

# WARHAMMER 40,000

# SLAANESH DAEMON DATASHEETS

## 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.

### FAQs

*Q: If Syll'Esske cannot make a consolidation move because it is in base contact with an enemy model, can it still resolve its close combat attacks again as a result of the Deadly Symbiosis ability?*

A: Yes.

*Q: When Syll'Esske uses the Deadly Symbiosis ability, it says it can choose a new target. Must I choose a new target, or can I choose a unit that Syll'Esske targeted during this phase?*

A: You can choose a unit that Syll'Esske targeted during this phase.

*Q: If a Contorted Epitome takes the Slothful Claws Relic, can it still attack with these in addition to its Coiled Tentacles, or does it lose this ability when it replaces the Ravaging Claws weapon profile with the Slothful Claws?*

A: The Slothful Claws profile replaces that model's ravaging claws profile in its entirety, therefore the ability to use this weapon in addition to its coiled tentacles is lost.

*Q: If a model with a minimum Move characteristic wishes to Fall Back whilst within 6" of a Contorted Epitome, but its controlling player fails to roll below its Leadership characteristic, is it destroyed?*

A: Yes.

*Q: If a model with a minimum Move characteristic and the Hover Jet ability is within 6" of a Contorted Epitome, can its controlling player decide to use this ability after failing to roll below that model's Leadership characteristic to prevent the model from being destroyed? Or must the player declare that the model will hover before rolling to see if it can Fall Back?*

A: The player must declare that the model will hover before rolling to see if it can Fall Back.

# BLACKSTONE FORTRESS

## DESIGNERS' COMMENTARY, NOVEMBER 2018

The following commentary is intended to complement the Blackstone Fortress rulebooks. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if everybody wants to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### BLACKSTONE FORTRESS — RULES

*Q: If an explorer was inspired when they ended an expedition, do they remain inspired on their next expedition?*

A: No.

*Q: Do the explorers need to discard four clue cards in order to mount an expedition to the hidden vault?*

A: No, the only requirement is that all four strongholds have been conquered.

*Q: If my explorer is taken out of action during a combat, can I make recovery rolls for them at the end of each combat turn?*

A: No, you must wait until after the combat has ended and the expedition started again.

### BLACKSTONE FORTRESS — COMBAT

*Q: Sometimes a maglev transport chamber is set up only touching wall hexsides on an adjacent chamber. When this is the case, are the walls ignored along the hexsides where they connect with the maglev chamber?*

A: Yes.

*Q: Must the explorers perform all covering fire before attempting any gambits?*

A: Yes.

*Q: Can I move an explorer into a hex adjacent to a hostile as part of one move, and then move them again in the same activation?*

A: Yes – when you move an explorer into a hex adjacent to a hostile, this ends that explorer's move and it must halt. If an explorer starts a move in a hex adjacent to a hostile, they can move normally (unless they move into a hex adjacent to another hostile).

*Q: Can an explorer use the Recuperate action while they are out of action?*

A: No.

*Q: Can I use overwatch dice to attack a hostile that deploys in the event phase?*

A: No, the overwatch dice are removed at the end of the activation phase.

*Q: Does a combat end if all hostiles have been slain while the explorers are not all in the maglev transport escape chamber?*

A: No.

### BLACKSTONE FORTRESS — PRECIPICE

*Q: When the explorers return to Precipice, are all of their wounds and grievous wounds healed?*

A: Yes. However, you must still make recovery rolls for any explorers that were out of action, to see if they die from their wounds.

### EXPLORER CARDS

*Q: When Taddeus the Purifier uses his Rallying Cry or Inspiring Speech actions, do explorers in adjacent hexes have to be visible in order for him to heal them or for them to re-roll attack rolls?*

A: No.

*Q: When Pious Vorne uses an Inferno action, can I choose to place only 1 inferno marker?*

A: Yes.

*Q: When Pious Vorne uses an Inferno action, can I choose to place both inferno markers in the same hex?*

A: No.

*Q: When Rein & Raus take a Double Team action, do they both have to perform the same action (i.e. do they both have to move or both have to shoot)?*

A: No.

Q: *The booby-trap marker for Dahyak Grekh is the same on both sides. How can I tell which is the used side?*

A: We recommend using the back of the counter as the used side – you can tell which side is the back because it is flatter than the front side.

## HOSTILE REFERENCE CARDS

Q: *If two or more of the columns on the behaviour table apply to a hostile model, which one should I use?*

A: Use the leftmost column that applies (or to put that another way, start at the left-hand column and stop at the first column that applies).

Q: *If a Rogue Psyker carries out a Disrupt action when there isn't a hostile player, who decides what happens?*

A: The leader decides.

Q: *If an explorer is adjacent to two Chaos Beastmen, is the cost of their actions increased by 2, etc?*

A: No, it is only ever increased by 1 no matter how many Chaos Beastmen are adjacent to the explorer.

## RESOURCE CARDS

Q: *Quite a few resource cards allow me to pick a model to be affected by the card, but don't say if the target has to be visible to the explorer using the card. When this is the case, does the target need to be visible?*

A: No, the target only needs to be visible if this is specifically stated on the resource card in question.

Q: *The Thexian Perceptual Manipulator card from Kravv'cha'to makes the explorer invisible to hostiles. Does this allow hostiles to move into the explorer's hex and vice versa?*

A: No, hostiles can never enter a hex occupied by an explorer.

Q: *Can I use the Demiurg Blasting Charge from Vanguard to place a blasted hex location tile in an obstructed hex or a hex on the other side of a wall from the explorer, and so on?*

A: Yes.

## EXPLORATION CARDS

Q: *With the Icefire challenge, do I roll once for each explorer (in leader order) and then stop?*

A: No, roll once for each explorer, in leader order, then start with the first explorer again, and so on until you make a roll that doesn't include a 6. Once you make a roll that doesn't include a 6, stop rolling and inflict a grievous wound on that explorer.

Q: *With the Shadow Ambush challenge, does each Ur-Ghul attack three times when it attacks because of the Frenzied rule on their card?*

A: Yes.

# 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 1.4

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 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 97** – Acquisition at Any Cost  
Add the following sentence to the end of this Stratagem:  
'This Stratagem can only be used once per turn.'

**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: Can the Clandestine Infiltration Stratagem be used when you set up a **STYGIES VIII** Transport that has any embarked units?*

A: Yes.

*Q: If a 6 is rolled for the invulnerable save granted by a Kastelan Robot’s Repulsor Grid ability for an attack made by a unit embarked upon a Transport with an ability such as Open-topped or Extended Firing Deck, which unit is the mortal wound allocated to, the embarked unit or the Transport?*

A: The embarked unit that is making the attack suffers the mortal wound.

*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 1.4

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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).'

**Page 88, 89, 114, 118, 122 and 126 – Tank Commander, Knight Commander Pask, Leman Russ Battle Tanks, Baneblade, Hellhammer and Armoury of the Imperium, demolisher cannon**

**Change Type characteristic to Heavy D6 and Abilities to '-.**

#### 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 135 – Go! Recon!**

Add the following sentence to the end of this Stratagem:

‘This move cannot bring this model within 1" of any enemy models.’

**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 1.4

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

#### All datasheets (excluding SERVITORS)

Add the following ability:

**'Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

**Page 88 – Captain in Gravis Armour**  
Change Wounds characteristic to 7.

**Page 88, 89 and 129 – Primaris Captain, Primaris Lieutenants and Armoury of the Blood Angels, master-crafted auto bolt rifle**  
Change Type characteristic to Assault 3.

**Page 88, 89 and 129 – Primaris Captain, Primaris Lieutenants and Armoury of the Blood Angels, master-crafted stalker bolt rifle**  
Change Damage characteristic to 3.

**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.*

**Page 91 and 127 – Intercessor Squad and Armoury of the Blood Angels, auto bolt rifle**  
Change Type characteristic to Assault 3.

**Page 91 and 130 – Intercessor Squad and Armoury of the Blood Angels, stalker bolt rifle**  
Change Damage characteristic to 2.

**Page 95 – Aggressor Squad, Aggressor and Aggressor Sergeant**  
Change Wounds characteristic to 3.  
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

**Page 95 – Aggressor Squad, Fire Storm**  
Change this ability to read:  
'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

**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.'

**Page 101 - Reiver Squad, Terror Troops**  
Change this ability to read:  
'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

**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 109, 123 and 128** – Redeptor Dreadnought, Repulsor and Armoury of the Blood Angels, Icarus rocket pod  
Change Damage characteristic to 2.

**Page 113** – Inceptor Squad, Inceptor and Inceptor Sergeant  
Change Wounds characteristic to 3.

**Page 118 and 128** – Vindicator and Armoury of the Blood Angels, demolisher cannon  
Change Type characteristic to Heavy D6 and Abilities to ‘-’.

**Page 120 and 128** – Land Raider Redeemer and Armoury of the Blood Angels, flamestorm cannon  
Change Range characteristic to 12”.

**Page 122** – Drop Pod, Drop Pod Assault  
Add the following to this ability:  
*‘Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.’*

**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 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: 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: CHAOS DAEMONS

## Official Update Version 1.5

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### ERRATA

#### Page 85 – Unstoppable Ferocity

Change the rules text to read:

'If this unit makes a charge move, is charged, or performs a Heroic Intervention, then until the end of the turn add 1 to the Attacks characteristic of all its models and add 1 to the Strength characteristic of all the melee weapons the unit is armed with.'

#### Page 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*.

2 POWER		FIENDS									
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 ( <b>Power Rating +2 per model</b> ). 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	<b>Daemonic, Quicksilver Swiftmess, Daemonic Ritual</b> (see <i>Codex: Chaos Daemons</i> )  <b>Disruptive Song:</b> PSYKERS within 12" of any enemy models with this ability must subtract 1 from the result of Psychic tests they take.  <b>Soporific Musk:</b> 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										

4 POWER		FLESH HOUNDS									
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 ( <b>Power Rating +4</b> ), up to 10 additional Flesh Hounds ( <b>Power Rating +8</b> ) or up to 15 additional Flesh Hounds ( <b>Power Rating +12</b> ). 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	<ul style="list-style-type: none"> <li>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.</li> </ul>										
ABILITIES	<b>Daemonic, Unstoppable Ferocity, Daemonic Ritual</b> (see <i>Codex: Chaos Daemons</i> )  <b>Collar of Khorne:</b> This unit can attempt to deny one psychic power in each enemy Psychic phase.										
FACTION KEYWORDS	CHAOS, KHORNE, DAEMON										
KEYWORDS	BEAST, FLESH HOUNDS										

  <b>BLOODCRUSHERS</b>										
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+	
This unit contains 1 Bloodhunter and 2 Bloodcrushers. It can include up to 3 additional Bloodcrushers ( <b>Power Rating +7</b> ), up to 6 additional Bloodcrushers ( <b>Power Rating +14</b> ) or up to 9 additional Bloodcrushers ( <b>Power Rating +21</b> ). Each model is armed with a hellblade and rides a snorting Juggernaut that attacks with its bladed horn.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
<b>Rider</b>										
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.		
<b>Juggernaut</b>										
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.		
<b>WARGEAR OPTIONS</b>										
<ul style="list-style-type: none"> <li>• One Bloodcrusher may take an Instrument of Chaos.</li> <li>• One Bloodcrusher may take a Daemonic Icon.</li> </ul>										
<b>ABILITIES</b>										
<b>Daemonic, Unstoppable Ferocity, Daemonic Ritual</b> (see <i>Codex: Chaos Daemons</i> )										
<b>Daemonic Icon:</b> 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.										
<b>Devastating Charge:</b> Add 2 to the Strength of a Juggernaut's bladed horn attack if its unit charged in the same turn.										
<b>Instrument of Chaos:</b> A unit that includes any Instruments of Chaos adds 1 to their Advance and charge rolls.										
<b>FACTION KEYWORDS</b>										
CHAOS, KHORNE, DAEMON										
<b>KEYWORDS</b>										
CAVALRY, BLOODLETTER, BLOODCRUSHERS										

# WARHAMMER 40,000

# CODEX: CHAOS KNIGHTS

## Official Update Version 1.1

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### ERRATA

#### Page 64 – Tyrannical Court

Change the fourth sentence to read:

'For each of these models, generate one Chaos Knights Warlord Trait; the model is regarded as your Warlord for the purposes of that Warlord Trait.'

#### Page 66 – Diabolic Rift

Change this Stratagem to read:

'Use this Stratagem at the start of your opponent's Psychic phase. Until the end of that phase, when a Psychic test is taken for an enemy model within 12" of any **CHAOS KNIGHTS INFERNAL HOUSEHOLD** models from your army, that enemy model suffers Perils of the Warp on any dice roll that includes any double, instead of a double 1 or a double 6.'

#### Page 67 – Forsaken

Change this Damnation to read:

'Whilst this Damnation applies, this model cannot be affected by any Stratagems used by the controlling player (including using the Command Re-roll Stratagem to re-roll a dice for this model).'

### FAQs

*Q: Can **CHAOS KNIGHTS CHARACTERS** use the Daemonic Ritual ability?*

A: Yes.

**Designer's Note:** Codex: Chaos Knights *does not feature any DAEMON datasheets in the same way that other codexes from the CHAOS faction do, and as such, the Daemonic Ritual ability was not included. If you wish to use this ability with your CHAOS KNIGHTS CHARACTERS, complete rules for summoning DAEMON units can be found in Codex: Chaos Daemons.*

*Q: Does the points cost listed for a Knight Despoiler with thunderstrike gauntlet and reaper chainsword include those two pieces of wargear?*

A: No, you must pay for the thunderstrike gauntlet and reaper chainsword in addition to the points cost listed for the unit.

*Q: If I replace the thunderstrike gauntlet or reaper chainsword on my Knight Despoiler with The Teeth That Hunger or The Gauntlet of Ascension, which points value should I use for that unit?*

A. Use the points value for the 'Knight Despoiler with 1 reaper chainsword and 1 thunderstrike gauntlet'.

*Q: Does the Knight Rampager's Frenzied Rampage ability still apply if I replace the thunderstrike gauntlet or reaper chainsword with The Teeth That Hunger or The Gauntlet of Ascension?*

A. Yes.

*Q: For the purposes of the Break the Enemy Line Stratagem, which unit must have charged, the enemy unit, or the **ICONOCLAST HOUSEHOLD** unit?*

A. The **ICONOCLAST HOUSEHOLD** unit must have charged.

*Q: When selecting a weapon for the Daemonic Power result on the Daemonic Surge table, does this result apply to all weapons with the same name as the selected weapon, or only one of those weapons?*

A: This ability applies to only one weapon, not all weapons with the same name.

*Q: Can I give the Rune of Nak'T'Graa Relic to a **DREADBLADE** model that does not have any Pacts and Damnations, even if that model is in a Detachment with another **DREADBLADE** model that has taken Pacts and Damnations?*

A. Yes.

*Q: If a model with the Tzeentchian Pyrothrone Relic is destroyed as a result of Perils of the Warp, do nearby units still suffer mortal wounds from Perils of the Warp in addition to the Explodes or Dual Plasma Core Explosion ability?*

A: Yes.

# WARHAMMER 40,000

# CODEX: CHAOS SPACE MARINES

## Official Update Version 2.1

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.

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

#### All HERETIC ASTARTES and FALLEN datasheets (excluding CHAOS CULTISTS)

Add the following ability:

**'Hateful Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'**

#### 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 148 and 156 – Chaos Vindicator and The Forbidden Armoury, demolisher cannon**  
Change Type characteristic to Heavy D6 and Abilities to '-.'

#### Page 162 – Chaos Space Marine Units

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

**'FABIUS BILE can be included in a Detachment without preventing it from being a Chaos Space Marine Detachment.'**

#### 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 a Dark Apostle have to be on the battlefield to chant a prayer?*

A: Yes.

*Q: When should I roll to determine the characteristics of my Obliterators' fleshmetal guns?*

A. Determine these characteristics in step 1 of the Shooting sequence, when you select the unit to shoot.

*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 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 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 2017

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

#### ERRATA

##### Page 63 – Skyshield Landing Pad

Add the following ability:

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

##### Page 67 – Matched Play Mission Rules, Targeting Characters

Change the first sentence to read:

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

##### Page 89 – Relic, Blade of Admonition

Add the following sentence:

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

##### Pages 116-119 – Updated Points Values

Insert the following new tables:

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

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

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

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

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

##### Page 116 – Space Marines Named Characters

Amend this table as follows:

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

##### Page 118 – Astra Militarum Units

Add the following entries to this table:

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

##### Page 120 – Adeptus Astartes Units

Amend this table as follows:

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

##### Page 121 – Eyrine Cults Units

Amend this table as follows:

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

## Page 122 – Death Korps of Krieg Units

Add the following entries to this table:

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

### FAQs

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

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

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

A: No.

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

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

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

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

# WARHAMMER 40,000

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# WARHAMMER 40,000

## CHAPTER APPROVED: 2018 EDITION

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#### 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 107** – Points Values, Ranged Weapons

Change the points cost of the following weapons as shown:

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

**Page 114** – Saviour Protocols

Change this ability to read:

'When resolving an attack made against a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit whilst that unit is within 3" of a friendly <SEPT> DRONES unit, if the wound roll is successful, you can roll one D6; on a 2+ that DRONES unit suffers 1 mortal wound and the attack sequence ends.'

**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

**Page 131** – Updated Points Values: December 2018

Add the following:

ORKS WARGEAR	
WARGEAR	POINTS PER ITEM
Rack of rokkit	24

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

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

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

**Page 143** – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'

#### FAQs

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

*Q: If I am using the beta Adepta Sororitas codex, but I include an 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 1.4

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 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: Does the Wave Serpent’s Serpent Shield ability reduce the damage of each attack by 1, or the damage of one attack made by each weapon that targets it by 1?*

**A: The Serpent Shield ability reduces the damage inflicted by each attack by 1.**

*Q: If, when targeting an **ALAITOC** unit benefitting from the Fieldcraft attribute, some models from the attacking unit are within 12" of that unit and some are more than 12" away, does the whole unit suffer the -1 penalty to hit rolls, or only the models more than 12" away?*

**A: Only the models more than 12" away from that unit.**

*Q: If the Warlord of my Battle-forged army is an Autarch, can I use the Path of Command ability to refund Command Points when I spend them on Stratagems used during deployment (for example, Cloudstrike, Webway Strike, etc.)?*

**A: Yes, but only if your Autarch Warlord is on the battlefield when the Stratagem is used.**

*Q: If the Warlord of my Battle-forged army is an Autarch, does the Path of Command ability refund Command Points when my opponent spends Command Points on their Stratagems?*

**A: No. This ability only applies to Command Points you spend.**

*Q: Is the Avatar of Khaine a named character?*

**A: No.**

*Q: Can the Avatar of Khaine have a Warlord Trait?*

**A: Yes.**

*Q: If I want to arm my Wraithblades with a ghostsword in each hand, how many points do I have to pay for those ghostswords and how many attacks does each Wraithblade get to make with its ghostswords?*

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

*Q: 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 1.4

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

#### All datasheets (excluding SERVITORS)

Add the following ability:

**'Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

**Page 87 – Master in Gravis Armour**  
Change Wounds characteristic to 7.

**Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Armoury of the Rock, master-crafted auto bolt rifle**  
Change Type characteristic to Assault 3.

**Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Armoury of the Rock, master-crafted stalker bolt rifle**  
Change Damage characteristic to 3.

**Page 90 and 127 – Intercessor Squad and Armoury of the Rock, auto bolt rifle**  
Change Type characteristic to Assault 3.

**Page 90 and 130 – Intercessor Squad and Armoury of the Rock, stalker bolt rifle**  
Change Damage characteristic to 2.

**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.'

**Page 102, 123 and 128 – Redeptor Dreadnought, Repulsor and Armoury of the Rock, Icarus rocket pod**  
Change Damage characteristic to 2.

**Page 105 – Aggressor Squad, Aggressor and Aggressor Sergeant**  
Change Wounds characteristic to 3.  
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

**Page 105 – Aggressor Squad, Fire Storm**  
Change this ability to read:  
'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

**Page 106 – Reiver Squad, Terror Troops**  
Change this ability to read:  
'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).

**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 109 – Inceptor Squad, Inceptor and Inceptor Sergeant**  
Change Wounds characteristic to 3.

**Page 119 and 128 – Vindicator and Armoury of the Rock, demolisher cannon**  
Change Type characteristic to Heavy D6 and Abilities to '-.

**Page 120 and 128 – Land Raider Redeemer and Armoury of the Rock, flamestorm cannon**  
Change Range characteristic to 12".

### Page 122 – Drop Pod, Drop Pod Assault

Add the following to this ability:

**‘Matched Play:** *This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.*’

### 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 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: 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 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: 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 1.6

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

#### All DEATH GUARD datasheets (excluding CHAOS CULTISTS and POXWALKERS)

Add the following ability:

**'Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

#### Page 70 – Daemon Prince of Nurgle, Wargear Options

Change the first bullet point to read:

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

#### Page 70 – Daemon Prince of Nurgle, Keywords

Add **'PSYKER'** to the keywords line.

#### Page 77 – Nurglings, Mischief Makers

Change this ability to read:

'When you set up a unit of Nurglings during deployment, they can either be set up in their deployment zone, or anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

#### 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: Can a unit under the effect of the Cloud of Flies Stratagem that is not visible to an enemy unit, but is the closest enemy unit to that unit, be targeted by that enemy unit's attacks if those attacks do not require the target to be visible?*

**A: Yes.**

*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 1.5

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

##### All datasheets (excluding SERVITORS)

Add the following ability:

**'Shock Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

##### 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.'

**Designers Note:** Note that the normal rules for Rapid Fire weapons, as described in the Warhammer 40,000 core rules, continue to apply when shooting a Rapid Fire weapon with special issue ammunition.

##### 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.'

**Page 68 and 89 – Primaris Watch Captain and Armoury of the Deathwatch, master-crafted auto bolt rifle**  
Change Type characteristic to Assault 3.

**Page 68 and 90 – Primaris Watch Captain and Armoury of the Deathwatch, master-crafted stalker bolt rifle**  
Change Damage characteristic to 3.

##### 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, Wargear Options

Change the second bullet point to read:

'Up to 4 Veterans may replace their boltgun with an item from the Heavy Weapons list. If they do so, those models cannot be given any other wargear options from this wargear options list.'

Change the third bullet point to read:

'Any Veteran may replace their boltgun with a heavy thunder hammer (pg 91). If they do so, that model cannot be given any other wargear options from this wargear options list.'

**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, Aggressor  
Change Wounds characteristic to 3.  
Change Attacks characteristic to 3.

**Page 73** – Intercessors, Inceptor  
Change Wounds characteristic to 3.

**Page 73** – Intercessors, Fire Storm  
Change this ability to read:  
‘When this unit fires Overwatch or is chosen to shoot with, Aggressor models in this unit can shoot twice if this unit did not move this turn.’

**Page 73** – Intercessors, Terror Troops  
Change this ability to read:  
‘Whilst any **REIVER** units or units that contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit that contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).’

**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 75, 86 and 89** – Redemptor Dreadnought, Repulsor and Armoury of the Deathwatch, Icarus rocket pod  
Change Damage characteristic to 2.

**Page 77** – Reivers, Terror Troops  
Change this ability to read:  
‘Whilst any **REIVER** units or units that contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit that contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).’

**Page 78** – Aggressors, Aggressor and Aggressor Sergeant  
Change Wounds characteristic to 3.  
Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

**Page 78** – Aggressors, Fire Storm  
Change this ability to read:  
‘When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.’

**Page 80** – Inceptors, Inceptor and Inceptor Sergeant  
Change Wounds characteristic to 3.

**Page 84 and 89** – Land Raider Redeemer and Armoury of the Deathwatch, flamestorm cannon  
Change Range characteristic to 12".

**Page 85** – Drop Pod, Drop Pod Assault  
Add the following to this ability:  
**‘Matched Play:** *This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.*’

**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 88** – Armoury of the Deathwatch, auto bolt rifle  
Change Type characteristic to Assault 3.

**Page 89** – Hand Flamer  
Change this weapon’s type to read ‘Pistol D6’.

**Page 90** – Armoury of the Deathwatch, stalker bolt rifle  
Change Damage characteristic to 2.

## 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: Is a Deathwatch Biker's Deathwatch Teleport Homer marker treated as a unit from the player's army?*

A: No.

*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.

# DESIGNERS' COMMENTARY

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

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

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

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

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

A: Yes.

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

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A: In this case the unit cannot move.

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

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

A: They can do so against any enemy unit.

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

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

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

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

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

A: No.

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

A: Roll to avoid each wound lost separately.

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

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

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

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

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

A: The unit receives the benefit of cover.

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

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

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

A: Yes.

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

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

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

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

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

A: No.

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

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

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

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

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

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

A: No.

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

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

A: No.

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

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

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

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

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

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

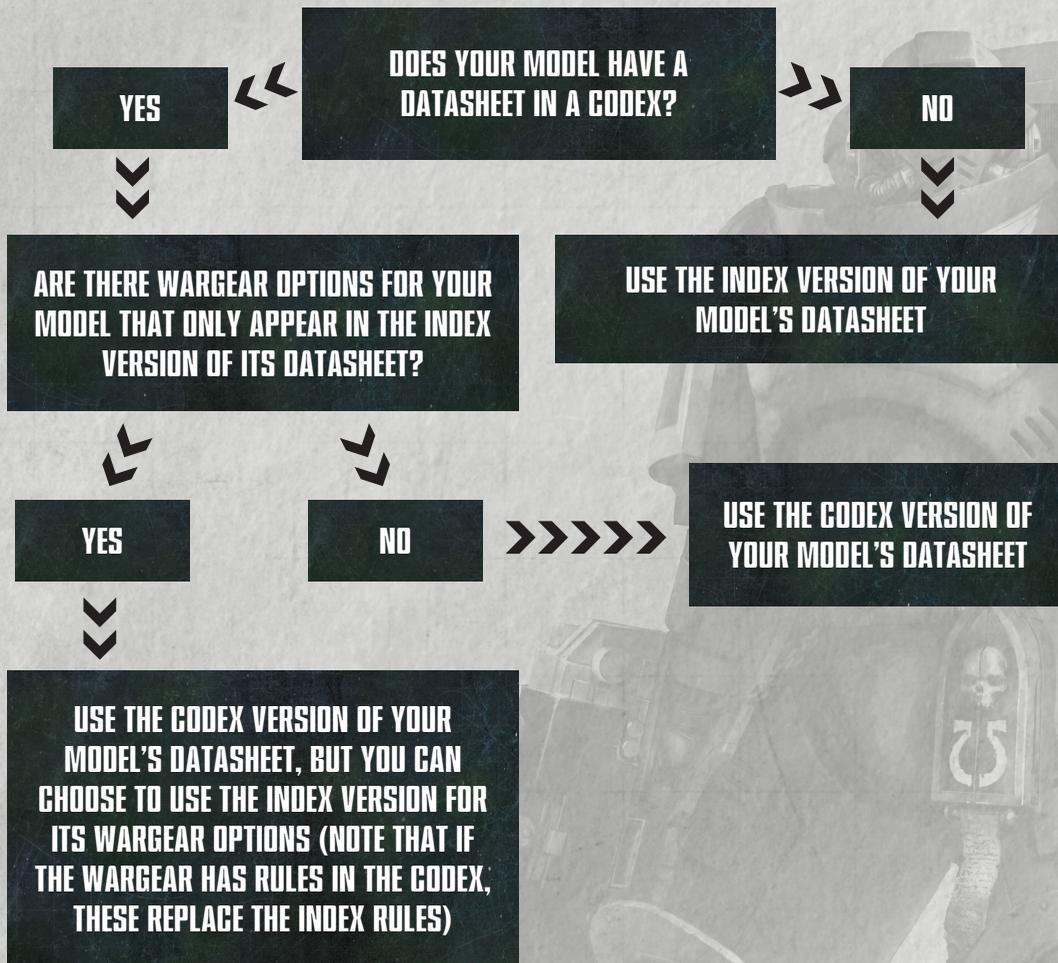
*Once the battle has begun, the distinction between keywords and Faction keywords no longer has any effect – both are used to interact with abilities identically. Imagine, then, that the **HERETIC ASTARTES** Detachment contains a unit of Possessed (which does not have the **DAEMON** Faction keyword,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

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

A: Only for determining bragging rights post-battle.

# WHAT DATASHEET RULES SHOULD I USE?

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



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

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

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

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

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

# WARHAMMER 40,000

# CODEX: DRUKHARI

## 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

**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: 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 1.2

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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 92 – Kelermorph, Heroic Deeds, Heroic Inspiration

Change this ability to read:

**'If this model kills any enemy models with its ranged weapons, then until the end of the phase, after resolving its attacks, re-roll hit rolls of 1 for attacks made by friendly <CULT> **INFANTRY** units whilst they are within 6" of this model.'**

##### 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 sentences:

‘Any units set up underground in this way cannot arrive on the battlefield during the first battle round, and in a matched play game, if they haven’t arrived from underground by the end of the third battle round they count as having been destroyed. 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 Voidwyrn

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' silencer 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 1.4

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#### ERRATA

##### All datasheets (excluding SERVITORS)

Add the following ability:

**'Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'**

##### 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 87 and 92 – Land Raider Redeemer and Armoury of Titan, flamestorm cannon

Change Range characteristic to 12".

##### 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 – Psybolt Ammunition

Change the second sentence to read:

**'The Strength and Armour Penetration characteristics of any boltguns, storm bolters, heavy bolters, twin heavy bolters and hurricane bolters that unit fires are improved by 1 this phase.'**

##### 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.

##### Page 121 – Points values, Ranged Weapons

Change the points cost of the following weapons as shown:

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

## 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

# IMPERIUM NIHILUS:

# VIGILUS ABLAZE

## Official Update Version 1.0

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### 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 1.3

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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 174** – Reliquary of Gathalamor

Remove this Relic from this Specialist Detachment.

It is replaced by a Relic with the same name in *Codex: Space Marines*.

**Page 174** – Indomitus Crusaders, Warlord Trait

Grey Shield

Change the first paragraph to read:

'Once per battle, at the start of your Movement phase, if your Warlord is on the battlefield, you can choose for **INDOMITUS CRUSADER** units in the same Detachment as your Warlord to gain an additional Chapter Tactic until the start of your next turn. Pick the additional Chapter Tactic from the following: *Codex Discipline*, *Lightning Assault*, *Siege Masters*, *Righteous Zeal*, *Forged in Battle*, *Shadow Masters*, *The Flesh is Weak*, *No Matter the Odds* (see *Codex: Space Marines*).'

**Page 175** – Indomitus Crusaders, Stratagems

Remove the Bolt Storm, Rapid Fire, Target Sighted and Veteran Intercessors Stratagems from this Specialist Detachment.

**Designer's Note:** *Updated versions of these Stratagems can be found in Codex: Space Marines.*

**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.'

**Pages 176** – Ultramarines Victrix Guard, Relics of Ultramar

Add the following:

'If you have created your army using the additional rules found in *Codex Supplement: Ultramarines*, you cannot select the Soldiers Blade and The Standard of Macragge Inviolable Relics from this Specialist Detachment. They are replaced with new Relics with the same names in *Codex Supplement: Ultramarines*.'

**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	-	-	-
<b>Abilities:</b> 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

# INDEX: CHAOS

## Official Update Version 1.4

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

### ERRATA

#### Page 14 – Cypher, Abilities

Add the following ability:

'**No-one's Puppet**: Cypher cannot use the Daemonic Ritual ability, even though he has the **CHAOS** and **CHARACTER** keywords.'

#### Page 21 – Daemon Prince, Wargear Options

Change the first sentence of the third bullet point to read:

'This model may have wings (**Power Rating +1**).'

#### Page 36 – Warp Talons, Lightning claw

Change the second sentence of the Abilities text to read:

'If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.'

#### Page 38 – Chaos Predator, Damage Table

Change the top value under 'Remaining W' to read '6-11+.'

Change the second value under 'Remaining W' to read '3-5'.

#### Page 45 – Servants of Khorne

Add the following to the end of this paragraph:

'If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keywords, it cannot be from the World Eaters Legion.'

#### Page 51 – Ahriman, Wargear Options

Change the first sentence to read:

'• Ahriman may ride a Disc of Tzeentch (**Power Rating +2**).'

#### Page 52 – Exalted Sorcerer, Wargear Options

Change the first sentence to read:

'• This model may ride a Disc of Tzeentch (**Power Rating +2**).'

Add the following bullet point:

'• This model may replace its force stave with a force sword.'

#### Page 57 – Death Guard Army List

Add the following to the list of units that can be from the Death Guard Legion:

'Sorcerer on Palanquin of Nurgle (pg 24)'

#### Page 63 – Servants of Slaanesh

Add the following to the end of this paragraph:

'If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keywords, it cannot be from the Emperor's Children Legion.'

#### Page 69 – Nurgle Discipline, Virulent Blessing

Change the last two sentences of this psychic power to read:

'Until the start of your next Psychic phase, you can add 1 to all wound rolls made by that unit in the Fight phase. Furthermore, until the start of your next Psychic phase, any wound rolls of 7+ made for that unit in the Fight phase inflict double damage.'

**Pages 74 and 75 – Herald of Khorne, Herald of Khorne on Blood Throne and Herald of Khorne on Juggernaut, Abilities, Herald of Khorne**  
Rename this ability to 'Locus of Khorne'.

#### Page 75 – Bloodletters

Change this unit's Power Rating to read '4'.

Change the second sentence of the description to read

'It can include up to 10 additional Bloodletters (**Power Rating +4**) or up to 20 additional Bloodletters (**Power Rating +8**).'

#### Page 80 – Kairos Fateweaver

Add 'Ephemeral Form' to Kairos Fateweaver's abilities.

**Pages 82 and 83 – Herald of Tzeentch, Herald of Tzeentch on Disc and Herald of Tzeentch on Burning Chariot, Abilities, Herald of Tzeentch**  
Rename this ability to 'Locus of Tzeentch'.

**Page 84** – Horrors, Magic Made Manifest

Change this ability to read:

**'Magic Made Manifest:** A unit of Horrors can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. However, when you do so, only roll a single D6 for the Psychic test or Deny the Witch test, and use the result to determine the outcome. Note that this means the Horrors can't roll a double 1 or 6 to suffer Perils of the Warp. In addition, if the unit manifests the *Smite* psychic power whilst it contains less than 10 Pink Horrors, it only inflicts 1 mortal wound rather than D3.'

**Page 91** – Herald of Nurgle, Abilities, Herald of Nurgle  
Rename this ability to 'Locus of Nurgle'.

**Page 91** – Plaguebearers

Change this unit's Power Rating to read '4'.

Change the second sentence of the description to read 'It can include up to 10 additional Plaguebearers (**Power Rating +4**) or up to 20 additional Plaguebearers (**Power Rating +8**).'

**Pages 97, 98 and 99** – Herald of Slaanesh, Herald of Slaanesh on Steed, Herald of Slaanesh on Seeker Chariot and Herald of Slaanesh on Exalted Seeker Chariot, Abilities, Herald of Slaanesh  
Rename this ability to 'Locus of Slaanesh'

**Page 98** – Herald of Slaanesh on Seeker Chariot, Wargear Options

Change the bullet point to read:

• This model may take lashes of torment.'

**Page 99** – Herald of Slaanesh on Exalted Seeker Chariot, Wargear Options

Change the bullet point to read:

• This model may take lashes of torment.'

**Page 99** – Daemonettes

Change this unit's Power Rating to read '4'.

Change the second sentence of the description to read 'It can include up to 10 additional Daemonettes (**Power Rating +4**) or up to 20 additional Daemonettes (**Power Rating +8**).'

**Page 105** – Daemon Prince of Chaos, profile line

Change the Wounds characteristic to read '8'.

**Page 109** – Renegade Knight, Twin Icarus autocannon

Change this weapon's Type to read 'Heavy 4'.

**Pages 109 and 128** – Thermal cannon

Change this weapon's Type to read 'Heavy D6' and Abilities to read 'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

**Page 121** – Chaos Bastion Points Values, Ranged Weapons, Heavy bolter

Change the points per weapon value to read '8'.

**FAQs**

*Q: Can I use the All is Dust ability to add 1 to invulnerable saving throws?*

A: Yes, but only against attacks that have a Damage characteristic of 1.

*Q: Can I use the All is Dust ability to add 1 to my saving throws against attacks that have a Damage characteristic of D3, or D6, but only inflict 1 damage?*

A: No. The Damage characteristic is not '1'. Furthermore, the roll to inflict damage would occur after the saving throw would be taken (i.e. you cannot retroactively pass a saving throw).

*Q: Can a Noise Marine use his Music of the Apocalypse ability if it flees the battlefield?*

A: No. This ability can only be used when the model is slain.

*Q: Can a Noise Marine that is slain use his Music of the Apocalypse ability to shoot any viable target, or does it have to target the unit that killed him?*

A: It can shoot at any viable target.

*Q: If several Noise Marines are slain in the same attack, can they each use their Music of the Apocalypse ability to throw a grenade, or can only one of them do so?*

A: Each of them can throw a grenade.

*Q: If a Noise Marine is slain whilst its unit is within 1" of an enemy unit, can he use his Music of the Apocalypse ability to shoot the unit that is within 1"?*

A: Yes, but only with a Pistol.

*Q: If a Noise Marine is slain in the Fight phase, and he uses his Music of the Apocalypse ability to shoot an **IMPERIUM** unit and subsequently rolls a 6+ to hit, does the Death to the False Emperor ability then grant him an extra attack with that weapon, even though it's a ranged weapon?*

A: Yes. In this situation, make an extra hit roll against the target on a hit roll of 6+.

*Q: What happens when a unit of Poxwalkers kills a Necron Warrior in the Fight phase? Do I still add a Poxwalker even though that Necron could reanimate?*

A: A Poxwalker is added to the Poxwalkers unit as normal. At the start of the Necron player's next turn, they roll to reanimate that Necron Warrior as normal too (essentially both players could end up adding a model to their unit).

*Q: If Skarbrand is within 8" of model that can FLY and has a minimum speed (such as a some Flyers), and that unit starts its Movement phase within 1" of an enemy unit, what happens? Is that unit destroyed because it cannot Fall Back and so cannot move its minimum speed?*

A: Correct, the unit is destroyed.

Note, however, that some Flyers have an ability that, when used, means they no longer have a minimum speed that turn (e.g. the Stormraven Gunship's Hover Jet ability). If such a unit ends up in the situation described in the question, we recommend using their ability to avoid crashing into the ground!

*Q: If I use Xirat'p's Sorcerous Barrage to automatically manifest a psychic power in a matched play game, can I still attempt to manifest the same power with a different psyker that turn?*

A: No, unless that power was *Smite*.

*Q: If a Burning Chariot takes its option to be accompanied by three Blue Horrors, does this mean I add three Blue Horror models from the Horrors datasheet and form a mixed unit?*

A: No. This option is referring to the optional Blue Horror crew that come with the Burning Chariot kit and are placed on top of the chariot alongside the Exalted Flamer. If you have them, you simply get the benefits listed in the Burning Chariot's Irritating Chant ability.

*Q: When I manifest the Warptime psychic power, can I select a unit that arrived on the battlefield as reinforcements this turn?*

A: No.

*Q: If I manifest the Warptime psychic power to move a unit in the Psychic phase, does that unit still suffer the -1 penalty for moving and firing Heavy weapons in the subsequent Shooting phase?*

A: Yes.

*Q: Can a HERETIC ASTARTES CHARACTER attempt to summon a unit of Daemons using a Daemonic Ritual, or can only DAEMON CHARACTERS attempt to do so?*

A: Any CHAOS CHARACTER can attempt to do so. This includes HERETIC ASTARTES CHARACTERS.

*Q: There is no datasheet for a Herald of Nurgle on a Palanquin of Nurgle – which datasheet should I use for this model?*

A: Use the Epidemius datasheet from *Index: Chaos*.

*Q: There is no datasheet for a Warsmith – which datasheet should I use for this model?*

A: Use the Chaos Lord datasheet from *Index: Chaos*. The model should be armed with a power fist (note that whilst the model is technically equipped with a servo-arm, we feel that all of the Warsmith's attacks can reasonably be represented by making its attacks with its power fist).

# WARHAMMER 40,000

# INDEX: IMPERIUM 1

## Official Update Version 1.2

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

### ERRATA

**Pages 12 and 208** – Wrist-mounted grenade launcher  
Change the AP value to read '-1'.

**Page 26** – Company Veterans, Wargear Options  
Change the second bullet point to read:  
• Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

**Page 29** – Scout Squad, Concealed Positions  
Change this ability to read:  
**'Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

**Pages 34, 42, 124 and 207** – Melta bomb  
Change the Abilities text to read:  
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

**Pages 40, 41 and 207** – Grenade harness  
Change the AP value to read '-1'.

**Page 42** – Assault Squad, Wargear Options  
Change the first and second bullet points to read:  
• The Space Marine Sergeant may replace his bolt pistol and chainsword with two items from the *Melee Weapons* and/or *Pistols* lists.'

**Page 43** – Inceptor Squad  
Change the Crushing Charge rule to read:  
'Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.'

**Pages 48 and 208** – Twin heavy flamer  
Change the Type to read 'Heavy 2D6'.

**Page 56** – Stalker, Damage Table  
Change the third value under 'Remaining W' to read '1-2'.

**Page 78** – Chaplain Grimaldus, Unmatched Zeal  
Change the first sentence of this ability to read:  
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

**Page 87** – Damned Legionnaires, Abilities  
Add the following ability:  
**'Saviours From Beyond:** As long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

**Page 89** – Wargear  
Add the following before the final paragraph:  
'Models in Assault Squads that have the option for a plasma pistol may instead take a hand flamer or an inferno pistol (replacing their bolt pistol) and those that have the option for a flamer may instead take a meltagun or plasma gun (replacing their bolt pistol and chainsword).'

**Page 90** – Commander Dante, Chapter Master  
Change this ability to read:  
'You can re-roll failed hit rolls for friendly **BLOOD ANGELS** units within 6" of Commander Dante.'

**Page 95** – Sanguinary Priest on Bike, Abilities  
Add the following ability:  
**'Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.'

**Page 96** – Brother Corbulo, The Red Grail  
Change the second sentence of this ability to read:  
'In addition, each time you make a hit roll of 6+ in the Fight phase for a model in a friendly **BLOOD ANGELS** unit that is within 6" of Brother Corbulo, that model can immediately make another close combat attack using the same weapon.'

### Page 103 – Baal Predator

Change the Flamestorm cannon's Type to read 'Heavy D6'.

Add the following to the wargear options:

- This model may take a hunter-killer missile.
- This model may take a storm bolter.'

### Page 107 – Dark Angels Chapter

Add the following to the third footnote:

'In addition, one Space Marine Veteran in the unit may take an item from the *Heavy Weapons* list.'

### Pages 111, 112, 113 – Aura of Dread

Change this ability in all instances to read:

'Units within 6" of any enemy **INTERROGATOR-CHAPLAINS** must subtract 1 from their Leadership characteristic.'

### Page 113 – Interrogator-Chaplain on Bike, Abilities

Add the following ability:

'**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.'

### Page 116 – Deathwing Terminators, Wargear Options

Change the third bullet point to read:

- For every five models in the squad, one Deathwing Terminator may either take a cyclone missile launcher, or replace his storm bolter with a plasma cannon or an item from the *Terminator Heavy Weapons* list.'

### Page 120 and 121 – Ravenwing Attack Bike

Change the Attacks characteristic to read '2'.

### Page 122 – Ravenwing Darkshroud, Icon of Old Caliban

Change this to read:

'**Icon of Old Caliban:** Your opponent must subtract 1 from any hit rolls they make for shooting attacks that target friendly **DARK ANGELS** units within 6" of any friendly Ravenwing Darkshrouds.'

### Page 126 – Fortress of Redemption, twin Icarus lascannon (and page 215)

Change the Type to 'Heavy 2'

### Page 130 – Space Wolves Chapter

Add 'Company Ancient' to the list of Space Marine units that can be from the Space Wolves Chapter.

### Page 131 – Space Wolves Army List, Wargear

Add the following sentence:

'**SPACE WOLVES CHARACTERS** that can take items from the '*Combi-weapons*', '*Melee Weapons*' and/or '*Terminator Melee Weapons*' lists instead take items from the '*Space Wolves Combi-weapons*', '*Space Wolves Melee Weapons*' and/or '*Space Wolves Terminator Melee Weapons*' lists as appropriate.'

### Page 133 – Wolf Lord on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

### Page 144 – Wolf Guard Battle Leader

Change the first two wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

### Page 145 – Wolf Guard Battle Leader on Bike

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

### Page 145 – Wolf Guard Battle Leader in

Terminator Armour

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.'

### Page 146 – Wolf Guard Battle Leader on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.'

### Pages 148 – Blood Claws, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

### Pages 148, 150 and 167 – Blood Claws, Grey Hunters and Long Fangs

Add the following ability to each of these datasheets:

**'Mixed Unit:** For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the **TERMINATOR** keyword.'

### Pages 150 – Grey Hunters, Wargear Options

Change the sixth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the seventh bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

### Pages 151, 152 and 153 – Iron Priest, Iron Priest on Bike and Iron Priest on Thunderwolf, Keywords

Add **'TECHMARINE'**.

### Pages 151, 152, 153 and 219 – Tempest Hammer

Add the following to the abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

### Page 154 – Wolf Scouts

Change the final bullet point to read:

- The Wolf Guard Pack Leader may replace his boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

### Page 155 – Wulfen, Curse of the Wulfen (Kill)

Change this ability to read:

'You can make 1 additional attack for models in **SPACE WOLVES INFANTRY, BIKER** and **CAVALRY** units that are within 6" of any friendly unit with this ability when they make their attacks in the Fight phase. The range of this ability is doubled to 12" for **BLOOD CLAWS** units. Units of Wulfen are never affected by this ability, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn.'

### Pages 156 – Lone Wolf, Wargear Options

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

### Pages 157 – Lone Wolf in Terminator Armour, Wargear Options

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

### Page 158 – Wolf Guard, Wargear Options

Replace the first three wargear options with the following:

- Any model may replace its boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

### Page 159 – Wolf Guard on Bikes, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; it may also replace its bolt pistol with a boltgun, plasma pistol, or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

### Page 159 – Arjac Rockfist, Champion of the Kingsguard

Change the second sentence to read:

'In addition, add 1 to the Attacks characteristic of all friendly **WOLF GUARD** units whilst they are within 6" of Arjac Rockfist.'

**Page 160** – Wolf Guard in Terminator Armour, Wargear Options

Change the first two wargear options to read:

- Any model may replace its power fist or power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- Any model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.'

**Page 161** – Swiftclaws, Wargear Options

Change the fourth wargear option to read:

- The Wolf Guard Bike Leader may replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

**Page 164** – Thunderwolf Cavalry, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a storm shield or an item from the *Space Wolves Melee Weapons* list.
- Any model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Melee Weapons* list.'

**Page 165** – Skyclaws, Wargear Options

Change the first bullet point to read:

- Up to two Skyclaws or up to one Skyclaw and the Skyclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the *Space Wolves Special Weapons* list.'

Change the third bullet point to read:

- The Wolf Guard Sky Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

**Pages 167** – Long Fangs, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons*, *Space Wolves Combi-weapons* or *Terminator Heavy Weapons* lists.'

**Page 171** – Deathwatch Dreadnought Heavy Weapons

Change the third bullet point to read:

- Heavy plasma cannon'

**Page 173** – Deathwatch Kill Team, Wargear Options

Change the second bullet point to read:

- Up to 4 Deathwatch Veterans may each replace all of their weapons with frag grenades, krak grenades and an item from the *Deathwatch Heavy Weapons* list.'

Change the third bullet point to read:

- Any Deathwatch Veteran may replace all of their weapons with frag grenades, krak grenades and a heavy thunder hammer (pg 221).'

**Page 173** – Deathwatch Kill Team, Abilities

Change the last sentence of the Mixed Unit rule to read:

'For the purposes of determining what models a vehicle can transport, Terminators have the **TERMINATOR** keyword, Bikers do not have the **INFANTRY** keyword, and instead have the **BIKER** keyword and Vanguard Veterans have the **JUMP PACK** keyword.'

Change the Vanguard Strike rule to read:

'Vanguard Veterans can move across models and terrain as if they were not there. In addition, when a Deathwatch Kill Team that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could **FLY**.'

**Page 174** – Deathwatch Terminators

Change the Crux Terminatus rule to read:

'Models in this unit have a 5+ invulnerable save.'

**Page 177** – Corvus Blackstar, Infernum halo-launcher

Change this ability to read:

'You can re-roll save rolls of 1 for this model if it is equipped with an infernum halo-launcher and it has the Supersonic ability.'

**Page 177** – Corvus Blackstar, Transport

Add the following sentence:

'It cannot transport **PRIMARIS** models.'

**Page 203** – Space Marine Points Values, Lords of War

Add the following text beneath 'Points Per Model':

'(Including Wargear)'

**Page 204** – Space Marine Points Values, Other Wargear

Add the following line:

'Ironclad assault launchers | 5'

**Page 215** – Blacksword missile launcher

Change the Type to read 'Heavy 1'.

**Page 216** – Space Wolves Points Values

Change Ragnar Blackmane's entry to read:

'Ragnar Blackmane | 1 | 141  
- Svangir and Ulfgir | 0-2 | 9'

**Page 217** – Space Wolves Points Values, Melee Weapons  
Change the points per weapon value of ‘Wolf claw (single/pair)’ to read ‘10/14’

**Page 219** – Gladius  
Change the ability to read:  
‘If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.’

**Page 220** – Units table  
Change the models per unit value for Deathwatch Bikers to read ‘3-6’.

Change the models per unit value for Deathwatch Terminators to read ‘5-10’.

Change the models per unit value for Deathwatch Vanguard Veterans to read ‘5-10’.

## FAQs

### SPACE MARINES

*Q: The points values for certain units is different in Index: Imperium 1 to the Dark Imperium Primaris Space Marines booklet? Which should I use?*

A: Use the values printed in the Index book.

*Q: If I use the Might of Heroes psychic power to bolster the Toughness characteristic of a model in a unit, which Toughness characteristic should be used if my opponent subsequently shoots the unit whilst the psychic power is still in effect?*

A: In this case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, you may choose which of the values is used.

*Q: If a model flees from an ADEPTUS ASTARTES unit, can an Apothecary use its narthecium to return a model to the unit?*

A: No, the narthecium can only be used to return slain models to a unit.

*Q: Is the cost of the combat shield included in the Company Champion and Company Champion on Bike’s points?*

A: No. This (and all similar ‘other wargear’ found in the points values section) must be paid for in the same way as a model’s weapons.

*Q: Is a Razorback firing a twin plasma gun destroyed if you roll a 1 to hit?*

A: Yes.

### ULTRAMARINES

*Q: Does Roboute Guilliman’s ability to return to the battle via the Armour of Fate require the controlling player to have reinforcement points for it?*

A: No.

*Q: If Sergeant Chronus is commanding a vehicle which is reduced below half its starting number of wounds, do I continue to use Chronus’ Ballistic Skill of 2+ or does it degrade in line*

*with the vehicle’s damage table (Ballistic Skill usually worsens as the vehicle suffers damage)?*

A: The vehicle continues to use Chronus’ Ballistic Skill of 2+.

### BLOOD ANGELS

*Q: When Astorath uses his Mass of Doom ability, do you roll one D6 and apply that result to all affected units, or do you roll for each unit separately?*

A: Roll for each unit separately.

*Q: Are the +1 Strength boosts from the Blood Chalice and Red Grail abilities cumulative, for a total of +2 Strength?*

A: No. It’s only +1 Strength, even if the unit is within range of both these abilities.

### SPACE WOLVES

*Q: Can Svangir and Ulfgir embark on a transport?*

A: Yes. Treat these models as if they were **SPACE WOLVES INFANTRY** for all rules purposes.

### GREY KNIGHTS

*Q: If a unit of Purifiers manifest the Smite psychic power whilst within range of a Brother-Captain’s Psychic Locus ability, what is the range of the resulting ‘cleansing flame’?*

A: 6”.

# WARHAMMER 40,000

## INDEX: IMPERIUM 2

### Official Update Version 1.3

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#### ERRATA

**Page 10** – Astra Militarum Army List

Add the following rule:

##### **Matched Play – Command Squads**

If you are playing a matched play game, a Battle-forged army can include a maximum of one <REGIMENT> Command Squad (pg 15) in a Detachment for each <REGIMENT> OFFICER in that Detachment. Similarly, if you are playing a matched play game, a Battle-forged army can include a maximum of one Militarum Tempestus Command Squad (pg 51) in a Detachment for each Tempestor Prime (pg 50) in that Detachment.'

**Pages 13 and 41** – Tank Commander and Knight Commander Pask, Wargear Options

Add the following bullet point:

- This model may take a hunter-killer missile.'

**Page 46** – Lord Commissar, Weapons

Change the Damage of the Power sword to read '1'.

**Page 57** – Ratlings

Change the Movement characteristic to read '5'''.

Change the Shoot Sharp and Scarper rule to read: **Shoot Sharp and Scarper:** Immediately after making a shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).'

**Page 76** – Sicarian Infiltrators

Change the Attacks value on the Sicarian Infiltrator profile line to read '2'.

Change the Attacks value on the Sicarian Princeps profile line to read '3'.

**Page 78** – Onager Duncrawler, Damage Table

Change the first value under Remaining W to read '6-11+'.

**Pages 82, 87 and 153** – Thermal cannon

Change this weapon's Type to read 'Heavy D6' and Abilities to read 'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

**Page 96** – Celestine

Add the following to the end of the unit description: 'Only one of this unit may be included in your army.'

Change the first sentence of the Sainly Blessings ability to read:

'At the start of each of your turns, you can pick a friendly **ADEPTA SORORITAS** unit within 6" of Celestine that has the Acts of Faith ability and perform an Act of Faith with it.'

**Page 98** – Imagifier, Simulacrum Imperialis

Change the first sentence of this ability to read:

'Roll a D6 at the start of each of your turns; on a 4+ you can pick a friendly <ORDER> unit within 6" of this model that has the Acts of Faith ability and perform an Act of Faith with it.'

**Pages 99 and 157** – Hand flamer

Change the Type to read 'Pistol D3'.

**Page 99** – Battle Sisters Squad, Wargear Options

Add the following wargear option:

- The Sister Superior may take a weapon from the *Melee Weapons* list.'

**Page 100** – Celestian Squad, Wargear Options

Add the following wargear option:

- The Celestian Superior may take a weapon from the *Melee Weapons* list.'

**Page 101** – Retributor Squad

Change the Retributor Superior's Leadership characteristic to read '8'.

**Page 101** – Retributor Squad, Wargear Options

Add the following wargear option:

- The Retributor Superior may take a weapon from the *Melee Weapons* list.'

**Page 102** – Dominion Squad, Wargear Options

Add the following wargear option:

- The Dominion Superior may take a weapon from the *Melee Weapons* list.'

**Page 102** – Dominion Squad, Vanguard

Add the following sentence in between the first and second sentences of this ability:

'This unit cannot end this move within 9" of any enemy models.'

**Pages 110 and 111** – Prosecutors, Vigilators, Witchseekers and Null-Maiden Rhino, Abilities

Add the following ability:

'**Null Maidens:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

**Pages 114 and 115** – Vindicare Assassin, Callidus Assassin, Eversor Assassin and Culexus Assassin, Abilities

Add the following ability:

'**Execution Force:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

**Page 117** – Telethesia Discipline, Mental Fortitude

Change the name of this psychic power to read 'Psychic Fortitude'

Change the first sentence to read:

'*Psychic Fortitude* has a warp charge value of 4.'

**Page 120** – Inquisitor, Wargear Options

Change the first and second bullet points to read:

- This model may replace its bolt pistol with an item from the *Inquisition Pistol Weapons* or *Inquisition Ranged Weapons* lists.
- This model may replace its chainsword with one item from the *Inquisition Melee Weapons* list.'

**Page 122** – Acolytes

Change the Wounds characteristic to read '1'.

**Page 123** – Jokaero Weaponsmith, Abilities

Add the following ability to this datasheet:

'**Authority of the Inquisition** (pg 117)'

**Page 127** – Venerable Land Raider

Add 'TRANSPORT' to this datasheet's keywords.

**Page 136** – Void Shield Generator

Ignore the damage table.

Change the Projected Void Shields rule to read:

'**Projected Void Shields:** All units wholly within 6" of a Void Shield Generator receive a 5+ invulnerable

save against any attacks made in the Shooting phase (unless the firing model is also within 6" of the Void Shield Generator).'

**Page 137** – Skyshield Landing Pad

Add the following ability:

'**Wrecked Landing Pad:** If a Skyshield Landing Pad is destroyed, do not remove the model. Instead, all of its other abilities cease to apply, and it is treated as ruins (see the Battlefield Terrain section of the *Warhammer 40,000* rulebook) for the rest of the battle.'

**Page 137** – Skyshield Landing Pad

Add the following ability:

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

**Page 144** – Demolisher cannon

Change the Abilities text to read:

'When attacking units with 5 or more models, change this weapon's Type to Heavy D6.'

**Page 156** – Ranged Weapons table, Storm bolter

Change the points per weapon value to read '2'.

**Page 157** – Twin multi-melta

Change the Abilities text to read:

'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

**Page 166** – Adeptus Custodes Wargear, Ranged Weapons table, Multi-melta

Change the Type to read 'Heavy 1'.

## FAQs

### ASTRA MILITARUM

*Q: If an Astra Militarum unit equipped with Assault weapons Advances in their Movement phase and subsequently has the 'Forwards, for the Emperor!' order issued to them, is the -1 penalty for Advancing and firing Assault weapons waived?*

A: No.

*Q: Are 'Officio Prefectus' and 'Militarum Auxilla' Regiments? I.e. could I choose for my Company Commander to replace his <REGIMENT> keyword with MILITARUM AUXILLA?*

A: No.

*Q: Can Tallarn Rough Riders benefit from the Tallarn Regimental Doctrine in Codex: Astra Militarum?*

A: No.

## ADEPTA SORORITAS

*Q: If I can use more than one Act of Faith during the same turn, how do I resolve them? Do I resolve them one at a time and do I need to declare which ones I will attempt before rolling to see if they are performed?*

A: You roll for and resolve Acts of Faith one at a time. There is no need to declare which Acts of Faith you will choose in advance.

*Q: Can a unit with the Acts of Faith ability use that ability while embarked inside a transport?*

A: No.

*Q: Can models that are not on the battlefield benefit from Acts of Faith?*

A: No.

*Q: Does Celestine's ability to return to the battle via Miraculous Intervention require the controlling player to have reinforcement points for it?*

A: No.

*Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Celestine is carrying that objective marker when she is slain and then returns to battle via Miraculous Intervention, what happens?*

A: The objective marker is dropped where Celestine was slain – she does not retain it when set up on the board again via the Miraculous Intervention ability.

## OFFICIO ASSASSINORUM

*Q: If a unit of Dark Reapers (which have the Inescapable Accuracy ability) shoots at a Culexus Assassin (which has the Etherium ability), what roll do the Dark Reapers require to successfully hit the Assassin?*

A: 3+.

This is because while the Dark Reapers treat their Ballistic Skill as 6+ because of the Etherium ability, they always score a hit on rolls of 3+ because of their Inescapable Accuracy ability, which is irrespective of their Ballistic Skill characteristic or any modifiers.

*Q: If a Tyranid Warlord with the Heightened Senses Warlord Trait (which means the Warlord never suffers any penalties to their hit rolls) shoots at a Culexus Assassin (which has the Etherium ability), what roll does the Warlord require to successfully hit the Assassin?*

A: 6+.

This is because the Etherium ability does not impose a penalty to the hit roll, instead it says that the firing model treats their Ballistic Skill as 6+.

## THE INQUISITION

*Q: Can I use the Dominate psychic power to fire a model's plasma weapon on its supercharged profile in the hope of killing or injuring it?*

A: Yes.

*Q: Can a model with the Authority of the Inquisition ability embark onto transports like Land Speeder Storms or Repulsors?*

A: No, because they do not have the correct keywords (**SCOUT** or **PRIMARIS** respectively, in the examples given).

## VARIOUS

*Q: If a psyker manifests a psychic power that affects the nearest enemy unit (e.g. Smite) and that unit happens to be either a Culexus Assassin or a Sisters of Silence unit with the Abomination/Psychic Abomination ability, what happens? Does that psychic power then affect the next nearest unit instead?*

A: No, the power simply has no effect.

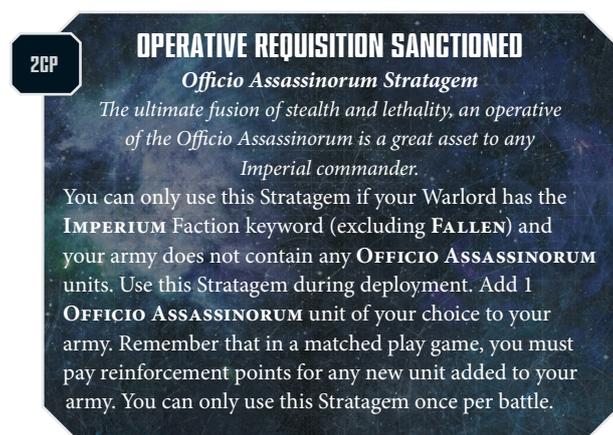
# INDEX: OFFICIO ASSASSINORUM

## Official Update Version 1.0

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### Erratas

**Page 94** – Operative Requisition Sanctioned  
Change the Operative Requisition Sanctioned Stratagem to read:



**2CP** **OPERATIVE REQUISITION SANCTIONED**  
*Officio Assassinorum Stratagem*  
*The ultimate fusion of stealth and lethality, an operative of the Officio Assassinorum is a great asset to any Imperial commander.*

You can only use this Stratagem if your Warlord has the **IMPERIUM** Faction keyword (excluding **FALLEN**) and your army does not contain any **OFFICIO ASSASSINORUM** units. Use this Stratagem during deployment. Add 1 **OFFICIO ASSASSINORUM** unit of your choice to your army. Remember that in a matched play game, you must pay reinforcement points for any new unit added to your army. You can only use this Stratagem once per battle.

### **Page 95** – Supreme Deception

Change this Stratagem to read:

'Use this Stratagem at the start of any battle round after the first. Choose one **CALLIDUS ASSASSIN** from your army (this can be one that is not on the battlefield). That model's Reign of Confusion ability is considered to be in effect until the end of that battle round. You can only use this Stratagem once per battle.'

### FAQs

*Q. When a unit Falls Back from an Eversor Assassin, when are attacks made using the Sentinel Array ability?*

**A:** Attacks are made when your opponent declares the unit will Fall Back, but before any models are moved. As such, the Eversor can only fire Pistol weapons, as it will still be within 1" of that enemy unit.

# WARHAMMER 40,000

# INDEX: RENEGADE KNIGHTS

## Official Update Version 1.0

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### FAQs

*Q: Can a **RENEGADE KNIGHT CHARACTER** summon units of Daemons using the *Daemonic Ritual* ability?*

A: Yes.

*Q: If a Renegade Knight with a thunderstrike gauntlet destroys an enemy **VEHICLE** or **MONSTER** and I roll a 4+ to inflict mortal wounds on a nearby unit, are those inflicted immediately, or after I have resolved my Knight's remaining attacks (if any)?*

A: Pick the enemy unit as soon as you destroy the enemy **VEHICLE** or **MONSTER** unit and roll a 4+, but inflict the mortal wounds after you have resolved all your remaining attacks.

*Q: If a model is equipped with four shieldbreaker missiles, how many can it fire each turn?*

A: One.







# WARHAMMER 40,000

## INDEX: XENOS 1

### Official Update Version 1.4

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#### ERRATA

**Page 10** – Runes of Battle Discipline, Embolden/Horrify  
Change the *Horrify* psychic power to read:  
'Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership characteristic of that unit until your next Psychic phase.'

**Pages 15, 28 and 114** – Melta bomb  
Change the Range to read '4".'

**Page 29** – Wave Serpent, Serpent Shield  
Change the second sentence to read:  
'In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield.'

**Pages 29 and 115** – Twin starcannon  
Change the Damage to read 'D3'.

**Pages 32, 38 and 115** – Starcannon  
Change the Damage to read 'D3'.

**Page 47** – Haemonculus, Crucible of Malediction  
Change the last sentence to read:  
'If it does so, roll a D6 for each **PSYKER** unit within 12" of this model; on a roll of 4+, the unit being rolled for suffers D3 mortal wounds.'

**Page 54** – Wracks, Wargear Options  
Change the second bullet point to read:  
'• The Acothyst may take items from the *Weapons of Torture* list.'

Add the following bullet point:  
'• The Acothyst may take a hexrifle, liquifier gun or stinger pistol.'

**Pages 56 and 57** – Raiders and Venoms, Transport  
Add the following sentence to both units' datasheets:  
'This model cannot transport Hellions or Scourges.'

**Page 58** – Reavers, Cluster Caltrops  
Change this ability to read:  
'Roll a D6 for each enemy unit within 1" of a model with cluster caltrops in a unit that Falls Back – on a 4+, that enemy unit suffers a mortal wound.'

**Pages 60 and 120** – Necrotoxin missile  
Change the Type to read 'Assault D6'.

**Page 64** – Ravager, Night Shield  
Change this ability to read:  
'This model has a 5+ invulnerable save against ranged weapons.'

**Page 64** – Ravager, Abilities  
Add the following ability to this datasheet:  
'**Hovering:** Distances and ranges are always measured to and from this model's hull, even though it has a base.'

**Page 71** – Solitaire, Faction Keywords  
Add '<MASQUE>'.

**Page 76** – Army of the Reborn  
Replace this paragraph with the following:  
'If your army is Battle-forged and the Warlord of your army is either Yvraine, the Visarch or the Yncarne then you can include any of these models in any Craftworlds, Harlequins or Drukhari Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following: Urien Rakarth, Drazhar, Mandrakes, the Avatar of Khaine or any <HAEMONCULUS COVEN> units. You can include these models in the Detachment even if you are using the Battle Brothers matched play rule.'

If Yvraine, the Visarch or the Yncarne is included in a Detachment, all **AELDARI** units in that Detachment gain the **YNNARI** keyword. These units cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power From Pain. Instead, **YNNARI INFANTRY** and **BIKER** units gain the Strength from Death ability, as described below. The Detachment is still considered to be a Craftworlds, Harlequins or Drukhari Detachment, and so can use Craftworlds, Harlequins or Drukhari Stratagems, Warlord Traits and Relics respectively. Note that these units will not, however, gain any of the Detachment abilities listed in their respective codexes (such as The Path of War, Craftworld Attributes, Masque Forms, Drukhari Obsessions, etc.).'

**Page 76 – Strength from Death**

Change the last sentence of the first paragraph to read: 'That unit can immediately do one of the following, even if it has already done so in this turn (if the unit was destroyed as the result of a unit's action – e.g. making a shooting attack or fighting – the Soulburst action is resolved after the unit has completely resolved its current action, e.g. after it has completed all of its shooting attacks or after it has finished fighting, including making any consolidation moves):'

**Page 76 – Strength from Death**

Add the following paragraph:

*'Matched Play: If you are playing a matched play game, a unit from your army cannot make a Soulburst action if a friendly unit has already made the same Soulburst action during your turn. In addition, units from your army cannot perform any Soulburst actions during your opponent's turn.'*

**Page 76 – Revenant Discipline, Word of the Phoenix**

Change the first and second sentences to read:

*'Word of the Phoenix has a warp charge value of 8. If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an YNNARI INFANTRY unit, an YNNARI BIKER unit or the Yncarne.'*

**Page 78 – The Visarch, Abilities**

Add the following ability to this datasheet:

**'Forceshield:** The Visarch has a 4+ invulnerable save.'

**Page 84 – Reanimation Protocols**

Change the third sentence to read:

*'When a model's reanimation protocols activate, set it up in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models.'*

**Page 86 – Imotekh the Stormlord**

Change the Leadership value to read '10'.

**Page 93 – Catacomb Command Barge, Keywords**

Add **'CHARACTER'**.

**Pages 96 and 128 – Voidblade**

Add the following ability:

*'Each time the bearer fights, it can make one additional attack with this weapon.'*

**Page 96 – Triarch Stalker, Abilities**

Add the following ability:

**'Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.'

**Page 102 – Monolith, Damage Table**

Change the values under 'BS' to read '3+', '4+' and '5+'.

**Page 102 – Monolith, Portal of Exile**

Change the first sentence to read:

*'When an enemy unit (other than a **MONSTER** or **VEHICLE**) finishes a charge move within 1" of this model, its portal of exile may activate.'*

**Page 104 – Tesseract Vault, Powers of the C'tan**

Change the second sentence to read:

*'It can use a number of different Powers of the C'tan equal to the number in the damage table above in each of your Shooting phases.'*

**Page 118 – Units table, Razorwing Flocks**

Change the models per unit value to read '3-12' and the points per model value to read '14'.

**Page 120 – Stinger pistol**

Change the Abilities text to read:

*'This weapon wounds on a 2+, unless it is targeting a **VEHICLE**, in which case it wounds on a 6+.'*

**FAQs**

**CRAFTWORLDS**

*Q: Do units with the Battle Focus ability still suffer the -1 penalty to their hit rolls for moving and firing Heavy weapons?*

A: Yes.

*Q: If Eldrad Ulthran passes two Psychic tests and manifests two psychic powers in his Psychic phase, does he get +1 or +2 to the Psychic test when attempting to manifest his third power?*

A: +1.

*Q: Does Fuegan gain the bonuses granted by his Unquenchable Resolve ability if he suffers a wound which is subsequently ignored due to his Last to Fall ability?*

A: No.

*Q: If, in a matched play game, I use the Swooping Hawk's Skyleap ability to remove the unit from the battlefield during the third or subsequent battle round, does the Tactical Reserves rule mean they count as destroyed?*

A: No. The unit must already have arrived on the battlefield before the end of the third battle round in order to be able to use the Skyleap ability.

However, if the unit used its Children of Baharroth ability to set up in the skies during deployment, and it had not arrived by the end of third battle round, then it would count as destroyed in a matched play game due to the Tactical Reserves rule.

**DRUKHARI**

*Q: If an Archon suffers a mortal wound, does its Shadowfield cease to function?*

A: No.

*Q: Can I use the Dodge ability of Wyches or Hekatrix Bloodbrides in the Shooting phase when my unit is shot by an enemy unit firing Pistols if my unit is within 1" of the firing unit?*

A: No.

*Q: If I shoot a haywire blaster at a **VEHICLE** and roll a wound roll of 4, do I still inflict a mortal wound on that unit even though the wound roll might not be high enough to successfully wound it?*

A: Yes.

#### **YNNARI**

*Q: When an **AELDARI PSYKER** become Ynnari and gains the **YNNARI** keyword, do they also gain access to powers from the Revenant Discipline?*

A: No. Only Yvraine and the Yncarne generate their psychic powers from this discipline.

*Q: If a transport is destroyed whilst an **YNNARI** unit is embarked inside, can that unit make a Soulbust action after it disembarks?*

A: No.

*Q: Can any **YNNARI** unit embark on any **YNNARI** transport?*

A: No. Whilst both units have gained the **YNNARI** keyword, the Transport ability on the transport's datasheet does not change. So, for example, an **YNNARI** Starweaver can still only transport '6 <**MASQUE**> **INFANTRY** models'.

*Q: If I use a Soulbust action to charge with a **YNNARI** unit outside of the Charge phase, can my opponent's **CHARACTERS** perform a Heroic Intervention after I have made a charge move with my unit?*

A: No.

*Q: Can Yvraine, the Visarch or the Yncarne have a Warlord Trait? If so, what Warlord Traits can they have?*

A: Yes. They can only have one of the Warlord Traits listed in the *Warhammer 40,000* rulebook (unless you are playing an expansion such as Planetstrike, Stronghold Assault etc., in which case they would also have access to the Warlord Traits listed there).

*Q: If I include Yvraine, the Visarch or the Yncarne in a Craftworlds, Drukhari or Harlequins Detachment, do I still have access to the all the Stratagems in that Detachment's codex (Craftworlds, Drukhari or Harlequins respectively)?*

A: Yes, provided the Detachment in question is not an Auxiliary Support Detachment.

*Q: If Yvraine, the Visarch or the Yncarne is my Warlord, do I still get a free 'relic'? For example, if Yvraine is my Warlord and is part of a Harlequins Detachment, does she count as a **HARLEQUINS** unit for the purposes of giving one **HARLEQUINS CHARACTER** in my army an Enigma of the Black Library?*

A: No. You can, however, if your army includes the appropriate Detachment(s), use the Prizes from the Dark City, Treasures of the Craftworld and/or Enigmas of the Black Library Stratagems to give 'relics' to your Characters.

#### **NECRONS**

*Q: How many wounds do Necron models have when they return to a unit using Reanimation Protocols?*

A: They are returned with their full complement of wounds.

*Q: Can Necrons that have fled the battlefield return using Reanimation Protocols?*

A: No. This ability only allows models that were slain to return, not models that have fled.

You may find it useful to place Necron models that flee to one side as a reminder that they cannot return using their Reanimation Protocols ability.

*Q: Can Quantum Shielding be used to prevent damage caused by mortal wounds?*

A: No. Mortal wounds are inflicted one at a time, and as quantum shielding can never prevent a single point of damage from being suffered, it cannot prevent mortal wounds.

*Q: If I use the Time's Arrow C'tan Power on a unit whose models have different Wounds characteristics, what happens?*

A: A model of the owning player's choice is removed if the roll exceeds the highest Wounds characteristic in the unit.

# WARHAMMER 40,000

## INDEX: XENOS 2

### Official Update Version 1.4

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

#### ERRATA

##### Page 10 – Mob Rule

Change the rule to read:

'When using the Leadership characteristic of this unit, you can use either its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit, or the number of models in another friendly unit within 6" that has this ability.'

##### Page 13 – Warboss on Warbike, Waaagh!

Change the rule to read:

'Friendly **ORK INFANTRY** and **BIKER** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.'

##### Pages 14, 15, 16, 31 and 38 – Kustom Force Field

Change the first sentence of this rule to read:

'If this model is equipped with a kustom force field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against ranged weapons.'

##### Page 16 – Ghazghkull Thraka, The Boss is Watchin'

Change the first sentence to read:

'If a friendly **ORK** unit fails a Morale test and they are within 6" of Ghazghkull Thraka, he can restore order with a brutal display of violence.'

##### Page 34 – Big Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Big Gun and each 2-model group of Grot Gunners act as separate units.'

##### Page 35 – Mek Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Mek Gun and each 5-model group of Grot Gunners act as separate units.'

##### Pages 50, 52 and 53 – Master of War

Change the first sentence to read:

'At the beginning of your turn, a single friendly **COMMANDER** can declare either Kauyon or Mont'ka. You can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.'

##### Pages 53, 63 and 69 – Abilities

Add the following sentence onto the end of the MV52 Shield Generator and Shield Generator abilities:

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

##### Pages 53, 56, 57, 62, 63, 64, 65, 66, 68, 69, 70, 71, 72, 73 and 74 – Saviour Protocols

Change this rule to read:

'**Saviour Protocols:** If a **<SEPT> DRONES** unit is within 3" of a friendly **<SEPT> INFANTRY** or **<SEPT> BATTLESUIT** unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

##### Page 62 – XV95 Ghostkeel Battlesuit, Stealth Field

Change the first sentence to read:

'Models shooting at a Stealth Drone or any Ghostkeel Battlesuit that is within 3" of any friendly Stealth Drones subtract 1 from their hit rolls.'

##### Page 68 – AX39 Sun Shark Bomber

Change the second sentence of this datasheet's description to read:

'It is accompanied by 2 MV17 Interceptor Drones, each equipped with two ion rifles.'

##### Page 72 – Keywords (Longstrike's Gunship)

Add **'HAMMERHEAD'**.

##### Page 72 – Longstrike, Fire Caste Exemplar

Change this ability to read:

'You can add 1 to hit rolls in the Shooting phase for friendly **T'AU SEPT HAMMERHEAD** units within 6" of Longstrike.'

##### Page 73 – Keywords (Hammerhead)

Add **'HAMMERHEAD'**.

**Page 74 – XV88 Broadside Battlesuit**

Change the final sentence of this datasheet's description to read:

'Each Broadside Battlesuit may be accompanied by up to 2 MV8 Missile Drones, each equipped with a missile pod (**Power Rating +2**), or up to 2 Tactical Drones (pg 69) (**Power Rating +1**).'

**Page 85 – Hive Mind Discipline, Catalyst**

Change the last sentence to read:

'Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+ the unit does not lose that wound.'

**Pages 87, 105, 106 and 107 – Prehensile pincer tail**

Change the Strength characteristic of this weapon in all instances to 'User'.

**Page 87 – Old One Eye, Alpha Leader**

Change this ability to read:

'You can add 1 to hit rolls in the Fight phase for friendly <HIVE FLEET> CARNIFEX units that are within 6" of this model.'

**Page 89 – Tyranid Prime, Alpha Warrior**

Change this ability to read:

'You can add 1 to hit rolls for all <HIVE FLEET> Tyranid Warrior units and <HIVE FLEET> Tyranid Shrike units that are within 6" of any friendly <HIVE FLEET> Tyranid Primes.'

**Page 89 – Tervigon, Massive crushing claws**

Change the AP characteristic to read '-3'.

**Page 98 – Deathleaper, It's After Me!**

Change the last sentence of this ability to read:

'At the end of any or your Movement phases Deathleaper can spring from its hiding place – you can set it up anywhere that is within 6" of the enemy CHARACTER you chose, but more than 1" away from any enemy models (if the enemy CHARACTER is not on the battlefield when Deathleaper is revealed, set it up anywhere on the battlefield that is more than 9" from any enemy models instead).'

**Page 104 – Biovores, Spore Mine Launcher**

Insert the following at the end of the rules text:

'This weapon can target units that are not visible to the firer, but it cannot be used to fire Overwatch.'

**Page 109 – Sporocyst**

Change the unit description to read:

'A Sporocyst is a single model armed with a spore node and five deathspitters.'

Insert the following at the end of the rules text for the Spore Node rule:

'This weapon cannot be used to fire Overwatch.'

**Page 112 – Cult Ambush**

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

'If it is not possible to set up a unit as described on the result rolled, that unit is not set up this turn (but you can roll for it again at the end of your next Movement phase).'

**Page 112 – A Deadly Trap**

Change the second sentence of this Cult Ambush result to read:

'It can either move D6" even though it has just arrived as reinforcements, or shoot with all of its ranged weapons as if it were the Shooting phase (doing so does not prevent it from shooting in the Shooting phase or charging in the Charge phase of this turn).'

**Page 112 – Brood Brothers**

Change this rule to read:

'The influence of a Genestealer Cult permeates all aspects of a society, including any Astra Militarum regiments stationed on their world. To represent the elements of such forces that have been subverted by a cult, you can include **ASTRA MILITARUM** units and **GENESTEALER CULTS** units in the same matched play army, even though these units don't have any Faction keywords in common. However, you can only include one **ASTRA MILITARUM** Detachment (one in which every unit has the **ASTRA MILITARUM** keyword) in a Battle-forged army for each **GENESTEALER CULT** Detachment (one in which every unit has the **GENESTEALER CULTS** keyword) in that army and every unit in the **ASTRA MILITARUM** Detachment that has the <REGIMENT> keyword must replace it in every instance on its datasheet with **BROOD BROTHERS** (you cannot include any **ASTRA MILITARUM** named characters in such Detachments). In such cases, simply ignore the Astra Militarum units when choosing your army's Faction.'

**Page 114 – Magus, Familiars**

Change the second sentence to read:

'If they do so, the Magus can immediately attempt to manifest an additional psychic power.'

**Page 115 – Primus**

Delete the Familiar profile from the Primus datasheet.

**Pages 116 and 144 – Heavy rock cutter**

Add the following to the Abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

**Page 122 – Cult Armoured Sentinel**

Change the Toughness characteristic to read '6'

**Page 123** – Cult Leman Russ, Grinding Advance

Change this ability to read:

**‘Grinding Advance:** If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model’s turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, eradicator nova cannon, exterminator autocannon and vanquisher battle cannon.’

**Pages 123 and 144** – Vanquisher battle cannon

Change the Strength to read ‘8’.

**Page 130** – Units table

Change the models per unit value for Runtherd to read ‘1’.

Change the models per unit value for Nobz to read ‘5-10’.

Change the models per unit value for Nobz on Warbikes to read ‘3-9’.

Change the models per unit value for Deffkoptas to read ‘1-5’.

**Page 134** – Units table

Add the following row:

‘Tactical Drones | 4-12 | See right’

**Page 137** – Support Systems

Change the Drone controller rule to read:

‘Friendly <SEPT> DRONE units within 6" of any models equipped with a drone controller add one to any hit rolls.’

Change the Velocity tracker rule to read:

‘Add 1 to hit rolls for this model when it shoots at a unit that can FLY.’

**Page 138** – Units table

Change the models per unit value for Hive Guard to read ‘3-6’.

Change the models per unit value for Tyrant Guard to read ‘3-6’.

**Page 138** – Ranged Weapons table

Change the line that reads ‘Spinefists (Ravener)’ to read ‘Spinefists (Ravener, Tyranid Warriors and Tyranid Shrikes)’.

Add the following row:

‘Spore node | 0’

**Page 142** – Genestealer Cults Points Values

Change the points per model value for Purestrain Genestealers to read ‘15’.

Change the points per weapon value for Purestrain talons to read ‘0’.

Add an ‘Other Wargear’ table for the following:

‘Cult icon | 20’

**FAQs**

**ORKS**

*Q: Is the Kustom Force Field ability an aura ability?*

A: Yes.

*Q: The Ork Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’. Its Open-topped ability says that ‘restrictions and modifiers that apply to this model also apply to its passengers’. Does that mean that a unit embarked also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?*

A: No.

*Q: Do Spanners have a separate points cost in units of Lootas and Burna Boyz?*

A: No. They cost the same ‘points per model’ as the unit they are included in.

*Q: What happens when a unit of Flash Gitz’ Gun-crazy Showoffs ability triggers, but the nearest enemy unit is not a viable target (e.g. it is not visible to the Flash Gitz, or it is within 1" of a unit from your army)?*

A: If the nearest enemy unit is not a viable target then this ability has no effect this time.

*Q: If I use a Stompa’s Psycho-Dakka-Blasta! Ability to shoot its supa-gatler several times, do I need to declare the targets of the attacks before making any attacks, or do I resolve the attacks one at a time?*

A: Declare targets and resolve the attacks one at a time. Roll to see if the ammo has been expended before declaring the targets for second and subsequent attacks.

*Q: How many points does a Boss Nob in a unit of Boyz cost?*

A: 6.

*Q: Can a Big Mek use his Big Mekaniak ability to repair a vehicle he is embarked inside? Can he repair another vehicle within 3" of the vehicle he is embarked inside?*

A: No to both questions; he cannot repair vehicles while embarked inside a transport.

*Q: What happens when a unit of Stormboyz declares a charge and it is within range of an Ork Warboss' Waaagh! ability at the start of the Charge phase (assuming the Stormboyz Advanced that turn) – do I still need to roll D6 to see if my Stormboyz unit suffers mortal wounds as described in their Full Throttle ability?*

A: No. In this circumstance you can just use the Ork Warboss' ability to Charge (even though the unit Advanced) and you do not need to use the Full Throttle ability to do so (and so you avoid the risks involved).

## **T'AU EMPIRE**

*Q: If a T'au unit – e.g. XV8 Crisis Battlesuits or a Commander – uses the Manta Strike ability to set up in a Manta hold during deployment, does that also apply to any Drones that are accompanying that unit?*

A: Yes. When the unit enters the fray, it and all its Drones are set up together as per the Mantra Strike ability. Once set up, they then become separate units.

*Q: Can a unit of Pathfinders benefit from their own markerlights (e.g. if half the unit shoots their markerlights, and the other half shoot the same target with other weapons)?*

A: Yes. Declare which models in the unit will fire markerlights at the same time you declare targets for the unit to shoot at, then resolve the models firing markerlights first, one at a time.

*Q: Can models with an early warning override Support System use it to shoot at units that use psychic powers such as Gate of Infinity or Da Jump to set up within 12"?*

A: Yes.

## **TYRANIDS**

*Q: Monstrous scything talons say that if the bearer has more than one pair it can make one additional attack. How many extra attacks does a Trygon, which has three pairs of monstrous scything talons, make?*

A: It makes a total of one additional attack.

*Q: The Onslaught psychic power says that the affected unit can Advance and fire in the same turn. Does this mean it gets to Advance again and then fire, or that it can fire even if it has Advanced this turn?*

A: The unit can fire even if it has Advanced this turn. It does not get to Advance again.

*Q: If a Hive Tyrant with lash whips is slain, which line of the damage table do I use when making its attacks before removing the model as a casualty?*

A: Use the bottom line of the damage table, as if it still had one wound remaining.

*Q: Can the Swarmlord use its Hive Commander ability on units that have no ranged weapons (the ability says 'instead of shooting')?*

A: Yes.

*Q: A Tervigon can only replace Termagants in a unit that is equipped with fleshborers. If those models were equipped with adrenal glands and/or toxin sacs, can those models still be replaced?*

A: Yes.

## **GENESTEALER CULTS**

*Q: If I include a Detachment of ASTRA MILITARUM in a Genestealer Cult army using the Brood Brothers rule, do the ASTRA MILITARUM units gain the GENESTEALER CULTS keyword and the Cult Ambush ability?*

A: No and no.

*Q: Can I have a Battle-forged army that consists of one Detachment of GENESTEALER CULTS, one Detachment of ASTRA MILITARUM (using the Brood Brothers rule) and one Detachment of TYRANIDS?*

A: Yes.

*Q: If, in a matched play game, I use the Return to the Shadows Stratagem to remove one of my Genestealer Cult units from the battlefield during the fourth battle round, are they considered to be destroyed because of the Tactical Reserves matched play rule?*

A: No.

# WARHAMMER 40,000

# INDEX: YNNARI

## Official Update Version 1.1

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### ERRATA

**Page 38** – Using an Ynnari army in Warhammer 40,000  
Add the following to the end of the second paragraph:  
'Yvraine, the Visarch and/or the Yncarne can be included in such a Detachment even if a rule states that every unit in the Detachment must be from the same faction, and that faction cannot be Aeldari (e.g. the Battle Brothers matched play rule).'

**Page 43** – Fire and Fade  
Change the Command Point cost of this Stratagem to 'ICP'.

**Page 42** – Ynnead's Net  
Change this Stratagem to read:  
'Use this Stratagem at the start of your Charge phase. Select one **YNNARI BIKER** unit from your army. That unit can charge even if it Advanced this turn.'

### FAQs

*Q: Do YNNARI Hemlock Wraithfighters generate psychic powers from the Revenant discipline?*

**A: Yes.** Note that because the Hemlock Wraithfighter is not generating powers from the Runes of Battle, the second paragraph of its Psyker ability will not apply.

*Q: Do YNNARI Wraithseers generate psychic powers from the Revenant discipline?*

**A: No.** Wraithseers can only use the psychic powers detailed on their datasheet.

# WARHAMMER 40,000

# CODEX SUPPLEMENT:

# IRON HANDS

## Official Update Version 1.0

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### DESIGNER'S COMMENTARY

While we always strive to incorporate every scrap of feedback we can into our rules, whilst working on *Codex Supplement: Iron Hands*, we received some additional feedback after we had gone to print. We have waited before releasing this errata to see whether the feedback received bore out – it is quite evident that it has and, as a result, we felt it was important to implement that feedback as part of this errata rather than wait for the next online balance change. This is not something we do lightly, but given the nature of the feedback, is something we feel is important.

- The Warhammer 40,000 Rules Team

### ERRATA

#### Page 53 – Rites of Tempering

Change this ability to read:

'**INFANTRY** models in friendly **IRON HANDS** units have a 5+ invulnerable save whilst their unit is within 6" of this model.'

#### Page 58 – The Ironstone

Change this Relic to read:

'At the start of each battle round, select one friendly **IRON HANDS VEHICLE** unit within 3" of the bearer of this Relic. Until the start of your next battle round, when resolving an attack made against that **VEHICLE** unit, if the bearer of this Relic is within 3" of that **VEHICLE** unit you can reduce any damage suffered by 1, to a minimum of 1.'

#### Page 60 – March of the Ancients

Add the following sentence:

'You can only use this Stratagem once per battle.'

#### Page 60 – Souls of Iron

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

#### Page 61 – Optimal Repulsion Doctrines

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

#### Page 61 – Machine Empathy

Change the last sentence of this Stratagem to read: 'That model can use that ability again.'

#### Page 62 – Reforge

Change the second sentence to read:

'If manifested, select one friendly **IRON HANDS VEHICLE** model within 3" of and visible to that psyker (you cannot select a model that has already regained lost wounds this turn).'

### FAQs

*Q: When using the Ironstone and the Duty Eternal Stratagem, in which order do I resolve the damage reduction?*

A: As described under Modifying Characteristics in the *Warhammer 40,000* Rulebook, you would apply division to the characteristic before applying subtraction. Therefore you would halve the damage from Duty Eternal, then subtract 1 from the damage from the Ironstone.

*Q: When using Iron Father Feirros' Signum Array ability, if I select a friendly **IRON HANDS VEHICLE** that has lost enough wounds so that its normal Ballistic Skill characteristic is reduced as a result of its damage table, what would its Ballistic Skill be as a result of the Signum Array?*

A: 2+. The Signum Array ability changes the Ballistic Skill characteristic of that **VEHICLE** to 2+.

*Q: If I nominate an **IRON HANDS DREADNOUGHT** to be my Warlord and I then use the March of the Ancients Stratagem for that **DREADNOUGHT** to gain the **CHARACTER** keyword, can it now have a Warlord Trait?*

A: Yes.

# 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 1.2

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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 92** – Mad Dok Grotznik  
Change this model's One Scalpel Short of a Medpack ability to read:  
'At the start of your Charge phase, if Mad Dok Grotznik is not within 3" of another friendly **ORK INFANTRY** unit, not within 1" of an enemy unit, and is within 12" of an enemy unit, he will automatically attempt to charge the nearest enemy unit. He can do so even if he Advanced or Fell Back in the same turn.'

**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: If I fail a Morale test for an **ORK** unit that is within range of a unit of Nobz with the Keepin’ Order ability, and there are fewer models remaining in the unit than the number the test was failed by, how many D6 rolls are made?*

**A: Roll a number of D6 equal to the number of models remaining in the unit.**

*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 from the first list or only one if it is taken 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 **TRUCK** 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 SUPPLEMENT:

# RAVEN GUARD

## 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 57 – Master of Ambush

Change the second sentence to read:

'Remove that unit and this Warlord (if it is also **INFANTRY**) from the battlefield, and set them up anywhere on the battlefield that is more than 9" from the enemy deployment zone and more than 9" from any enemy models (if both players have abilities that redeploy units before the first turn begins, roll off; the winner chooses who redeploys their units first).'

### FAQs

*Q: With regards to the Strategic Discipline matched play rule, as the Stratagem See, But Remain Unseen isn't used in a phase, can it be used multiple times?*

A: Yes.

*Q: If I use the Stranglehold Stratagem and I also have a Callidus Assassin in my army, how do I resolve the Stratagem and the Callidus Assassin's Reign of Confusion ability (assuming the Assassin's Reign of Confusion ability is in effect)?*

A: Each is rolled for separately, so if your opponent spends Command Points to use a Stratagem, you would roll one D6 for the Stranglehold Stratagem (needing a 5+) and one D6 for the Reign of Confusion ability (needing a 4+). Your opponent would have to spend one additional Command Point for each successful roll.

*Q: If I give a **PHOBOS CHARACTER** the Marksman's Honours Warlord Trait, and then give that **CHARACTER** the Korvidari Bolts, when shooting a korvidari bolt with a bolt weapon that model is equipped with, is the weapon considered to be a Relic?*

A: No.

# WARHAMMER 40,000

# RULEBOOK

## Official Update Version 1.6

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, aeriels, 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: If a rule says that I can do something (for example, 'when a Morale test is taken for this unit, you can re-roll the dice'), does that mean I have to do that thing, or is it optional?*

A: If a rule says you can do something, it is entirely up to you to decide if you want to do that thing. For example, if a rule states 'when resolving an attack made with this weapon, you can re-roll the hit roll', that is permitting the player to do that thing. Compare this to 'when resolving an attack made with this weapon, re-roll a hit roll of 1' – this is an instruction to the player that is not optional.

*Q: When creating a Battle-forged army, if a unit has an ability that means it does not take up a slot in a Detachment (such as a Drukhari Lhamaean in a Detachment that also includes an Archon), can I still include one unit with the Dedicated Transport Battlefield Role for each of these units in that Detachment?*

A: You can include one unit with the Dedicated Transport Battlefield Role for each slot in that Detachment that has been taken up.

*Q: Can an Index unit be equipped with a weapon from a codex weapons list (i.e. a Chaos Lord on Bike being equipped with a thunder hammer not previously available to them)?*

A: No.

*Q: When players roll off (e.g. as part of the Mental Onslaught psychic power), when must any re-rolls be used?*

A: Once the original roll-off has been made, both players must declare whether they wish to re-roll the result of their dice, before any re-rolls are made.

*Q: If I have access to several abilities that allow me to re-roll a single dice, can I use more than one of these to affect a roll that includes more than one dice? If so, how is this applied?*

A: If you have more than one ability that allows you to re-roll a single dice (for example, the Gaze of Fate psychic power and the Command Re-roll Stratagem), you can use both of these to re-roll the same 2D6, 3D6 etc. roll, but must declare any re-roll abilities that you wish to use before any dice are re-rolled. Note that each individual dice that makes up that roll can still only be re-rolled once.

*Q: In the Fight phase rules, under Choose Targets, the third sentence states 'This represents the unit fighting in two ranks'. Does this mean I should only fight in two ranks even if I can physically fit more than that (such as with 28mm and 32mm bases), or is this just an abstract description of what this rule does?*

A: This was intended to be an illustrative piece of text, creating an image of how models further back would fight. It was not intended to limit the actual number of models that are able to fight. The number of models that can fight is described in the first and second sentence.

*Q: If a unit is affected by a rule that forces it to fight after all other units able to fight have done so, such as the effects of the Paroxysm psychic power, the Vexator Mask or the Armour of Russ, can it still be affected by the Counter-Offensive Stratagem?*

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: 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 it 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: Unless otherwise specified, yes, so long as the unit the Stratagem is being used on has the appropriate keywords (note that *Codex: Chaos Daemons*, *Codex: Tyranids* and *Codex: Space Marines* are examples that specify otherwise in their relevant FAQs, errata and codex).

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

*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: Some attacks deal mortal wounds in addition to their normal damage. When are these mortal wounds allocated?*

A: Any mortal wounds inflicted by an attack in addition to normal damage should be allocated after that attack has been resolved (note that this may prevent fast dice rolling when resolving attacks with this ability).

*Q: If a unit has an ability that allows it to Heroically Intervene as if it were a **CHARACTER**, how is this resolved?*

A: Each model in the unit must finish this move closer to the enemy model that was closest to it.

*Q: If multiple abilities that instruct the player to roll more dice than usual and discard one of them apply to a unit (for example, when taking a Morale test for a unit of Plaguebearers that is within range of a friendly Sloppity Bilepiper's Disease of Mirth ability and within 6" of an enemy Harlequins unit with the Silent Shroud's Dance of Nightmares Made Flesh Masque Form), how is this resolved?*

A: You should roll one additional dice for each of these abilities, and then apply any other effects. In the example above, you would roll three D6 for the Morale test, and then discard both the highest and lowest result, leaving one remaining dice for the Morale test.

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

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

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

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

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

A: The charging unit can only make attacks against the

second unit if it also declared a charge against it in its charge phase.

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

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

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

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

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

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

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

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

A: Yes.

*Q: If a model has an ability that halves damage suffered (rounding up) such as Marneus Calgar's Armour of 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

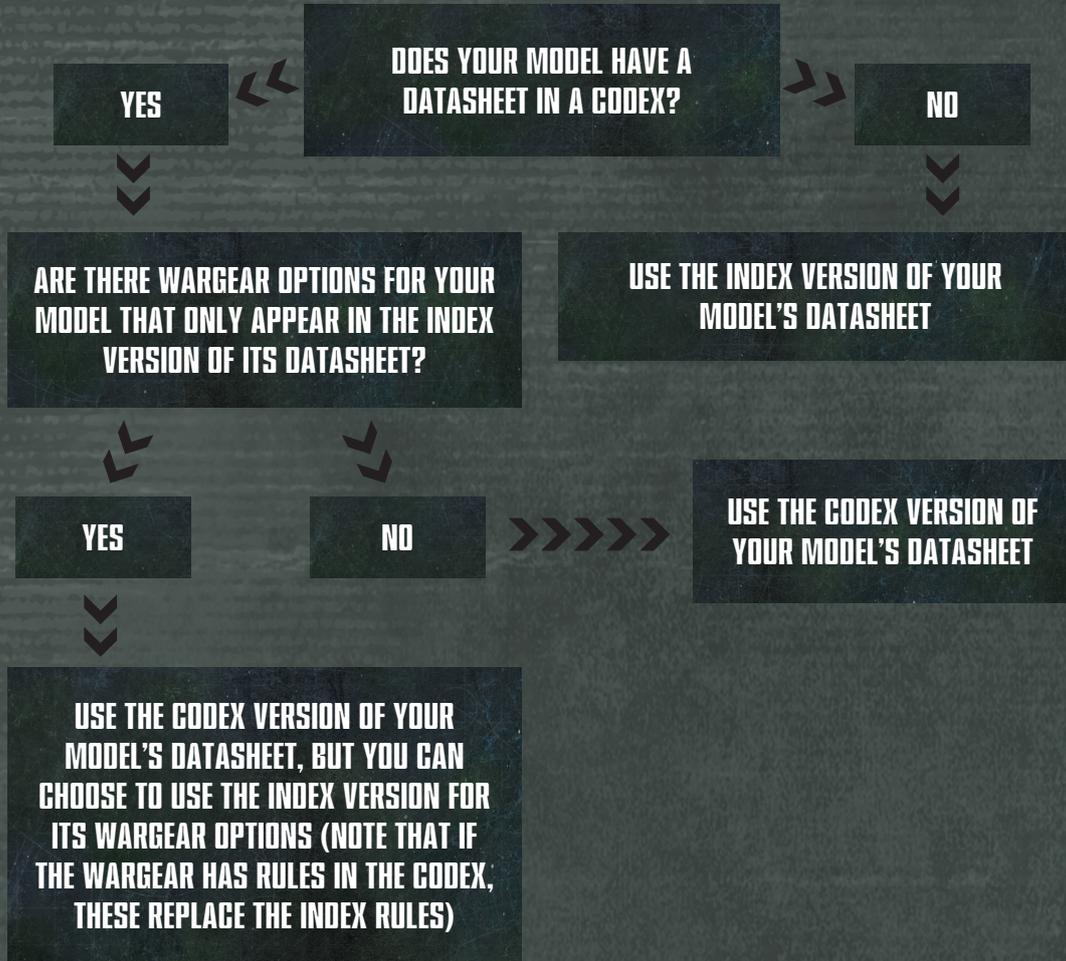
POINTS LIMIT	NUMBER OF DETACHMENTS	NUMBER OF TIMES EACH DATASHEET CAN BE INCLUDED*	BATTLEFIELD SIZE	GAME LENGTH
Up to 1,000	Up to 2 per army	Up to 2 per army	4' x 4'	Up to 2 hours
1,001-2,000	Up to 3 per army	Up to 3 per army	6' x 4'	2 to 3 hours
2,001-3,000	Up to 4 per army	Up to 4 per army	8' x 4'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

# FAQ AND ERRATA UPDATES

## SEPTEMBER 2019

### Release Notes

At the time of writing this update, I have recently returned from the NOVA Open convention where I had the opportunity to chat face to face with a huge number of Warhammer 40,000 hobbyists. I was humbled and overwhelmed by how excited and enthusiastic hobbyists are with the state of Warhammer 40,000, with recent codex releases – including the latest edition of *Codex: Space Marines* (and its many supplements) – and the announcement of the upcoming Psychic Awakening. We have also had major online updates to the Forge World range of Imperial and Chaos Knights, and Adeptus Custodes models, the datasheets for which have been rebalanced and changed according to the feedback and comments you have sent to us. I have said it before, but your feedback is crucial if we are to keep our rules as up to date and clear as possible – so thank you to everyone who took the time to speak with me (and to everyone else who filled in one of our surveys or else emailed our FAQ inbox).

#### FAQs and Errata Updates

As with previous updates, the first thing we have done is to update all our existing FAQ and Errata documents to take account of any new questions that have been asked since April (if you submitted a question, make sure you check out the Errata and FAQ document for your army's codex). There are no major changes to any of the core Warhammer 40,000 rules, only some clarifications, such as the ordering of opposed dice rolls and re-rolls. You can find these in the updated Warhammer 40,000 FAQ document.

#### Matched Play Rules

We are not releasing any new beta matched play rules as part of this update, and all the previously finalised matched play rules continue to apply as they did before (the one exception being that some errata relating to certain Space Marine Stratagems have been removed, as the new codex and codex supplements now replace those rules). The current finalised matched play rules are reprinted on the following pages for your convenience.

#### Balance Updates

We are not introducing any balance changes at this time – all the feedback we have received regarding the relative effectiveness of one unit over another will be incorporated and represented in the next points review, which will be released alongside Chapter Approved 2019 in the near future.

We hope this September update clarifies any queries you might have had, but if not, please send your questions and feedback to [40kFAQ@gwplc.com](mailto:40kFAQ@gwplc.com). Until the next time, may the dice gods smile upon you and may faith be your shield as we venture forth into the Psychic Awakening.

- Robin Cruddace and the Warhammer 40,000 Rules Team

## Finalised Matched Play Rules

On the following pages you will find those finalised matched play rules featured in the April 2019 update.

### BOLTER DISCIPLINE

All **ADEPTUS ASTARTES**, **HERETIC ASTARTES** and **FALLEN** models gain this ability.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit remained stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER**, **CENTURION**, **DREADNOUGHT** or **HELBRUTE**.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

### 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

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

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

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

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

# WARHAMMER 40,000

# SHADOWSPEAR

## 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.

### 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: SPACE MARINES

### 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 151 – Hellblaster Squad

Change the Power Level to '8'.

Change the second sentence of the unit description to read:

'It can additionally contain up to 5 Hellblasters (**Power Rating +8**).'

##### Page 160 – Drop Pod, Drop Pod Assault

Change the Matched Play clause to read:

'This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.'

##### Page 174 – Chapter Tactics

Add the following:

**'Designer's Note:** *The Chapter Tactic rules presented in Codex: Space Marines and its codex supplements replace any Chapter Tactics previously printed in other publications, including those for Blood Ravens and Crimson Fists in White Dwarf magazine and the Chapter Tactic for the Emperor's Spears included with the limited edition of the Spear of the Emperor novel. Crimson Fists should use the No Matter the Odds Chapter Tactic (pg 175), while Blood Ravens and the Emperor's Spears should use the Successor Chapter Tactics rules on page 176. Note that the Emperor's Spears are a successor Chapter of the Ultramarines, and so if you choose the Inheritors of the Primarch Successor Tactic, you must use the Chapter Tactic of the Ultramarines.'*

##### Page 175 – Ultramarines: Codex Discipline

Change the final sentence to read:

'Units with this tactic that cannot **FLY** can shoot in a turn in which they Fell Back, but if they do, when resolving an attack made by a model in that unit in the Shooting phase of that turn, subtract 1 from the hit roll.'

##### Page 180 – Auspex Scan

Change the first sentence to read:

'Use this Stratagem after your opponent sets up a unit on the battlefield as reinforcements within 12" of any **ADEPTUS ASTARTES INFANTRY** units from your army.'

##### Page 185 – The Vox Espiritum

Change the second sentence to read:

'If a model has this Relic, add 3" to the range characteristic of its aura abilities (e.g. Rites of Battle) to a maximum of 9".'

#### IMPERIUM NIHILUS: VIGILUS DEFIANT ERRATA

Since the release of the *Imperium Nihilus: Vigilus Defiant* book, a number of the rules presented there have been superseded by those found in *Codex: Space Marines*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

##### Page 174 – Grey Shield

Change the first paragraph to read:

'Once per battle, at the start of your Movement phase, if your Warlord is on the battlefield, you can choose for **INDOMITUS CRUSADER** units in the same Detachment as your Warlord to gain an additional Chapter Tactic until the start of your next turn. Pick the additional Chapter Tactic from the following: Codex Discipline, Lightning Assault, Siege Masters, Righteous Zeal, Forged in Battle, Shadow Masters, The Flesh is Weak, No Matter the Odds (see *Codex: Space Marines*).'

##### Page 175 – Stratagems

Remove the Boltstorm, Rapid Fire, Target Sighted and Veteran Intercessors Stratagems from this Specialist Detachment.

**Designer's Note:** *Updated versions of these Stratagems can be found in Codex: Space Marines.*

#### FAQs

*Q. Can I use a Stratagem from the 2017 edition of Codex: Space Marines if there is not an updated version of that Stratagem in the 2019 edition of Codex: Space Marines?*

*A: No, none of the rules found in the 2017 edition of Codex: Space Marines can be used.*

*Q: If I include a Space Marines Detachment in my army, can I use the Stratagems from Codex: Space Marines to affect ADEPTUS ASTARTES units from other codexes, such as Codex: Grey Knights or Codex: Deathwatch?*

A: No, as noted in the second paragraph under Space Marine Units and Detachments on page 174 of *Codex: Space Marines*.

*Q: Does adding an OFFICIO ASSASSINORUM model to my army with the 'Operative Requisition Sanctioned' Stratagem prevent the rest of my army from using Combat Doctrines?*

A: Yes. Note that this model remains part of your army if it is destroyed.

*Q: If an ability or rule generates an additional hit (e.g. the Siege Masters Chapter Tactic or Whirlwind of Rage), do these additional hits gain any other benefits that would apply to an attack on a hit roll of 6 (e.g. an Infiltrator's marksman bolt carbine)?*

A: No. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

**Designer's Note:** *In the previous iteration of this FAQ, this question was ruled differently. Since that document was published, unintended combinations have come to light (such as some players interpreting that this allowed an infinite hit loop, effectively destroying any unit in the game as soon as a single 6 to hit is rolled – which was obviously never the intent of the rule), as well as that ruling being used as a precedent for similar abilities in other publications. As such, we have changed the answer to this question to ensure a more rewarding experience for all players.*

*Q: A lot of rules apply an effect when resolving an attack, rather than attacks. Does this mean the ability only applies for one single attack? For example, the Masterful Marksmanship Stratagem states 'Until the end of the phase, when resolving an attack made with a special issue boltgun by a model in that unit, add 1 to the wound roll.'*

A: The attack sequence in the core rules is based on attacks being made one at a time. Therefore the wording of these abilities matches how attacks are resolved in the core rules. The ability would still apply to other attacks made by that unit, so long as it satisfied the requirements laid out in the rule. In the above example, the ability would apply for each attack you make with a special issue boltgun by a model in that unit until the end of the phase.

*Q: If I upgrade my Captain in Phobos Armour to be a Chapter Master, should the Infiltrator Comms Array still work with this model, and with its Chapter Master ability instead of Rites of Battle?*

A: No.

*Q: If an IMPULSOR unit moves and a unit embarked upon it disembarks as a result of the Assault Vehicle ability, can that disembarking unit then move?*

A: Yes.

*Q: If you have a unit that can shoot twice, (e.g. a Thunderfire Cannon affected by the Suppression Fire Stratagem), and it has the Salamander's Forged in Battle Chapter Tactic, can it re-roll one hit and one wound roll both times it shoots, or only once?*

A: Both times. The Forged in Battle Chapter Tactic takes effect each time a unit is chosen to shoot with and the unit in question is being chosen to shoot with twice.

*Q: Can a Captain replace his master-crafted boltgun with a chainsword, then replace that chainsword with a storm shield?*

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: Some datasheets that were in the 2017 edition of Codex: Space Marines are not in the 2019 edition, but are still in Index: Imperium 1. Can the versions from Index: Imperium 1 still be used?*

A: Yes, provided an updated datasheet is not found for them elsewhere (e.g. in a codex supplement).

*Q: Does a Chaplain have to be on the battlefield to recite a litany?*

A: Yes.

*Q: Can successor Chapters use the Warlord Traits of their founding Chapter?*

A: Not as presented on page 179 of *Codex: Space Marines*. However, if you have a successor Chapter and are using a codex supplement of your founding Chapter, that publication will describe how you can select Warlord Traits (and other rules) from your founding Chapter as presented in that publication.

*Q: Can I use the Flakk Missile Stratagem when a model fires a cyclone missile launcher?*

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.*

*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 a Techmarine Gunner make ranged attacks in the same phase in which it operates a Thunderfire Cannon?*

*A: Yes.*

*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 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.*

# ERRATA

With the release of the most recent version of *Codex: Space Marines*, there have been a number of changes made to both the datasheets and weaponry of the forces of the Adeptus Astartes. This document contains errata to bring the relevant models and wargear that are found in various other publications in line with these updated versions. Any changes from the previous version of this document highlighted in magenta.

## INDEX: IMPERIUM 1

*Codex: Space Marines* has updated certain datasheets. The following updates apply to the following units in *Index: Imperium 1*.

The following datasheets gain the Angels of Death ability:

- Apothecary on Bike
- Chaplain on Bike
- Chapter Ancient
- Chapter Champion
- Company Ancient on Bike
- Company Champion on Bike
- Company Veterans on Bikes
- Damned Legionnaires
- Honour Guard
- Imperial Space Marine
- Interrogator Chaplain on Bike
- Iron Priest on Bike
- Iron Priest on Thunderwolf
- Kor'sarro Khan on Moondrakkan
- Land Raider Excelsior
- Librarian on Bike
- Logan Grimnar
- Lone Wolf
- Lone Wolf in Terminator Armour
- Marneus Calgar in Artificer Armour
- Rhino Primaris
- Rune Priest on Bike
- Sanguinary Priest on Bike
- Techmarine on Bike
- Terminus Ultra
- Wolf Guard Battle Leader on Bike
- Wolf Guard on Bikes
- Wolf Priest on Bike

**Designer's Note:** *The Bolter Discipline ability is described in a previous update, and the Shock Assault ability can be found below. Combat Doctrines is a new ability exclusive to Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves or Deathwatch Detachments (or for Detachments of any of their successor Chapters) cannot currently make use of this ability.*

### Chaplain on Bike (excluding models from the DARK ANGELS and BLOOD ANGELS, as well as their successor Chapters)

Remove the Litanies of Hate ability on this datasheet.

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

**PRIEST:** This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly <CHAPTER> units whilst their unit is within 6" of this model.

## CODEX: BLOOD ANGELS, DARK ANGELS, SPACE WOLVES AND DEATHWATCH

*Codex: Space Marines* has updated certain datasheets. The following updates apply to the following weapons and units in *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Space Wolves*, and *Codex: Deathwatch*. Note that these updates are in addition to gaining the Bolter Discipline ability, as described in a previous update. The changes are listed below:

### Auto Bolt Rifle

Change Type to Assault 3.

### Master-crafted Auto Bolt Rifle

Change Type to Assault 3.

### Stalker Bolt Rifle

Change Damage characteristic to 2.

### Master-crafted Stalker Bolt Rifle

Change Damage characteristic to 3.

### Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '–'.

### Icarus Rocket Pod

Change Damage characteristic to 2.

### Flamestorm Cannon

Increase Range to 12".

### Hand Flamer

Change Type to Pistol D6.

### Captain in Gravis Armour

Change Wounds characteristic to 7.

### Wolf Lord in Gravis Armour

Change Wounds characteristic to 7.

### Master in Gravis Armour

Change Wounds characteristic to 7.

### Aggressor Squad (Blood Angels and Dark Angels) and Aggressors (Space Wolves and Deathwatch), Fire Storm

Change this ability to read: 'When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.'

### Intercessors (Deathwatch), Fire Storm

Change this ability to read: 'When this unit fires Overwatch or is chosen to shoot with, Aggressor models in this unit can shoot twice if this unit did not move this turn.'

### Aggressor & Aggressor Sergeant

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

### Inceptor & Inceptor Sergeant

Change Wounds characteristic to 3.

### Reiver Squad (Blood Angels and Dark Angels), Terror Troops

Change this ability to read:

'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

### Reivers (Space Wolves), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).'

### Reivers (Deathwatch), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units or units which contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit which contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).'

### Intercessors (Deathwatch), Terror Troops

Change this ability to read: 'Whilst any **REIVER** units or units which contain any Reiver models from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit or unit which contains any Reiver models from your army that is within 3" of that enemy unit (to a maximum of -3).'

### Shock Assault

Add the following ability to all datasheets (excluding **SERVITORS** and **BEASTS**):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

### Drop Pod

Add the following to the Drop Pod Assault ability:

*'Matched Play: This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.'*

**Designer's Note:** *This ability is only applied to the Drop Pod datasheet found in these codexes, and not to similar models found in other publications.*

### Deathwatch – Special Issue Ammunition

The following errata was published in a previous update, but is reprinted here for your convenience:

#### 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.'

**Designer's Note:** *Note that the normal rules for Rapid Fire weapons, as described in the Warhammer 40,000 core rules, continue to apply when shooting a Rapid Fire weapon with special issue ammunition.'*

These rules updates are appropriate for the brutal assaults of Space Marines, regardless of their organisation or allegiance. Therefore, the following updates also apply to the following weapons and units in the following books, as noted below:

- *Codex: Grey Knights*
- *Imperial Armour – Index: Forces of the Adeptus Astartes* (including the following datasheets: **Astraeus Super-heavy Tank**, Relic Sicaran Omega Tank Destroyer, Relic Sicaran Arcus Strike Tank, Gabriel Angels, Carab Culln the Risen, Casan Sabius)
- *Codex: Chaos Space Marines*
- *Codex: Thousand Sons*
- *Codex: Death Guard*
- *Imperial Armour – Index: Forces of Chaos*
- **Terrax-pattern Termite Assault Drill datasheet**

Note that these updates are in addition to gaining the Bolter Discipline ability, as described in a previous update. The changes are listed below.

## CODEX: GREY KNIGHTS

### Flamestorm Cannon

Increase Range to 12"

### Shock Assault

Add the following ability to all datasheets (excluding Servitors): 'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

## IMPERIAL ARMOUR – INDEX: FORCES OF THE ADEPTUS ASTARTES

### Flamestorm Cannon

Increase Range to 12"

### Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-.'

### Shock Assault

Add the following ability to all **GREY KNIGHTS** datasheets: 'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

### Angels of Death

Add the following ability to all datasheets (excluding **GREY KNIGHTS**, **ADEPTA SORORITAS** and **INQUISITION** datasheets):

'This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

**Designer's Note:** *The Bolter Discipline ability is described in a previous update, and the Shock Assault ability can be found above. **Combat Doctrines** is a new ability exclusive to **Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves and Deathwatch Detachments (or in Detachments of any of their successor Chapters)** cannot currently make use of this ability.*

### Chaplain Venerable Dreadnought (excluding models from the DEATHWATCH, SPACE WOLVES, DARK ANGELS and BLOOD ANGELS, as well as their successor Chapters)

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

**PRIEST:** This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.

### Chaplain Dreadnought Titus

Add to this datasheet the **PRIEST** keyword, and add to this datasheet the row:

**PRIEST:** This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **HOWLING GRIFFONS** units whilst their unit is within 6" of this model.

### Chaplain Ivanus Enkomi

Remove the Litanies of Hate ability on this datasheet.

Add to this datasheet the **PRIEST** and **MASTER OF SANCTITY** keywords, and add to this datasheet the row:

**PRIEST:** This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **MINOTAURS** units whilst their unit is within 6" of this model.

### High Chaplain Thulsa Kane

Remove the Litanies of Hate ability on this Datasheet.

Add to this datasheet the **PRIEST** and **MASTER OF SANCTITY** keywords, and add to this datasheet the row:

**PRIEST:** This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

**Litany of Hate:** If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **EXECUTIONERS** units whilst their unit is within 6" of this model.

## CODEX: CHAOS SPACE MARINES

### Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

### Hateful Assault

Add the following ability to all datasheets that have the **HERETIC ASTARTES** or **FALLEN** keyword (excluding units with the **CHAOS CULTISTS** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

## CODEX: THOUSAND SONS

### Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

### Hateful Assault

Add the following ability to all datasheets that have the **THOUSAND SONS** keyword (excluding units with the **CHAOS CULTISTS** or **TZAANGOR** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

## CODEX: DEATH GUARD

### Hateful Assault

Add the following ability to all datasheets that have the **DEATH GUARD** keyword (excluding units with the **CHAOS CULTISTS** or **POXWALKER** keyword):

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

## IMPERIAL ARMOUR – INDEX: FORCES OF CHAOS

### Demolisher Cannon

Change Type to Heavy D6 and change Abilities to '-'

### Hateful Assault

Add the following ability to all datasheets that have the **HERETIC ASTARTES** keyword:

'If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

## TERRAX-PATTERN TERMITE ASSAULT DRILL

Add the following ability to this datasheet if it is taken from the Space Marines Faction:

### 'Angels of Death

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Add the following ability to this datasheet if it is taken from the Heretic Astartes Faction:

### 'Hateful Assault

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

# WARHAMMER 40,000

# CODEX: SPACE WOLVES

## 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.

### 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

#### All datasheets (excluding **SERVITORS** and **BEASTS**)

Add the following ability:

**'Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'**

**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 88** – Wolf Lord in Gravis Armour

Change Wounds characteristic to 7.

**Page 88, 90 and 128** – Primaris Wolf Lord, Primaris Battle Leader and Armoury of the Fang, master-crafted auto bolt rifle

Change Type characteristic to Assault 3.

**Page 88, 90 and 128** – Primaris Wolf Lord, Primaris Battle Leader and Armoury of the Fang, master-crafted stalker bolt rifle

Change Damage characteristic to 3.

**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.

**Pages 93, 94 and 114** – Blood Claws, Grey Hunters and Long Fangs, Mixed Unit

Change the Mixed Unit ability to read:

'For the purposes of determining what models a vehicle can transport and for the Bolter Discipline ability, Wolf Guard Terminator Pack Leaders have the **TERMINATOR** keyword.'

**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 95 and 127** – Intercessors and Armoury of the Fang, auto bolt rifle

Change Type characteristic to Assault 3.

**Page 95 and 130** – Intercessors and Armoury of the Fang, stalker bolt rifle

Change Damage characteristic to 2.

**Page 97** – Reivers

Delete the power sword profile on this datasheet.

**Page 97 – Reivers, Terror Troops**

Change this ability to read:

‘Whilst any **REIVER** units from your army are within 3" of any enemy units, subtract 1 from the Leadership characteristic of each of those enemy units for each **REIVER** unit from your army that is within 3" of that enemy unit (to a maximum of -3).

**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 98 – Aggressors, Aggressor and Aggressor Pack Leader**

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Pack Leader).

**Page 98 – Aggressors, Fire Storm**

Change this ability to read:

‘When this unit fires Overwatch or is chosen to shoot with, models in this unit can shoot twice if this unit did not move this turn.’

**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 106, 123 and 128 – Redeptor Dreadnought, Repulsor and Armoury of the Fang, Icarus rocket pod**  
Change Damage characteristic to 2.

**Page 107 – Wulfen, Abilities, Death Frenzy**

Add the following sentence:

‘This ability is not cumulative with the Great Company Banner ability.’

**Page 111 – Inceptors, Inceptor and Inceptor Pack Leader**

Change Wounds characteristic to 3.

**Page 118 and 127 – Vindicator and Armoury of the Fang, demolisher cannon**

Change Type characteristic to Heavy D6 and Abilities to ‘-’.

**Page 120 and 127 – Land Raider Redeemer and**

**Armoury of the Fang, flamestorm cannon**

Change Range characteristic to 12".

**Page 122 – Drop Pod, Drop Pod Assault**

Add the following to this ability:

**‘Matched Play:** *This model and any units embarked aboard it are exempt from the Tactical Reserves matched play rule, except that if it and any units embarked aboard it have not arrived on the battlefield by the end of the third battle round, they count as having been destroyed.*’

**Page 131 – Great wolf claw**

Change the Damage characteristic of this weapon to ‘3’.

**Page 136 – Stratagems, Chooser of the Slain**

Change the second sentence to read:

‘A single friendly **SPACE WOLVES** unit within 6" of that Rune Priest can immediately shoot at that enemy unit as if it were the Shooting phase, but you must subtract 1 from any hit rolls when it does so.’

**Page 136 – Stratagems, The Wolf’s Eye**

Change the second sentence to read:

‘You can re-roll either failed hit rolls or failed wound rolls for that unit for this phase; choose which when you use this Stratagem.’

**Page 138 – Saga of Majesty**

Change the last sentence to read:

‘In addition, if your Warlord is a **CHARACTER**, increase the range of any aura abilities they have by 3" (e.g. the Great Wolf and Jarl of Fenris), excluding Explodes, Healing Balms, Battlesmith, this Warlord Trait, abilities of Relics of the Fang and effects of psychic powers.’

**Page 142 – Points Values, Fast Attack**

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

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

**Page 144 – Points Values, Other Wargear**

Add the following entry:

Wargear	Points per item
Combat shield	5

**FAQs**

*Q. If I successfully manifest Jaws of the World Wolf and select a unit that contains models with different Move characteristics, which one is used when resolving this psychic power?*

**A:** Use the lowest Move characteristic of models in the unit when this power is resolved.

*Q. If I use the Lone Wolf Stratagem to affect an Infiltrator Helix Adept who is the only model remaining from that unit, can I subsequently use the Helix Adept ability to return slain models to that unit?*

**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: 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.



# STEPPING INTO A NEW EDITION OF WARHAMMER 40,000

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

## Core Rules Questions

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

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

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

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

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

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

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

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

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

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

A: Yes.

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

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

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

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

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

A: No, unless specifically stated otherwise.

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

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

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

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

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

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

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

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

A: Yes.

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

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

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

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

A: Yes.

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

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

A: Yes.

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

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

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

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

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

**Q: Do units have to pile in and consolidate?**

A: No, these extra moves are optional.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A: No, unless specifically stated otherwise.

## Index Books Questions

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

A: No.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A: No.

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

A: No.

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

A: No.

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

A: No.

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

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

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

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

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

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

# WARHAMMER 40,000

## CODEX: T'AU EMPIRE

### Official Update Version 1.4

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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 90, 97, 98, 99, 105, 106, 107, 108, 109, 111, 112, 113, 114 and 116 – Saviour Protocols

Change this ability to read:

**'When resolving an attack made against a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit whilst that unit is within 3" of a friendly <SEPT> DRONES unit, if the wound roll is successful, you can roll one D6; on a 2+ that DRONES unit suffers 1 mortal wound and the attack sequence ends.'**

##### 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 97 – Longstrike

Add the **'HAMMERHEAD'** keyword to this model's Keywords (Longstrike) line.

Change this model's Fire Caste Exemplar ability to read: **'You can add 1 to hit rolls in the Shooting phase for friendly T'AU SEPT HAMMERHEADS within 6" of Longstrike.'**

##### Page 106 – XV104 Riptide Battlesuit, Nova Reactor

Change the Boost text to read:

**'This model can move 2D6" in your Charge phase. You cannot use this ability to move within 1" of any enemy models. If it does so, this model cannot declare a charge that phase.'**

##### 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 128 – Automated Repair System

Add the following sentence to this Stratagem:

**'You can only use this Stratagem once per turn.'**

##### 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.'**

##### Page 133 – Vectored Manoeuvring Thrusters

Add the following sentence to this Relic:

**'This move cannot bring this model within 1" of any enemy models.'**

#### DATACARDS: T'AU EMPIRE

##### Automated Repair System (Stratagem)

Change the first sentence of the rules text on this datacard to read:

**'Use this Stratagem at the start of any turn.'**

## FAQs

*Q: If an attack inflicts mortal wounds on the target, and the attack is subsequently allocated to a **DRONES** unit as a result of the Saviour Protocols ability, what happens to those mortal wounds inflicted?*

**A:** They are cancelled. All damage and mortal wounds inflicted as the result of that attack is reduced to the mortal wound inflicted by the Saviour Protocols ability on that **DRONES** unit.

*Q: If an attack inflicts a rules effect on a target unit (e.g. Tremor Shells in Codex Space Marines), and that attack is subsequently allocated to a **DRONES** unit as a result of the Saviour Protocols ability, which unit is the rules effect applied to?*

**A:** The **DRONES** unit.

*Q: If an attack inflicts mortal wounds on a unit as a result of a hit roll, and the attack sequence ends before it successfully wounds the target (e.g. the Hellfire Shells Stratagem or an attack made with a shokk attack gun with a Strength characteristic of 11+ that fails to wound the target), can I allocate the mortal wounds to a **DRONES** unit with the Saviour Protocols ability?*

**A:** No. As the attack sequence has ended before the target has been wounded, there is no wound to allocate to the Drones unit. Therefore the target suffers the mortal wounds as normal.

*Q: If Dahyak Grekh has been set up in pursuit, can his Concealed Booby Traps ability be used before he is set up on the battlefield?*

**A:** Yes.

*Q: When do you declare which units will fire Overwatch as part of The Greater Good ability?*

**A:** You must declare all units that wish to fire Overwatch at that charging unit before resolving any of these attacks.

*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 that is firing at a target within half range. Note that for a model with a pulse rifle (a Rapid Fire weapon) this means that it would make three hit rolls if the target is within half range.

*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 chooses to try and intercept the attack with a nearby drone unit and rolls one D6, scoring a 3. This is more than 2+, so the drone unit suffers 1 mortal wound and the lascannon's attack ends (i.e. you do not take a saving throw, and the weapon's damage characteristic is irrelevant).

*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

# THE BIG FAQ 1 2018

## Finalised Matched Play Rules

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

### PSYCHIC FOCUS

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

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

### TARGETING CHARACTERS

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

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

## Beta Matched Play Rules

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

### TACTICAL RESERVES

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

### TACTICAL RESERVES

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

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

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

### BATTLE BROTHERS

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

### BATTLE BROTHERS

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

## Related Errata

**Index: Imperium 1 Page 87** – Damned Legionnaires, Abilities

Add the following ability:

**‘Saviours From Beyond:** As long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

**Index: Imperium 2 Pages 110 and 111** – Prosecutors, Vigilators, Witchseekers and Null-Maiden Rhino, Abilities

Add the following ability:

**‘Null Maidens:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

**Index: Imperium 2 Pages 114 and 115** – Vindicare Assassin, Callidus Assassin, Eversor Assassin and Culexus Assassin, Abilities

Add the following ability:

**‘Execution Force:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment’s Command Benefits are changed to ‘None.’

**Index: Xenos 1 Page 76** – Army of the Reborn

Replace this paragraph with the following:

‘If your army is Battle-forged and the Warlord of your army is either Yvraine, the Visarch or the Yncarne then you can include any of these models in any Craftworlds, Harlequins or Drukhari Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following: Urien Rakarth, Drazhar, Mandrakes, the Avatar of Khaine or any <**HAEMONCULUS COVEN**> units. You can include these models in the Detachment even if you are using the Battle Brothers matched play rule.

If Yvraine, the Visarch or the Yncarne is included in a Detachment, all **AELDARI** units in that Detachment gain the **YNNARI** keyword. These units cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power From Pain. Instead, **YNNARI INFANTRY** and **BIKER** units gain the Strength from Death ability, as described below. The Detachment is still considered to be a Craftworlds, Harlequins or Drukhari Detachment, and so can use Craftworlds, Harlequins or Drukhari Stratagems, Warlord Traits and Relics respectively. Note that these units will not, however, gain any of the Detachment abilities listed in their respective codexes (such as The Path of War, Craftworld Attributes, Masque Forms, Drukhari Obsessions, etc.).’

## Interim Balance Review

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

### DETACHMENT COMMAND BENEFITS

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

#### Related Errata

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

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

### TIDE OF TRAITORS

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

#### Related Errata

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

### WORD OF THE PHOENIX

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

#### Related Errata

**Index: Xenos 1 Page 76** – Revenant Discipline, Word of the Phoenix  
Change the first and second sentences to read:  
'Word of the Phoenix has a warp charge value of 8. If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an **YNNARI INFANTRY** unit, an **YNNARI BIKER** unit or the Yncarne.'

### ABILITIES WHICH IGNORE WOUNDS

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

#### Related Errata

**Warhammer 40,000 rulebook Page 181** – Ignoring Wounds  
Add the following as a boxout on this page:

#### **Ignoring Wounds**

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

## ORGANISED PLAY

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

### Related Errata

#### Page 214 – Organised Events

Replace this boxout with the following:

## ORGANISED EVENTS

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

### ORGANISED EVENT GUIDELINES

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

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

## Interim Points Review

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

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

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

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

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

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

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

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

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

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

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

# WARHAMMER 40,000

# THE BIG FAQ 2 2018

## Revision 1

### Release Notes

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

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

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

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

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

## Finalised Matched Play Rules

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

### BATTLE BROTHERS

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

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

### PSYCHIC FOCUS

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

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

### TARGETING CHARACTERS

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

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

## Beta Matched Play Rules

### TACTICAL RESERVES

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

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

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

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

### TACTICAL RESERVES

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

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

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

## Related Errata

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

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

Change this Stratagem to read:

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

### **Codex: Chaos Space Marines, page 160** – Forward Operatives

Change this Stratagem to read:

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

### **Codex: Adeptus Mechanicus, page 98** – Clandestine Infiltration

Change this Stratagem to read:

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

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

Change the last sentence of this ability to read:

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

### **Codex: Craftworlds, page 123** – Shiftshroud of Alanssair

Change the last sentence of this ability to read:

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

### **Codex: Tyranids, Page 110** – Sporocyst, Bombardment Organism

Change this ability to read:

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

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

Change the first sentence of this ability to read:

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

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

Change this ability to read:

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

## New Beta Matched Play Rules

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

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

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

### PREPARED POSITIONS

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

2CP

#### PREPARED POSITIONS

*Stratagem*

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

### TACTICAL RESTRAINT

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

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

## Interim Balance Review

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

### STRATAGEMS

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

**Codex: Chaos Daemons, page 126** – Warp Surge

Change the rules text of this Stratagem to read:

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

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

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

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

**Codex: Imperial Knights, Page 109** – Oathbreaker Guidance System

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

**Codex: Imperial Knights, Page 111** – Order of Companions

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

**Codex: Imperial Knights, Page 111** – Our Darkest Hour

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

**Codex: Drukhari, Page 120** – Agents of Vect

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

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

**Codex: Drukhari, Page 120** – Agents of Vect

Change the final sentence of this Stratagem to read:

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

# WARHAMMER 40,000

# CODEX: THOUSAND SONS

## 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

#### All THOUSAND SONS datasheets (excluding CHAOS CULTISTS and Tzaangor)

Add the following ability:

**'Hateful Assault:** If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

#### 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 82 and 91 – Chaos Vindicator and Armoury of Tizca, demolisher cannon

Change Type characteristic to Heavy D6 and Abilities to '-'.

#### 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 HEDRAKE) 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: Can a Tzaangor unit be equipped with both a brayhorn (from Codex: Thousand Sons) and an instrument of Chaos (from Index: Chaos)?*

**A: No. The brayhorn and instrument of Chaos are intended to be the same wargear option with an updated name.**

*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.**

**Designer’s 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 1.5

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 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: Can a unit affected by the Onslaught psychic power Advance and fire Heavy weapons?*

A: No.

*Q: Is a unit under the effect of the Onslaught psychic power treated as remaining stationary, even if it has moved (for example, for the purposes of the Weapon Beast ability)?*

A: No.

*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 stranglethorn cannons can a model be armed with?*

A: A model can be armed with either one heavy venom cannon or one stranglethorn cannon, not one of each.

*Q: Can a Broodlord use the Genestealers’ Infestation ability to be set up during the battle near an infestation node?*

A: No.

*Q: If you use a Maleceptor’s Psychic Overload ability, can that Maleceptor attempt to manifest any psychic powers in that Psychic phase?*

A: No.

*Q: If a model has more than one pair of scything/monstrous scything/massive scything talons, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?*

A: 1 additional attack with one of those pairs.

*Q: If a model has more than one ‘pair’ of boneswords, does it make 1 additional attack with one of those pairs, or 1 additional attack with each of those pairs?*

A: 1 additional attack with one of those pairs.

*Q: Do Hive Fleet Jormungandr units gain the cover bonus twice if they are in ruins?*

A: No.

*Q: Does the Psychic Barrage Stratagem prevent all three units of Zoanthropes from attempting to manifest psychic powers that turn?*

A: Yes.

*Q: If a Genestealer, LICTOR, Toxicrene or Venomthrope from my army attacks an enemy CHARACTER in the Fight phase, reducing it to 1 wound, and I use the Implant Attack Stratagem to kill that character, can I then use the Feeder Tendrils Stratagem?*

A: Yes.

*Q: If I use the Metabolic Overdrive Stratagem on a unit in the Movement phase, and then Onslaught on the same unit in the Psychic phase, can that unit charge?*

A: No.

*Q: Do you pay reinforcement points in matched play for Spore Mines brought into the game using the Sporefield Stratagem?*

A: Yes.

*Q: If my opponent has units that are set up after both armies have deployed, when do I use the Sporefield Stratagem – before or after those units are set up? If before, how do you determine who would place their units first?*

A: You use the Stratagem before any such units are set up. If both players then have units with abilities that allow them to be set up after both armies have deployed, the players should roll off and the winner decides who sets up their units first.

*Q: When using the Pheromone Trail Stratagem, can you bring the Lictor onto the battlefield in the same turn as the unit that it acts as a homing beacon for?*

A: Yes – simply bring the Lictor onto the battlefield before the other unit.

*Q: If a CHARACTER with a damage table uses the Death Frenzy Stratagem to make a final attack before it is removed from the battlefield, which line on its damage table should you use for that attack?*

A: Treat the character as having 1 wound remaining when referring to its damage table.

*Q: Do you pay reinforcement points in matched play for units brought back into the game using the Endless Swarm Stratagem?*

A: Yes.

*Q: Can the Opportunistic Advance Stratagem be used when a unit is affected by the Swarmlord's Hive Commander ability, the Overrun Stratagem, or the Mind Eater Warlord Trait?*

A: Yes in all cases. Please note the FAQ above regarding moving multiple times in a single phase.

*Q: If a unit with adrenal glands is affected by the Opportunistic Advance Stratagem, how is their movement for that phase calculated?*

A: Adrenal glands don't modify either the Movement characteristic of a unit, or the dice rolled for an Advancing unit. As such, you would use Opportunistic Advance, roll the dice, double the result, add that to the Movement characteristic, and then use the adrenal glands to add 1" to the distance the unit can move.

*Q: 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 Tyran allow you to re-roll hit rolls of 1?*

A: No.

*Q: My Behemoth Hive Tyrant, armed with toxin sacs and the Reaper of Obliterax, has the Monstrous Hunger Warlord Trait. If I were to roll a 6 to wound in the Fight phase, would the final damage be (3 for the bonesword lash + 1 for toxin sacs + 1 for the Warlord Trait) × 2 for the Reaper of Obliterax's ability for a total of 10, or 3 for the bonesword lash × 2 for the Reaper of Obliterax's ability + 1 for toxin sacs + 1 for the Warlord Trait for a total of 8?*

A: You multiply the weapon damage for the Reaper of Obliterax ability, and then add 2 for the combination of Monstrous Hunger and toxin sacs for a total of 8.

*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.

# WARHAMMER 40,000

# CODEX SUPPLEMENT:

# ULTRAMARINES

## 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 73** – Named Characters and Warlord Traits  
Add the following Character and Warlord Trait:  
'Sergeant Chronus – Calm Under Fire'

#### IMPERIUM NIHILUS: VIGILUS DEFIANT ERRATA

Since the release of the *Imperium Nihilus: Vigilus Defiant* book, a number of the rules presented there have been superseded by those found in *Codex Supplement: Ultramarines*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

**Pages 176 & 177** – Ultramarines Victrix Guard  
If you have created your army using the additional rules found in *Codex Supplement: Ultramarines*, you cannot select the Soldiers Blade and The Standard of Macragge Inviolable Relics from this Specialist Detachment. They are replaced with new Relics with the same names in *Codex Supplement: Ultramarines*.

### FAQs

*Q: Can the Honoured Sergeant Stratagem be used to give Sergeant Chronus a Relic from the Special-issue Wargear Relics?*

A: No.

*Q: Can any of the datasheets in this supplement be from a successor Chapter?*

A: No. These datasheets and named characters can only be from the Ultramarines Chapter.

*Q: When setting up a unit again using the Rapid Redeployment Stratagem, can that unit use any abilities that allow it to be set up in other locations (e.g. Teleport Strike)?*

A: No.

*Q: Is the Tactical Expertise Stratagem considered to be an 'unless specified otherwise' rule for the purposes of Combat Doctrines?*

A: Yes. The Armour Penetration characteristic bonus from Combat Doctrines is cumulative with the bonus gained from that Stratagem.

*Q: If I select a weapon with more than one profile for the Master-crafted Weapon Special Issue Wargear (e.g. a plasma pistol), does the increased Damage characteristic apply to all profiles of that weapon, or must I select which profile of that weapon is improved?*

A: Add 1 to the Damage characteristic of all profiles of that weapon. Note that weapons with similar names but listed separately in the weapons table, such as boltstorm gauntlet (melee) and boltstorm gauntlet (shooting), are considered separate weapons, rather than the same weapon with different profiles.

*Q: Does the Martial Precision Stratagem affect all attacks made by a weapon, or just one attack?*

A: Martial Precision applies to a single attack made with that weapon.

*Q: If Sergeant Chronus has a Warlord Trait, does it apply to the **ULTRAMARINES VEHICLE** he commands?*

A: Yes. Note that it would still apply to the Sergeant Chronus model when he is set up as a result of the **ULTRAMARINES VEHICLE** model he commands being destroyed.

*Q: If the **ULTRAMARINES VEHICLE** that Sergeant Chronus commands is destroyed, is the Slay the Warlord victory condition, and other similar victory conditions that refer to the Warlord, achieved?*

A: No. The victory condition is achieved only if the Sergeant Chronus model that is set up as a result of that **ULTRAMARINES VEHICLE** being destroyed is also subsequently destroyed.

*Q: If the vehicle Sergeant Chronus is commanding is destroyed and he survives, can he assume command of another vehicle?*

A: No.

*Q: Are Relics that have the same name but are found in different supplements considered to be the same Relic? For example, Artificer Armour can be found in both Codex Supplement: Ultramarines and Codex Supplement: White Scars.*

A: Yes, they are considered to be the same.

*Q: If I use the Master of Strategy Warlord Trait or the Squad Doctrines Stratagem to select a unit to benefit from the Tactical Doctrine, will that unit be able to benefit from the Scions of Guilliman ability (assuming it moved in my Movement phase but did not Advance or Fall Back)?*

*A: Yes.*

*Q: If I use the Defensive Focus Stratagem, when selecting units to fire Overwatch with, can I select units that were also selected as targets of the charge in order for them to fire Overwatch twice?*

*A: No.*

*Q: Whilst the Tactical Doctrine is active, can models in Ultramarines Aggressor Squads with the Scions of Guilliman ability shoot twice if they moved in your preceding Movement phase (but did not Advance or Fall Back)?*

*A: Yes.*

# WARHAMMER 40,000

# WAKE THE DEAD

## 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 18** – Reiver Squad, 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).'

# WARHAMMER 40,000

# CODEX SUPPLEMENT:

# WHITE SCARS

## Official Update Version 1.1

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### ERRATA

**Page 57** – Master of Snares

Change this Warlord Trait to read:

'When an enemy unit (other than a unit that contains a model with a minimum Move characteristic) within 1" of this Warlord is chosen to Fall Back, you can roll one D6; on a 4+ that unit cannot Fall Back this turn.'

### FAQs

*Q. Can any of the datasheets in this supplement be from a successor Chapter?*

**A: No. These datasheets and named characters can only be from the White Scars Chapter.**

*Q. Is the Eternal Hunt Stratagem considered to be an 'unless specified otherwise' rule for the purposes of Combat Doctrines?*

**A: Yes.** The Armour Penetration characteristic bonus from Combat Doctrines is cumulative with the bonus gained from that Stratagem.

*Q: If a **WHITE SCARS TRANSPORT** unit moves and a unit embarked upon it disembarks as a result of the Lightning Debarkation Stratagem, can that disembarking unit then move?*

**A: Yes.**

*Q: Does Lightning Debarkation allow a unit to both embark and disembark in the same turn?*

**A: No.**

*Q. If I use the Encirclement Stratagem to set up a **WHITE SCARS TRANSPORT** unit in outflank instead of setting it up on the battlefield, when that unit is set up on the battlefield at the end of any of my Movement phases, can I choose for units embarked within it to disembark that phase, be it normally or as a result of any rules that allow them to disembark after the unit has moved (e.g. Assault Vehicle, Lightning Debarkation)?*

**A: No.**

*Q. If I select a weapon with more than one profile for the Master-crafted Weapon Special Issue Wargear (e.g. a plasma pistol), does the increased Damage characteristic apply to all profiles of that weapon, or must I select which profile of that weapon is improved?*

**A:** Add 1 to the Damage characteristic of all profiles of that weapon. Note that weapons with similar names but listed separately in the weapons table, such as boltstorm gauntlet (melee) and boltstorm gauntlet (shooting) are considered separate weapons, rather than the same weapon with different profiles.

*Q. Are Relics that have the same name but are found in different supplements considered to be the same Relic? For example, Artificer Armour can be found in both Codex Supplement: Ultramarines and Codex Supplement: White Scars.*

**A: Yes, they are considered to be the same.**

# WARHAMMER 40,000

# WRATH AND RAPTURE:

# DENIZENS OF THE WARP

## Official Update Version 1.0

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### **ERRATA**

**Page 10** – Flesh Hounds, Burning roar

Change the Type characteristic to read 'Assault D6'