:
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

Pages 139 and 190 – Wrist-mounted grenade launcher
Change the AP value to read '-1'.

Page 141 – Primaris Captain, Wargear Options
Change the second bullet point to read:
'This model may take a power sword, or replace its master-crafted auto bolt rifle and bolt pistol with a power fist and a plasma pistol.'

Page 148 – Tactical Squad, Wargear Options
Add a new bullet point as follows:
'The Space Marine Sergeant may take melta bombs.'

Page 148 – Intercessor Squad, Wargear Options
Change the third bullet point to read:
• **The Intercessor Sergeant may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'**

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Page 149 – Scout Squad, Concealed Positions
Change this ability to read:
'**Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 154 – Company Champion
Change the unit description to read:
'A Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Page 154 – Company Veterans, Wargear Options
Change the second bullet point to read:
'Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

Page 156 – Reiver Squad
Replace the first bullet point with the following:
• All Reivers in the unit may replace their bolt carbine with a combat knife.
• The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife.'

Pages 158 and 192 – Reiver Squad and Armoury of the Space Marines, Grapnel Launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Pages 160, 161 and 188 – Grenade harness
Change the AP value to read '-1'.

Pages 162, 169 and 189 – Melta bomb
Change the Abilities text to read:
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

Page 166 – Redeptor Dreadnought
Change the description to read:
'A Redeptor Dreadnought is a single model equipped with a heavy onslaught gatling cannon, heavy flamer, two fragstorm grenade launchers and a Redeptor fist.'

Page 166 – Redeptor Dreadnought, Wargear Options
Add a new bullet point as follows:
'This model may take an Icarus rocket pod.'

Page 175 – Stalker, Damage chart

Change the third value under ‘Remaining W’ to read ‘1-2’.

Page 196 – Relics of the Chapter

Add the following sentence:

‘You can only use this Stratagem once per battle.’

Page 196 – Born in the Saddle

Add the following sentence:

‘In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.’

Page 197 – Strike from the Shadows

Change this Stratagem to read:

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

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 201 – The Crusader’s Helm

Change this ability to read:

‘**BLACK TEMPLARS** model only. The wearer of the Crusader’s Helm increases the range of its aura abilities by 3" (to a maximum of 12").’

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 | 0

Centurion assault launchers | 0

Ironclad assault launchers | 5’

FAQs

*Q: Can I select **LEGION OF THE DAMNED** as my <CHAPTER> keyword?*

A: No.

*Q: When a unit with the **And They Shall Know No Fear** ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?*

A: No, the number added is not considered to be a modifier.

*Q: Can I use a Signum to increase the Ballistic Skill characteristic of a model when it shoots with a ranged weapon before being removed as a casualty as part of the **Astartes Banner** ability?*

A: No.

*Q: Can the **Killshot** Stratagem be used to affect **Deimos Pattern Relic Predators**?*

A: No. The **Killshot** Stratagem can only be used to affect models using the **Predator** datasheet.

*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?

A: No.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

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: No. You can, however, use the Stratagem a second time to affect the second shot (subject to the usual restrictions).

Q: Can I use the Flakk Missile Stratagem when a model fires a cyclone missile launcher?

A: No.

Q: If an Armourium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?

A: No.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer's Note: *Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.*

WARHAMMER 40,000

CODEX: SPACE WOLVES

Official Update Version 1.2

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WARLORD TRAITS

Some English versions of *Codex: Space Wolves* feature an out-of-date version of the army's Warlord Traits. For the up-to-date Space Wolves Warlord Traits, see the final page of this document.

ERRATA

Page 76 – Logan Grimnar on Stormrider
Add '**CAVALRY**' to the keywords line.

Page 77 – Arjac Rockfist
Add '**BATTLE LEADER**' to the keywords line.

Page 79 – Primaris Rune Priest
Change the unit description to read:
'A Primaris Rune Priest is a single model armed with a runic sword, bolt pistol, psychic hood, frag and krak grenades.'

Page 83 – Ragnar Blackmane, Abilities, Loyal Companions
Change the second sentence to read:
'Svangir and Ulfgir are considered to have the **CHARACTER** keyword for the purposes of shooting attacks and Heroic Interventions, and the **INFANTRY** keyword for the purposes of embarking within a transport.'

Page 89 – Canis Wolfborn
Add '**BATTLE LEADER**' to the keywords line.

Page 90 – Primaris Battle Leader, master-crafted stalker bolt rifle
Change the AP characteristic of this weapon to '-2'.

Page 90 – Primaris Battle Leader
Add '**WOLF GUARD**' to the keywords line.

Page 95 – Intercessors, Wargear Options
Change the third bullet point to read:
'• The Intercessor Pack Leader may either replace their bolt rifle with a chainsword, a power sword or a power fist, or take a chainsword, a power sword or a power fist in addition to their other weapons.'

Designer's Note: *This errata reflects the updated datasheet changes found in Chapter Approved 2018.*

Page 97 – Reivers
Delete the power sword profile on this datasheet.

Page 97 – Reivers, Grapnel Launchers
Change the first sentence to read:
'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'

Page 100 – Great Company Ancient
Add '**WOLF GUARD**' to the keywords line.

Page 100 – Primaris Ancient
Add '**WOLF GUARD**' to the keywords line.

Page 101 – Great Company Champion
Change the unit description to read:
'A Great Company Champion is a single model armed with a bolt pistol, master-crafted power sword, frag grenades, krak grenades and combat shield.'

Add '**WOLF GUARD**' to the keywords line.

Page 107 – Wulfen, Abilities, Death Frenzy
Add the following sentence:
'This ability is not cumulative with the Great Company Banner ability.'

Page 131 – Great wolf claw
Change the Damage characteristic of this weapon to '3'.

Page 136 – Stratagems, Chooser of the Slain
Change the second sentence to read:
'A single friendly **SPACE WOLVES** unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so.'

Page 136 – Stratagems, The Wolf’s Eye

Change the second sentence to read:

‘You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase; choose which when you use this Stratagem.’

Page 138 – Saga of Majesty

Change the last sentence to read:

‘In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.’

Page 142 – Points Values, Fast Attack

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

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

Page 144 – Points Values, Other Wargear

Add the following entry:

Wargear	Points per item
Combat shield	5

FAQs

Q: When a unit with the And They Shall Know No Fear ability takes a Morale test, is the number that is added to the dice roll for the number of models destroyed in that unit for that turn considered to be a modifier (for the purposes of applying re-rolls before modifiers)?

A: No, the number added is not considered to be a modifier.

Q: If I replace a Wolf Guard Terminator’s storm bolter with a cyclone missile launcher and storm bolter from the Terminator Heavy Weapons list (as per the third bullet point), can I subsequently replace the new storm bolter with an item from the Combi-weapons or Terminator Melee Weapons list (as per the second bullet point)?

A: Yes.

Q: Does the Lone Wolf Stratagem have to be used at the end of the phase in which one of my units is reduced to its last model?

A: No, this can be used at the end of any phase. This means you can wait until after the unit has taken any Morale test it is required to, and use this Stratagem at the end of the Morale phase, if you wish.

Q: Are the effects of Stratagems such as Cloaked by the Storm and Howl of the Great Pack considered to be aura abilities for the purpose of the Saga of Majesty Warlord Trait?

A: Yes.

Q: If Ragnar Blackmane is my army’s Warlord, do Svangir and Ulfgir also gain the benefit of Saga of the Warrior Born Warlord Trait?

A: Yes; this Warlord Trait affects the unit, of which Svangir and Ulfgir are a part.

Q: Can the Armour of Russ relic force a charging unit to attack after all other units have done so?

A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn’t have that ability.

Q: Can the Killshot Stratagem be used to affect Deimos Pattern Relic Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Predator datasheet.

Q: If I use the Hellfire Shells or Flakk Missile Stratagem and I hit, do I continue to roll to wound and do damage normally in addition to doing mortal wounds?

A: No, the normal attack sequence ends.

Q: Which part of a Drop Pod should I measure distances from and to, especially if the model has been assembled so its doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised – you cannot raise or lower the doors thereafter during the battle.

Designer’s Note: *Choosing to set this model up in the ‘raised doors position’ simply represents the doors closing the instant after its passengers have disembarked.*

WARLORD TRAITS

The champions of the Space Wolves have crafted their sagas over centuries of war against the enemies of the Imperium. Each is a living legend, an example to their warriors and a beacon of hope in a benighted galaxy.

If a **SPACE WOLVES CHARACTER** is your Warlord, he can generate a Warlord Trait from the following table instead of the one in the *Warhammer 40,000* rulebook. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his temperament and preferred style of waging war.

Like other Warlord Traits, a Space Wolves saga grants a powerful advantage and is active on your Warlord at all times. However, unlike other Warlord Traits, from the end of a phase in which your Warlord performs a deed of legend (as detailed within the saga), the saga also affects friendly **SPACES WOLVES** units whilst they are within 6" of your Warlord. This effect lasts for the rest of the battle.

06 RESULT

1 SAGA OF THE WARRIOR BORN

Endowed with preternatural prowess, the Warlord strikes swift and savage at all who stand before him.

You can always choose for a unit affected by this saga in the Fight phase to fight first even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

Deed of Legend: Slay an enemy **CHARACTER** with your Warlord.

2 SAGA OF THE WOLFKIN

The Warlord's savage battle howl has a primal potency, sending the predatory instincts of his lupine kin into overdrive.

If a unit is affected by this saga in the Fight phase, add 1 to the Attacks characteristic of all its models if it made a charge move, was charged, or performed a heroic intervention earlier in the same turn.

Deed of Legend: Slay a total of five models in the Fight phase with your Warlord (keep a tally from turn to turn).

NAMED CHARACTERS AND WARLORD TRAITS

The mightiest warriors of Fenris are renowned as much for their methodology as they are for their deeds on the battlefield. If one of the following named characters is your Warlord, they must be given the associated Warlord Trait shown below.

NAMED CHARACTER	WARLORD TRAIT
Arjac Rockfist	Saga of the Bear
Bjorn the Fell-Handed	Saga of Majesty
Canis Wolfborn	Saga of the Wolfkin
Harald Deathwolf	Saga of the Wolfkin
Krom Dragongaze	Saga of the Warrior Born
Logan Grimnar	Saga of Majesty
Njal Stormcaller	Saga of Majesty
Ragnar Blackmane	Saga of the Warrior Born
Ulrik the Slayer	Saga of the Beastslayer

3 SAGA OF MAJESTY

The Warlord speaks with the wisdom of the ages, inspiring his men to acts of valour and greatness.

If a unit is affected by this saga, they automatically pass Morale tests. In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.

Deed of Legend: Slay the enemy Warlord with your Warlord.

4 SAGA OF THE BEASTSLAYER

This hero has slain some of the mightiest beasts in the galaxy. Such a hero embodies Russ' strength and courage.

Add 1 to wound rolls for attacks made by a unit affected by this saga that target a **MONSTER** or **VEHICLE**.

Deed of Legend: Slay an enemy **MONSTER** or **VEHICLE** with your Warlord.

5 SAGA OF THE HUNTER

A master of the chase, ever has this hero tracked his prey from the shadows. Such a warrior exemplifies his Primarch's hunting instincts.

A unit affected by this saga in your Charge phase can charge even if it Advanced earlier in the turn.

Deed of Legend: Successfully charge an enemy unit with your Warlord.

6 SAGA OF THE BEAR

When this hero plants his feet firmly, he stands as strong as the mountains of Asaheim.

Roll a dice each time a model affected by this saga loses a wound; on a 6, that model does not lose a wound. This saga has no effect on models with a similar ability (e.g. Bjorn the Fell-Handed's Legendary Tenacity ability).

Deed of Legend: Successfully pass a saving throw for your Warlord.

WARHAMMER 40,000

CODEX: T'AU EMPIRE

Official Update Version 1.2

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ERRATA

Page 89 – Master of War

Change the Kauyon ability to read:

'Kauyon: On a turn in which you declare Kauyon, at the start of your Movement phase, you can select any friendly <SEPT> units that are within 6" of the <SEPT> COMMANDER. Until the end of the turn, the selected units cannot move for any reason, but you can re-roll failed hit rolls for attacks made by these units.'

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 106 – XV104 Riptide Battlesuit, Nova Reactor

Add the following sentence to the end of the Boost bullet point of this ability:

'You cannot use this ability to move within 1" of any enemy models.'

Page 121 – Cyclic ion blaster, Overcharge profile

Change the abilities text to read:

'If you roll one or 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 – Coordinated Fire Arcs

Change this ability to read:

'When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of another friendly T'AU SEPT unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.'

Page 127 – Dal'yth Sept: Adaptive Camouflage

Change the rules text to read:

'A unit with the tenet receives the benefit of cover, even while in the open. A unit with this tenet that moves for any reason loses the benefit of this tenet until the start of its next Movement phase.'

Page 130 – Focused Fire

Change the rules text to read:

'Use this Stratagem after a T'AU SEPT unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to wound rolls for attacks made by other T'AU SEPT units from your army that target the same enemy unit this phase.'

DATACARDS: T'AU EMPIRE

Automated Repair System (Stratagem)

Change the first sentence of the rules text on this datcard to read:

'Use this Stratagem at the start of any turn.'

FAQs

Q: *In Index: Xenos 2 and Imperial Armour Index: Xenos, 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 and Imperial Armour Index: Xenos 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. Note that for a model with a pulse rifle (a Rapid Fire weapon) this means that it would make two hit rolls unless the target is within half range, in which case it would make three hit rolls.

Q: How many shots does a model armed with multiple pulse weapons fire when affected by a Cadre Fireblade's Volley Fire ability? Is it one extra shot with each of those weapons, or one extra shot with just one of those weapons?

A: These models fire one additional shot for each weapon. For example, a Drone armed with two pulse carbines (an Assault 2 weapon) would fire three shots from each weapon (for a total of six shots from that model).

Q: Is a longshot pulse rifle considered a pulse rifle for the purposes of volley fire?

A: No.

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: When a T'AU EMPIRE VEHICLE that has the Attached Drones ability but not the TRANSPORT keyword (or a Transport ability) is destroyed, how do the attached drone models disembark?

A: The attached drone models immediately disembark using the normal rules as if that VEHICLE unit was a transport.

Q: If several TX4 Piranhas from a single unit are destroyed, do any disembarking drones form a unit? Can these disembarking drones be set up within 3" of any Piranha model in that unit?

A: No: Each set of drones is treated as a separate unit, in the same manner as if they had disembarked normally under their Detach ability. Drones must be set up within 3" of the model they are disembarking from as normal.

Q: Can an INFANTRY unit with accompanying Drones be deployed within a Fortification if the Drones cannot embark inside that Fortification?

A: Yes, but the Drones themselves cannot embark inside the Fortification – instead they must be set up within 2" of the Fortification when their unit is deployed within it.

Q: The multi-tracker allows you to re-roll hit rolls of 1 in the Shooting phase for a model equipped with it, as long as it fires all of its weapons at the same target. What if the target is out of range for one or more of the firing model's weapons? Do you have to pick a target that can be fired at by all of the firing model's weapons?

A: No, the intent is that any weapons that the firing model can legitimately fire must be fired at the same target.

Q: Can I use the Breach and Clear! Stratagem against a unit that has 3 or more markerlight tokens on it?

A: Yes.

Q: Is the Experimental Weaponry Stratagem used before or after I determine how many shots are fired by a weapon?

A: Before.

Q: How does the Saviour Protocols ability work when a T'au Empire unit is hit and wounded by a powerful weapon, like a lascannon, when it is near to some friendly Drones?

A: Let's imagine a T'AU SEPT unit is targeted by a model firing a lascannon whilst a friendly T'AU SEPT DRONE unit is within 3" of it. The hit roll and wound rolls for the attack made with the lascannon are both successful. The T'au Sept player then rolls one D6, scoring a 3 – this is more than 2+ so they choose to allocate the wound caused by the lascannon's attack to the nearby Drone unit instead. Instead of resolving the damage normally against the Drone unit (i.e. taking a saving throw, and if it is failed, inflicting damage equal to the weapon's Damage characteristic – in this case D6), the Drone unit suffers 1 mortal wound, typically resulting in the destruction of a single Drone model.

Q: For the purposes of the Saviour Protocols ability, what exactly constitutes an attack?

A: In this context, it is an attack made with a ranged or melee weapon.

Q: If a COMMANDER uses their Master of War ability to declare either Kauyon or Mont'ka, and a friendly <SEPT> unit that was more than 6" from that Commander at the beginning of the turn subsequently moves within 6" of that Commander during that turn, does that <SEPT> unit then benefit from Kauyon or Mont'ka?

A: No. Kauyon and Mont'ka only affect those units that are within 6" of the Commander when the ability was used at the start of the turn.

WARHAMMER 40,000

CODEX: THOUSAND SONS

Official Update Version 1.3

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ERRATA

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

Page 73 – Tzaangors, Wargear Options
Add the following bullet point:
• One Tzaangor can take an Icon of Flame (pg 90)'

Page 74 – Horrors, Power Rating
Change the Power Rating to read '4'

Page 74 – Horrors, Description
Change the second sentence to read:
'It can include up to 10 additional Horrors (**Power Rating +4**) or up to 20 additional Horrors (**Power Rating +8**).'

Page 74 – Horrors, Magic Made Manifest
Change this ability to read:
'**Magic Made Manifest:** A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can't roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.'

Page 79 – Chaos Spawn, Abilities, Mutated Beyond Reason, Designer's Note
Change the last sentence to read:
'Each has a points value of 25 (this includes all of its weapons).'

Page 96 – Fire Frenzy
Change the first sentence of rules text to read:
'Use this Stratagem in your Shooting phase, just before a **THOUSAND SONS** Helbrute from your army shoots.'

Page 96 – Cabalistic Focus
Change this Stratagem to read:
'Use this Stratagem before attempting to manifest a psychic power with a **THOUSAND SONS PSYKER** from your army that is within 6" of at least two other friendly **THOUSAND SONS PSYKER** units. Add 2 to the Psychic test.'

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 – Boon of Tzeentch, Spawndom
Change the third sentence to the following:
'If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.'

Page 97 – Warpflame Gargoyles
Change the second sentence of rules text to read:
'Pick a **THOUSAND SONS VEHICLE** from your army (but not a **HELBRUTE** or **Heldrake**) 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 98 – The Flesh Change
Change the fourth sentence to the following:
'If you do so, set up the Chaos Spawn within 6" of the character and more than 1" from any enemy models before removing them as a casualty.'

Page 101 – Dark Hereticus Discipline, Gift of Chaos
Change the third sentence to read:
'If a **CHARACTER** is slain by this power, you can add one Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.'

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.'

Page 101 – Discipline of Tzeentch, Bolt of Change

Change the third sentence to read:

‘If a **CHARACTER** is slain by this power, you can add a Chaos Spawn to your army within 6" of the character and more than 1" from any enemy models before they are removed as a casualty.’

Page 101 – Discipline of Tzeentch, Gaze of Fate

Change the second sentence to read:

‘If manifested, until the end of the turn you can re-roll one single dice roll that you have rolled.’\

Page 101 – Discipline of Tzeentch, Treason of Tzeentch

Change the third and fourth sentences to read:

‘If the result is greater than the character’s Leadership characteristic, until the end of the following Fight phase treat that character as if it were a friendly model from your army in your Shooting, Charge and Fight phases.’

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.

Q: How should Perils of the Warp be resolved against units led by an Aspiring Sorcerer or Scarab Occult Sorcerer?

A: Any mortal wounds suffered are applied to Sorcerer’s unit, so can be applied to another model if you wish (if a model in that unit has already suffered any wounds, it must still be applied to this model first).

*Q: If the Aspiring Sorcerer or Scarab Occult Sorcerer from a unit has been slain, is this unit still treated as being a **PSYKER**?*

A: Yes.

Designers Note: *Whilst these units would not be able to manifest or deny any psychic powers, any abilities, objectives or effects which affect psykers are still likely to affect these warp-infused, animated suits of armour.*

Q: Can the Killshot Stratagem be used to affect Hellforged Predators?

A: No. The Killshot Stratagem can only be used to affect models using the Chaos Predator datasheet.

*Q: If a **CHARACTER** is being treated as part of the opponent’s army due to the Treason of Tzeentch psychic power, must units from that **CHARACTER**’s actual army fight it in the Fight phase if they are within 1" of that **CHARACTER**?*

A: Yes.

WARHAMMER 40,000

CODEX: TYRANIDS

Official Update Version 1.3

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ERRATA

Page 101 – Biovores, Spore Mine Launcher

Change the first sentence of the second paragraph to read:

'Each time a spore mine launcher misses its target, set up a single <HIVE FLEET> Spore Mine model anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

Page 109 – Harpy, Spore Mine Cysts

Change the first sentence of the second paragraph to read:

'Each time a Spore Mine misses its target, set up a single <HIVE FLEET> Spore Mine anywhere within 6" of the target unit and more than 3" from any enemy model (if the Spore Mine cannot be placed it is destroyed).'

Page 110 – Sporocyst, Spawn Spore Mines

Change the second sentence to read:

'If it does so, add a new unit of 3 <HIVE FLEET> Spore Mines or 1 <HIVE FLEET> Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the Sporocyst and more than 1" from the enemy (any models that cannot be placed are destroyed).'

Page 110 – Sporocyst, Spore Node

Change the first sentence of the second paragraph to read:

'Each time a spore node attack misses its target, add a new unit of 3 <HIVE FLEET> Spore Mines or 1 <HIVE FLEET> Mucolid Spore to your army and set it up on the battlefield so that it is wholly within 6" of the target unit and more than 3" from any enemy model (any models that cannot be placed are destroyed).'

Page 110 – Sporocyst, Bombardment Organism

Change this ability to read: 'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Page 116

Change the first sentence to read:

'In this section you'll find rules for Battle-forged armies that include Tyranids Detachments.'

Add the following section before 'Abilities':

'Tyranids Units

In the rules described in this section we often refer to 'Tyranids units'. This is shorthand for any **TYRANIDS** unit that also has the <HIVE FLEET> keyword. A Tyranids Detachment is therefore one which only includes units with both the **TYRANIDS** and <HIVE FLEET> keyword.

Note that although Genestealer Cults are devoted to the Hive Mind and will willingly fight alongside their xenos masters, they deviate significantly in terms of organisation and tactics, not to mention physiology! **GENESTEALER CULTS** units therefore cannot make use of any of the rules listed in this section (this includes the Detachment abilities, Stratagems, bio-artefacts, psychic powers, Warlord Traits and Tactical Objectives described in this section), and instead have their own rules.'

Page 117 – Jormungandr: Tunnel Networks

Change the second sentence to read:

'If the unit Advances or declares a charge, however, it loses the benefit of this adaptation until the start of your next Movement phase.'

Page 119 – Pathogenic Slime

Change the first sentence of the rules text for this Stratagem to read:

'Use this Stratagem at the start of your Shooting phase.'

Page 119 – Sporefield

Change the first sentence of rules text to read:

'Use this Stratagem after both armies have deployed but before the first battle round begins.'

Pages 119 and 120 – Sporefield and Call the Brood

Add the following sentence:

'This unit must belong to the same Hive Fleet as another unit from your army.'

Page 119 – Pheromone Trail

Add the following sentence:

‘You cannot use this Stratagem to affect a unit of reinforcements being set up by the Genestealer’s Infestation ability, or that are added to your army due to a unit’s ability.’

Page 120 – The Enemy Below

Change the third sentence to read:

‘Whenever you set up a unit of **RAVENERS**, a **MAWLOC**, **TRYGON** or a **TRYGON PRIME** at the end of your Movement phase (a burrowing unit), you can also set up any number of units you set up within the tunnels.’

Page 120 – Hyper-toxicity

Change the first sentence to read:

‘Use this Stratagem at the start of the Fight phase.’

Page 121 – The Horror

Change the second sentence of this psychic power to read:

‘If manifested, select one enemy unit within 24" of and visible to the psyker.’

Page 124 – Alien Cunning

Change the first sentence of rules text to read:

‘At the start of the first battle round, but before the first turn begins, you can remove your Warlord from the battlefield and set them up again as described in the Deployment section of the mission you are playing.’

FAQs

Q: Does the Instinctive Behaviour ability apply to Tyranids units whilst they are embarked within a Fortification?

A: Yes – that means that you must subtract 1 from hit rolls made for that unit when shooting at any target other than the nearest visible enemy unit.

Q: When a unit is set up in a locale other than the battlefield, can they change that locale (other than to be set up on the battlefield)? For example, if a unit is set up ‘within the tunnels’ as part of The Enemy Below, must they be set up on the battlefield following that Stratagem, or can they be set up in another fashion?

A: They cannot change their locale. In the example, they can only be set up on the battlefield following the conditions of The Enemy Below.

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

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

Q: Can a unit ever Advance twice in a single phase?

A: No.

Q: If a unit has Advanced in a phase, and is given the opportunity to move again in the same phase, what is their Move characteristic?

A: Their Move characteristic for the second move would still be the value as modified from the Advance.

For example, if a unit with a Move characteristic of 5" Advances in a Movement phase, and the result of the dice rolled for the Advance is 4, its Move characteristic would be modified for that phase to 9". As such, if it was given the opportunity to move again in that phase, its Move characteristic would still be 9".

Q: If a new unit is added to an army – for example as a result of the Sporefield or Call the Brood Stratagems – is it part of a Detachment?

A: No.

Q: How many heavy venom cannons and strangleshorn cannons can a model be armed with?

A: A model can be armed with either one heavy venom cannon or one strangleshorn 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: Is a unit that is affected by the Opportunistic Advance Stratagem treated as having Advanced for the purposes of shooting or charging later in that turn?

A: Yes.

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 Tyrant 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.

Q: If a Warlord has been given the Heightened Senses Warlord Trait, can it still suffer from negative modifiers to its Weapon Skill or Ballistic Skill?

A: Yes, the Heightened Senses Warlord Trait only exempts it from penalties to the hit roll, not to any negative modifiers to the Warlord's Characteristics.