



CODEX: ADEPTA SORORITAS

Indomitus Version 1.0

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UPDATES & ERRATA

Page 77 – Canoness, Wargear Options

Change the first wargear option to read:

'This model can be equipped with 1 plasma pistol, 1 power sword and 1 rod of office instead of 1 bolt pistol and 1 chainsword.'

***Page 79** – Triumph of Saint Katherine, Solemn Procession

Add the following sentence to this ability:

'In addition, for the purposes of any terrain traits (e.g. Dense Cover, Obscuring), this model is considered to have a Wounds characteristic of 9, not 18.'

Page 92 – Mortifiers

Change the second sentence of the unit description to read:

'It can additionally contain up to 3 Mortifiers (**Power Rating +3** per model).'

***Page 92** – Mortifiers, Abilities, Blaze of Agony

Change to read:

'When you choose this unit to shoot with in your Shooting phase, you can choose for heavy bolters that models in this unit are equipped with to have a Type characteristic of Assault 3 until the end of that phase.'

***Page 95** – Battle Sanctum, Abilities, Adeptus

Ministorum Structure

Change to read:

'After this model is set up, it becomes an Area Terrain feature with the following terrain traits: Breachable; Heavy Cover; Light Cover; Scalable (see the Warhammer 40,000 Core Book).'

***Page 101** – Devout Serenity, rules text

Change the first sentence to read:

'Each time a Combat Attrition test is taken for this unit, it is automatically passed'

IMPERIAL ARMOUR INDEX: FORCES OF THE ADEPTUS

ASTARTES ERRATA

Page 54 – Sororitas Repressor, Abilities

Change the first line to read:

'Acts of Faith, Sacred Rites, Shield of Faith (see *Codex: Adepta Sororitas*)'

FAQs

Q: *When making attacks with a unit, how many Miracle dice can be used when making several rolls simultaneously using fast dice rolling?*

A: One. Note, however, that if the unit was equipped with a Simulacrum Imperialis or within range of the Triumph of Saint Katherine's Icon of the Valorous Heart ability, this would allow multiple simultaneous rolls to be replaced with Miracle dice, up to the number of Acts of Faith that unit is permitted to perform during that phase.

Designer's Note: *Where the Acts of Faith ability states players can choose to use 'one or more Miracle dice', this is in reference to replacing one or more of the dice for a roll that involves multiple dice (e.g. a charge roll). Utilising fast dice rolling does not enable the player to treat several rolls made simultaneously as a 'single roll' for this purpose. For example, four hit rolls made simultaneously are still considered to be four separate rolls, and so only one of the roll's dice can be replaced with a Miracle dice.*

Q: *When determining a randomised number of mortal wounds (e.g. D3), is this treated as a damage roll for the purposes of Acts of Faith?*

A: No.

Q: *If I use the Moment of Grace Stratagem to modify a hit roll or wound roll, why would I discard more than 1 Miracle dice, given that these rolls cannot be modified by more than -1 or +1?*

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, a model makes an attack against a unit hiding in a terrain feature that has the Dense Cover terrain trait (see the Warhammer 40,000 Core Book). The terrain feature applies a -1 modifier to that attack's hit roll, and so the model's controlling player uses the Moment of Grace Stratagem and discards 2 Miracle dice to also give a +2 modifier to the roll. Applying both of these modifiers to the hit roll results in a final modifier of +1.

Q: If I use the Faith and Fury Stratagem, is reusing the same Miracle dice for the wound roll of that attack treated as an additional Act of Faith?

A: No.

Q: If I use the Storm of Retribution Stratagem to affect a Retributor unit when they fire Overwatch, are attacks made with heavy bolters by models in the unit affected by the modifier to the hit roll?

A: No.

Q: Assuming there are no modifiers to its Attacks characteristic, how many hit rolls are made by a Mortifier equipped with 2 penitent flails?

A: 15.



CODEX: ADEPTUS CUSTODES

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UPDATES & ERRATA

Page 56 – Abilities

Change to read:

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

***Page 58** – Captain-General Trajann Valoris, Abilities, Moment Shackle

Change the last bullet point to the following:

'The next Stratagem you use this phase costs 0 Command Points.'

***Page 68** – Venerable Land Raider, Abilities

Delete the Power of the Machine Spirit ability.

***Page 74** – Indomitable Guardians

Change the second sentence to the following:

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

***Page 74** – Stratagems, Inescapable Vengeance

Change the second sentence to the following:

'Until the end of the phase, each time you select a target for a weapon a model in that unit is making an attack with, you can ignore the Look Out, Sir rule.'

***Page 77** – Relics of Terra, Auric Shackles, rules text

Delete the final sentence.

FAQs

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 ignore the Look Out, Sir rule.

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

A: One.

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 Engagement Range of an enemy unit declare a charge as a result of the Stooping Dive Stratagem?*

A: No.



CODEX: ADEPTUS MECHANICUS

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UPDATES & ERRATA

***Page 79** – Sicarian Infiltrators, Taser goad, Abilities
Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 80** – Corpuscarii Electro-Priests, electrostatic gauntlets (shooting) and electrostatic gauntlets (melee), Abilities
Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 81** – Sydonian Dragoons, Taser lance, Abilities
Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Pages 81 and 90** – Radium jezzail, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 83** – Onager Dunecrawler, Crawler

Delete this ability.

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, Super Heavy Walker
Change the ability to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there,

and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

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 – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Melee Weapons table, reaper chainsword

Change the Strength characteristic of this weapon to '+6'.

Page 84 – Knight Errant, Power Rating

Change to '22'

Pages 85 and 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 89** – Electrostatic gauntlets (shooting), Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 90** – Transuranic Arquebus, Abilities

Change the second sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 91** – Electrostatic gauntlets (melee), taser lance and taser goad, Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

Page 95 – Forge World Dogma, 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 – Stratagems, 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** – Stratagems, Acquisition at Any Cost

Add the following sentence to the end:

‘This Stratagem can only be used once per turn.’

***Page 97** – Rage of the Machines

Change the second sentence to read:

‘Until the end of the phase, that **VEHICLE** can ignore all penalties for Advancing and firing an Assault weapon and for Advancing and firing a cognis weapon.’

Page 98 – Stratagems, Rotate Ion Shields

Change the Command Point cost to ‘1CP/3CP’

Change the rules text to read:

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

Page 98 – Stratagems, Clandestine Infiltration

Change the rules text 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’.

FAQs

Q: A number of weapons (e.g. twin cognis autocannon) and other rules (e.g. Protector Doctrina Imperative Stratagem) modify hit rolls by more than -1 or +1. Given that hit rolls cannot be modified by more than this, what effect do these rules have?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, in the Movement phase an Ironstrider Ballistarius model Advances and then in the following Shooting phase makes an attack with its twin cognis autocannon. The weapon applies a -2 modifier to that attack’s hit roll, and so the model’s controlling player uses the Protector Doctrina Imperative Stratagem to also give a +2 modifier to the roll. Applying both of

these modifiers to the hit roll causes them to cancel each other out, and no modifier is applied to the roll.

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 conferred 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.



CODEX: ASTRA MILITARUM

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UPDATES & ERRATA

*Page 86 – Grinding Advance

Change 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). The following weapons are turret weapons: battle cannon; eradicator nova cannon; exterminator autocannon; vanquisher battle cannon; demolisher cannon; executioner plasma cannon; punisher gatling cannon.'

***Pages 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 'Blast'.**

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.’

***Page 104** – Ratlings, Abilities, Naturally Stealthy

Change the ability to read:

‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Pages 104 and 128** – Ratlings and Ranged Weapons list, sniper rifle

Change the Abilities to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.’

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, Shadowsword, Stormlord and Stormsword, Abilities, Steel Behemoth

Change the ability to read:

‘This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model is selected to shoot, if it is within Engagement Range of any enemy units, it can make attacks against eligible enemy units that are not within Engagement Range of it as if there were no enemy models within Engagement Range of it.’

***Pages 133** – Regimental Doctrines, Valhallan: Grim Demeanour, rules text

Change the first sentence to read:

‘Each time a Combat Attrition test is taken for a unit with this doctrine, halve the number of models that flee from that unit (rounding fractions down).’

***Pages 133** – Regimental Doctrines, Tallarn: Swift As The Wind Change to read:

‘**INFANTRY** units with this doctrine are eligible to shoot in a turn in which they Advanced, and if they do, models in that unit can make attacks with weapons they are equipped with (excluding Heavy weapons) as if they had not Advanced. If a **VEHICLE** model with this doctrine Advances, until the end of the turn, the Type characteristic of any Heavy weapons it is equipped with is

changed to Assault (e.g. a Heavy D6 weapon becomes an Assault D6 weapon).’

Page 133 – Mordian: Parade Ground Doctrine

Add the following:

‘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 second 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 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 at the end of this Stratagem:

‘This move cannot bring this unit within Engagement Range 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:

‘This unit costs reinforcement points in a game that uses a points limit.’

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:

‘The units are considered to have moved their maximum distance.’

Page 138 – The Dagger of Tu’Sakh

Add the following 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:

‘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:

‘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

SLY MARBO

The following updates apply to the datasheet for Sly Marbo:

Lethal Ambush – Snipe with Pistol

Change the second sentence to read:

‘Until the start of your next turn, each time you select a target for this model’s ripper pistol, you can ignore the Look Out, Sir rule.’

One With His Surroundings

Change to read:

‘Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

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 updates and errata apply to Rein and Raus:

*Blackstone Fortress: Datasheets, page 9 – Rein and Raus

Change the first sentence of the sniper rifle Abilities to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

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.’

*Change the Naturally Stealthy ability to read:

‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

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.



CODEX: BLOOD ANGELS

Indomitus Version 1.0

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UPDATES & 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.'

*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 92 – Scout Squad, Abilities, Camo Cloaks

Change this ability to read:

'Each time a ranged attack is allocated to a model in this unit with a camo cloak while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Pages 92 and 129 – Scout Squad and Ranged Weapons list, sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*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 118-120, 123 and 125** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor and Stormraven Gunship, Abilities, Power of the Machine Spirit
Delete this ability.

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

***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:

‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

***Page 122** – Land Speeder Storm, Abilities, Open-topped
Change the third sentence to read:
‘When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.’

Add the following:

‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

Page 136 – Upon Wings Of Fire

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

Page 136 – Lucifer-pattern Engines

Change this Stratagem to read:

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

Page 143 – Points Values, Heavy Support

Change the points per model value for the Predator to read ‘90’

FAQs

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

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

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

A: No.

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

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

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

A: No, the normal attack sequence ends.

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

A: No.

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

A: No.

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

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

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



CODEX: CHAOS DAEMONS

Indomitus Version 1.0

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UPDATES & ERRATA

Page 85 – Abilities, 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.'

***Pages 91 & 120** – Kairos Fateweaver, Lord of Change and Melee Weapons list, Staff of Tomorrow and 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 not within Engagement Range of any enemy models before they are removed as a casualty.'

Page 97 – Epidemius, Abilities, Tally of Pestilence
Change the first paragraph of this 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 118** – Feculent Gnarlmaaws, Abilities, Shroud of Flies
Change to read:
'All **NURGLE DAEMON** units – except **VEHICLES** and **MONSTERS** – that are completely within 7" of any Feculent Gnarlmaaws receive the benefits of cover from them. While a unit is receiving the benefits of cover from any Feculent Gnarlmaaws, they count as receiving the benefits of Light Cover (see Warhammer 40,000 Core Book). In addition, each time a ranged attack is allocated to a model in that unit, add an additional 1 to any armour saving throw made against that attack.'

Page 126 – Stratagems, Warp Surge
Change the rules text 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** – Psychic powers, 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 not within Engagement Range of any enemy models before they are removed as a casualty.'

Page 132 – Psychic powers, 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 **23** (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 the Inspiring Leader Warlord Trait from the Warhammer 40,000 Core Book.

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: Is the Miasma of Pestilence psychic power from Codex: Chaos Daemons considered to be the same psychic power as in Codex: Death Guard for the purpose of whether a psychic power has already been manifested?

A: Yes. More generally, if psychic powers have the same name, they are considered to be the same psychic power.

*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 Engagement Range of that **CHARACTER**?*

A: Yes.



CODEX: CHAOS KNIGHTS

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UPDATES & ERRATA

***Pages 53 and 58** – War Dog, War Dog autocannon
Delete the Abilities text.

***Pages 54, 55, 56 and 57** – Knight Despoiler, Knight Tyrant, Knight Desecrator and Knight Rampager, Abilities, Super-heavy Walker
Change to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

***Pages 62** – Traitoris Lances, rules text
Change the last sentence to read:
'If your Warlord has the **CHAOS KNIGHTS** keyword, **CHAOS KNIGHTS** Super-heavy Detachments in your army gain the following Command Benefits: 'Select one of the following: +3 Command Points if your Warlord is part of this Detachment; +6 Command Points if your Warlord is part of this Detachment and has the **TITANIC** keyword.'

Page 64 – Stratagems, 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 65** – Stratagems, Daemonic Guidance System
Change the second sentence to read:
'Select one shieldbreaker missile that unit is equipped with. Until the end of the phase, when you select a target for that weapon, you can ignore the Look Out, Sir rule.'

Page 66 – Stratagems, Diabolic Rift
Change 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 – Damnation, Forsaken
Change 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 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.



CODEX: CHAOS SPACE MARINES

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Please note that the updates and errata at the beginning of this document refer to the second edition of *Codex: Chaos Space Marines*. Updates and errata to the first edition of this Codex can be found at the end of this document. The FAQ section is applicable to both editions of the Codex.

UPDATES & 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, Abilities, The Betrayer

Change 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 Engagement Range of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within Engagement Range of Khârn, the hits are discarded.'

Page 143 – Noise Marines, Abilities, 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 Ranged Weapons list, demolisher cannon

Change Type characteristic to Heavy D6 and Abilities to 'Blast'.

*Page 149 – Chaos Land Raider, Abilities, Daemonic Machine Spirit

Delete this ability.

Page 162 – Chaos Space Marine Units

Add the following at 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, rules text

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 – Stratagems, 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 not within Engagement Range of any enemy units before removing them as a casualty.'

Page 166 – Stratagems, Forward Operatives

Change 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 – Warptime

Change the second sentence to read:

'If manifested, pick a HERETIC ASTARTES unit (excluding AIRCRAFT) within 3" of the psyker.'

*Page 168 – Dark Hereticus Discipline, Gift of Chaos, rules text

Change the third sentence to read:

'If a CHARACTER is destroyed by this power, you can add a Chaos Spawn to your army within 6" of the character and not within Engagement Range of any enemy units before they are removed as a casualty.'

Page 170 – Artefacts of Chaos, 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 – Artefacts of Chaos, 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 – Legion Warlord Traits, Word Bearers: 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”.’

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 and the nearest visible enemy unit is subject to the Look Out, Sir rule, but there is another enemy unit closer that is not visible and not subject to the Look Out, Sir rule, who do I target?

A: In such instances, you must target the nearest visible enemy unit that is not subject to the Look Out, Sir rule.

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 game that uses a points limit 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: 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 game that uses a points limit.

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, rules text

Change the third sentence of the third 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, Abilities, The Betrayer

Change 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 Engagement Range of Khârn. Randomly determine which unit is hit if there is more than one. If there are no other friendly units within Engagement Range 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, Abilities, 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, 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 142 – Obliterators

Remove ‘**DAEMON**’ from the Faction keywords line.

Add ‘**DAEMON**’ to the keywords line.

Page 146 – Chaos Predator, Damage table

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

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

Page 149 – Khorne Lord of Skulls

Remove ‘**DAEMON**’ from the Faction keywords line.

Add ‘**DAEMON**’ to the keywords line.

Page 157 – Abilities, Legion Traits, rules text

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 158 – Stratagems, Gifts of Chaos, rules text

Add the following:

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

Page 158 – Stratagems, Chaos Boon, rules text

Change the first sentence 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 – Stratagems, 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 not within Engagement Range of any enemy units before removing them as a casualty.'

Page 159 – Stratagems, Tide of Traitors, rules text

Add the following:

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

Page 159 – Stratagems, Killshot, rules text

Change the second sentence 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 – Stratagems, 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 – Dark Heretic Discipline, Gift of Chaos, rules text

Change the second sentence to read:

'If manifested, select an enemy unit that is within 6" of the psyker and visible to him and roll a D6.'

***Change the third sentence to read:**

'If a **CHARACTER** is destroyed by this power, you can add a Chaos Spawn to your army within 6" of the character and not within Engagement Range of any enemy units 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 – Legion Warlord Traits, Word Bearers: 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".'



CODEX: CRAFTWORLDS

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & 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.'

*Pages 91 and 111 – Illic Nightspear and Ranged Weapons list, Voidbringer, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 91 – Illic Nightspear, Abilities, Hunter Unseen

Change the last sentence to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Pages 91 and 94 – Illic Nightspear and Rangers, Abilities, 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.'

*Page 94 – Rangers, Abilities, Cameleoline Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 94 and 110 – Rangers and Ranged Weapons list, ranger long rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 105 – Fire Prism, Abilities, Pulsed Laser Discharge

Change 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 113 – Other Wargear, crystal targeting matrix, Effect

Change to read:

'If the bearer Advances, until the end of the turn, the type of any Heavy weapons it is equipped with are changed to Assault (e.g. a Heavy D6 weapon becomes an Assault D6 weapon).'

*Page 117 – Craftworld Attributes, Saim-Hann: Wild Host

Change the second sentence of the Craftworld attribute to read:

'In addition, if a **BIKER** unit with this attribute Advances, until the end of the turn, all models in that unit treat all Heavy weapons they are equipped with as Assault weapons.'

Page 117 – Craftworld Attributes, Biel-Tan: Swordwind, rules text

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 117 – Craftworld Attributes, Iyanden: Stoic Endurance, rules text

Change the first sentence to read:

'Each time a Combat Attrition test is taken for a unit with this attribute, it is automatically passed.'

***Page 119 – Stratagems, Fire and Fade**

Change the first sentence to read:

‘You can use this Stratagem after an **ASURYANI** unit from your army (excluding **AIRCRAFT**) shoots in your Shooting phase.’

Page 119 – Stratagems, Lightning-fast Reactions, rules text

Change 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 121 – Warlord Traits,**

Mark of the Incomparable Hunter, rules text

Change to read:

‘Each time you select a target for a ranged weapon this **WARLORD** is equipped with, you can ignore the Look Out, Sir rule.’

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 – Remnants of Glory, Blazing Star of Vault

Change the first sentence to read:

‘Model with a shuriken pistol or twin shuriken catapult only.’

Page 123 – Remnants of Glory, 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 – Runes of Battle, 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 – Runes of Battle, 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 – Runes of Fate, Doom, rules text

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.’

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 first sentence of the ranger long rifle Abilities to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

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.’

***Change the second sentence of the Cameleoline Cloak ability to read:**

‘Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

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 benefiting 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, 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: The vibro cannon can add more than +1 to the wound roll. Given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack with a vibro cannon that is conferring a +2 modifier to the wound roll targets a unit that has a rule that applies a -1 modifier to the wound roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

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 due to the Look Out, Sir rule, 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.



CODEX: DARK ANGELS

Indomitus Version 1.0

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UPDATES & 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, 89 and 129 – Primaris Master, Primaris Lieutenants and Ranged Weapons list, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

*Page 87, 89 and 129 – Primaris Master, Primaris Lieutenants and Ranged Weapons list, master-crafted stalker bolt rifle
Change Damage characteristic to 3.

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

*Page 90 and 127 – Intercessor Squad and Ranged Weapons list, auto bolt rifle
Change Type characteristic to Assault 3.

*Page 90 and 130 – Intercessor Squad and Ranged Weapons list, 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.'

*Page 91 – Scout Squad, Abilities, Camo Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit with a camo cloak while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 91 and 130 – Scout Squad, sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

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 Ranged Weapons list, icarus rocket pod
Change Damage characteristic to 2.

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

*Page 105 – Aggressor Squad, Abilities, Fire Storm
Change 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, Abilities, Terror Troops

Change 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 Other Wargear, grapnel launcher

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, profile
Change Wounds characteristic to 3.

***Page 118, 119, 120, 123 and 126** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor and Stormraven Gunship, Abilities, Power of the Machine Spirit
Delete this ability.

***Page 119 and 128** – Vindicator and Ranged Weapons list, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to ‘Blast’.

***Page 120 and 128** – Land Raider Redeemer and Ranged Weapons list, flamestorm cannon
Change Range characteristic to 12".

***Page 122** – Drop Pod, Abilities, Drop Pod Assault
Add the following:
‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

***Page 122** – Land Speeder Storm, Abilities, Open-topped
Change the third sentence to read:
‘When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.’

Add the following:
‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

***Page 134** – Grim Resolve, rules text
Change the second sentence to read:
‘Each time a Combat Attrition test is taken for this unit, it is automatically passed.’

Page 136 – Stratagems, Hunt the Fallen, rules text
Change the first sentence to read:
‘Use this Stratagem at the start of the first battle round, before the first turn begins.’

***Page 137** – Stratagems, Speed of the Raven
Change 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 made a Normal Move.’

***Page 138** – Warlord Traits, Huntsman, rules text
Change the first sentence to read:
‘Each time you select a target for a Pistol, Assault, Rapid Fire or Grenade weapon this Warlord is making an attack with, you can ignore the Look Out, Sir rule.’

Page 142 – Points Values, Elites
Remove the entry for the Chapter Champion

FAQs

*Q: If I use the Intractable Stratagem to allow an **INFANTRY** 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.

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.*



CODEX: DEATH GUARD

Indomitus Version 1.0

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UPDATES & 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

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

Page 77 – Nurglings, Abilities, 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 84 – Myphitic Blight-haulers, Abilities, Tri-tracked

Delete this ability.

*Page 86 – Chaos Land Raider, Abilities, Daemonic

Machine Spirit

Delete this ability.

Page 96 – Inexorable Advance, rules text

Change the first sentence to read:

'If your army is Battle-forged, all **INFANTRY** and **HELBRUTE** units in **DEATH GUARD** Detachments gain this ability.'

Page 98 – Stratagems, Gifts of Decay, rules text

Add the following:

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

Page 99 – Stratagems, Kill Shot

Change the name to 'Killshot'

Change the second sentence of the 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 – Stratagems, 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 Engagement Range from any enemy models before removing them as a casualty.'

Page 100 – Relics of Decay, Fugaris' Helm, rules text

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	185

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: Is the Miasma of Pestilence psychic power from Codex: Chaos Space Marines considered to be the same psychic power as in Codex: Death Guard for the purpose of whether a psychic power has already been manifested?

A: Yes. More generally, if psychic powers have the same name, they are considered to be the same psychic power.

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 game that uses a points limit, 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 ignore the Look Out, Sir rule?

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.



CODEX: DEATHWATCH

Indomitus Version 1.0

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UPDATES & 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, rules text

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.*

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 Ranged Weapons list, master-crafted auto bolt rifle
Change Type characteristic to Assault 3.

*Page 68 and 90 – Primaris Watch Captain and Ranged Weapons list, 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, Abilities, Mixed Unit

Replace 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, Abilities, Vanguard Strike**

Delete the second sentence.

Change the first sentence to read:

‘Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, Vanguard Veteran models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).’

Pages 73, 77 and 91 – Intercessors, Reivers and Other Wargear, 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, profile**

Change Wounds characteristic to 3.

Change Attacks characteristic to 3.

***Page 73 – Intercessors, Inceptor, profile**

Change Wounds characteristic to 3.

***Page 73 – Intercessors, Abilities, Fire Storm**

Change 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, Abilities, Terror Troops

Change 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, Abilities, Inceptor Strike**

Change the first sentence of this ability to read:

‘Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, Inceptor models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).’

***Page 75, 86 and 89 – Redemptor Dreadnought, Repulsor and**

Ranged Weapons list, icarus rocket pod

Change Damage characteristic to 2.

Page 77 – Reivers, Abilities, Terror Troops

Change 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, profile**

Change Wounds characteristic to 3.

Change Attacks characteristic to 3 (Aggressor) and 4 (Aggressor Sergeant).

***Page 78 – Aggressors, Abilities, Fire Storm**

Change 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, profile**

Change Wounds characteristic to 3.

***Pages 82, 83, 84 and 86 – Land Raider, Land Raider Crusader, Land Raider Redeemer and Repulsor, Abilities, Power of the Machine Spirit**

Delete this ability.

***Pages 84 and 89 – Land Raider Redeemer and Ranged Weapons**

list, flamestorm cannon

Change Range characteristic to 12".

***Page 85 – Drop Pod, Abilities, Drop Pod Assault**

Add the following:

‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

Page 87 – Corvus Blackstar, Abilities, Infernum Halo-launcher

Change 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 – Ranged Weapons list, auto bolt rifle**

Change Type characteristic to Assault 3.

***Page 89 – Ranged Weapons list, hand flamer**

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

***Page 90 – Ranged Weapons list, stalker bolt rifle**

Change Damage characteristic to 2.

Page 96 – Stratagems, Targeting Scramblers, rules text

Change 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 96 – Stratagems, Synaptic Severance, rules text

Change the second sentence to read:

‘Until the end of the phase, each time you select a target for a weapon a model in that unit is making an attack with, you can ignore the Look Out, Sir rule if you select a **SYNAPSE** unit.’

*Page 96 – Stratagems, Overkill, rules text

Change the first sentence to read:

‘Use this Stratagem when a **NECRONS** unit within 12" of a **DEATHWATCH** unit from your army uses its Reanimation Protocols ability.’

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.



CODEX: DRUKHARI

Indomitus Version 1.0

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UPDATES & ERRATA

***Page 88, 102 and 111** – Venom blade, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

***Page 91 and 108** – Stinger pistol, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

***Page 91 and 108** – Hexrifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 94 and 108** – Ossefactor, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

***Page 95 and 111** – Shaimeshi blade, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

Pages 103 and 104 – Talos and Cronos, Keywords

Add 'FLY'

***Page 105** – Raider and Venom, Open-topped

Change the third sentence to read:

'When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.'

Add the following:

'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

***Page 106 and 108** – Razorwing missiles, necrotoxin missile, Abilities

Change the second sentence to read:

'Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.'

Page 115 – Kabal Obsessions, Kabal of the Flayed Skull: 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 116** – Wych Cult Obsessions, Cult of the Cursed Blade: Only the Strong Will Survive

Change the second sentence to read:

'Each time a Combat Attrition test is taken for a unit with this obsession, it is automatically passed.'

Page 118 – Stratagems, Alliance of Agony

Add the following sentence:

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

Page 118 – Stratagems, Architects of Pain

Add the following to this Stratagem:

'This Stratagem cannot affect the same unit more than once per battle round.'

Page 119 – Stratagems, Hyperstimm Backlash

Add the following to this Stratagem:

'This Stratagem cannot affect the same unit more than once per battle round.'

***Page 119** – Stratagems, Fire and Fade

Change the first sentence to read:

'You can use this Stratagem after an **ASURYANI** unit from your army (excluding **AIRCRAFT**) shoots in the Shooting phase.'

***Page 120 – Stratagems, 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 120 – Stratagems, Hunt From The Shadows**

Change to read:

‘Use this Stratagem in your opponent’s Shooting phase, when a **DRUKHARI INFANTRY** unit from your army is selected as the target of an attack. Until the end of the phase, each time a ranged attack is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 121 – Stratagems, Failure Is Not An Option**

Change the first sentence to read:

‘Use this Stratagem in the Morale phase, when a **KABAL OF THE OBSIDIAN ROSE** unit from your army fails a Morale test, after Combat Attrition tests have been taken for it.’

***Page 121 – Stratagems, An Esoteric Kill, Delivered From Afar**

Change the second sentence to read:

‘Until the end of the phase, each time you select a target for a weapon a model in that unit is making an attack with, you can ignore the Look Out, Sir rule.’

***Page 122 – Parasite’s Kiss, Abilities**

Change the second sentence to read:

‘Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.’

***Page 123 – Soul-seeker, Abilities**

Change the second sentence to read:

‘Each time an attack is made with this weapon against a unit without the **VEHICLE** or **Titanic** keyword, it wounds the target on a wound roll of 2+, instead of 4+.’

Change the third sentence to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

***Page 123 – Spirit-sting, Abilities**

Change the second sentence to read:

‘Each time an attack is made with this weapon against a unit without the **VEHICLE** or **TITANIC** keyword, it wounds the target on a wound roll of 2+, instead of 4+.’

Page 125 – Warlord Traits, 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:

‘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.



CODEX: GENESTEALER CULTS

Indomitus Version 1.0

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UPDATES & ERRATA

*Page 78 – Abilities, Cult Ambush

Add the following:

'Matched Play: In matched play, units set up in ambush using this rule do not count as being Strategic Reserves or Reinforcement units.'

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, Abilities, Spiritual Leader

Change 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).'

*Pages 83 and 102 – Jackal Alphas and Ranged Weapons list, Jackal sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 90 – Locus, Abilities, 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 91 – Sanctus, Abilities, Camo Cloak

Change the first sentence to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Pages 91 and 103 – Sanctus and Ranged Weapons list, silencer sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 92 – Kelermorph, Abilities, 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, Abilities, 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 98 – Cult Leman Russ, Abilities, Grinding Advance

Delete the second sentence.

Page 100 – Cult Chimera, Transport

Add the following:

'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 – Ranged Weapons list, mining laser

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

*Page 108 – Brood Brothers

Change the penultimate sentence to read:

'**BROOD BROTHERS** Detachments do not gain Command Benefits.'

Add the following paragraphs at 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 109 – Cult Creeds, The Hivecult: Disciplined Militants, rules text**

Change the first sentence to read:

‘Each time a Morale test is failed for a unit with this Cult Creed, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attrition tests (rounding fractions down).’

***Page 109 – Cult Creeds, Rusted Claw: Nomadic Survivalists**

Change the second sentence of this Cult Creed to read:

‘If a **BIKER** unit with this Cult Creed Advances, until the end of the turn, all models in that unit treat all Pistol and Rapid Fire weapons they are equipped with as Assault weapons. In addition, **BIKER** models with this Cult Creed do not suffer the penalty to their hit rolls for Advancing and shooting Assault weapons.’

Page 110 – Stratagems, They Came From Below..., rules text

Add the followings:

‘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 – Stratagems, Lurk in the Shadows, rules text

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 – Stratagems, Lying in Wait, rules text

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 – Stratagems, A Perfect Ambush, rules text

Add the following:

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

Page 112 – Stratagems, A Plan Generations in the Making, rules text

Add the following:

‘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 115 – Broodmind Discipline, Mental Onslaught, rules text
Change the last sentence 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 115 – Broodmind Discipline, Mass Hypnosis

Add the following:

‘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 115 – Broodmind Discipline, 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 117 – Cult Warlord Traits, 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 118 – Sacred Relics of the Cult, Amulet of the Voidwyrn, rules text

Change the second sentence to read:

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

***Page 118 – Sacred Relics of the Cult, Oppressor’s Bane, Abilities**

Change the first sentence to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

Page 120 – Points Values, Troops, Brood Brothers Infantry Squad

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

Page 120 – Points Values, Achilles Ridgerunner

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 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: Can you use Stratagems such as They Came From Below to increase the number of units set up underground beyond the Strategic Reserves and Reinforcement unit limits?

A: Yes. The 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 other models from that unit that were 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 **Engagement Range** 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.

Q: The Gift From Beyond Relic adds +2 to the wound roll. Given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack with the Gift From Beyond, which is conferring a +2 modifier to the wound roll, targets a unit that has a rule that applies a -1 modifier to the wound roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.



CODEX: GREY KNIGHTS

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UPDATES & 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, Abilities, The Perfect Warrior

Change the last sentence 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, Abilities, Personal Teleporters

Change the first sentence to read:

'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

*Pages 85, 86, 87 and 90 – Land Raider, Land Raider Crusader, Land Raider Redeemer and Stormraven Gunship, Abilities, Power of the Machine Spirit

Delete this ability.

Page 87 and 92 – Land Raider Redeemer and Ranged Weapons list, flamestorm cannon

Change Range characteristic to 12".

Page 98 – Stratagems, Only in Death Does Duty End, rules text

Change the first sentence to read:

'Use this Stratagem when a **GREY KNIGHTS CHARACTER** (other than a **BROTHERHOOD CHAMPION**) is slain.'

Page 99 – Stratagems, Psybolt Ammunition, rules text

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 – Stratagems, Armoury of Titan, rules text

Add the following:

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

Page 99 – Stratagems, Psychic Channelling, rules text

Change the second sentence to read:

'Roll an additional D6 and discard the lowest result.'

Page 99 – Stratagems, Heed the Prognosticators

Change 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 – Stratagems, Finest Hour, rules text

Change the second sentence 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, rules text

Change 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.



CODEX: HARLEQUINS

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UPDATES & ERRATA

***Pages 56, 57, 58, 59 and 60** – Troupe Master, Shadowseer, Troupe, Death Jester and Solitaire, Abilities, Flip Belt
Change to read:

'Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

***Page 60** – Solitaire, Abilities, Blitz

Change the first sentence to read:

'Once per battle, instead of making a Normal Move with the Solitaire, you can make a Blitz move with it.'

Add the following:

'A model cannot Advance and use this ability in the same turn.'

***Page 69** – Masque Forms, Dreaming Shadow: Sombre Sentinels

Change the first sentence to read:

'Each time a Combat Attrition test is taken for a unit with this form, it is automatically passed.'

***Page 72** – Stratagems, The Labyrinth Laughs, rules text

Change the second sentence to read:

'Immediately set up one **AELDARI** unit from your army that has not yet been deployed from the webway, wholly within 3" of the Webway Gate and not within Engagement Range of any enemy units.'

Add the following:

'Units set up with this Stratagem can be set up during the first battle round, regardless of any mission rules.'

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 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.

CODEX SUPPLEMENT: IMPERIAL FISTS

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UPDATES & ERRATA

***Page 51** – Captain Lysander, Abilities, Icon of Obstinacy

Change to read:

'While a friendly **IMPERIAL FISTS** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, it is automatically passed.'

***Page 57** – Warlord Traits, Architect of War

Change to read:

'While a friendly **IMPERIAL FISTS** unit is within 6" of this **WARLORD**, each time a ranged attack with an Armour Penetration characteristic of -1 is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 57** – Warlord Traits, Refuse To Die, rules text

Change the second sentence to read:

'On a 4+, return this Warlord to play with D3 wounds remaining, placing them as close as possible to their previous position and not within Engagement Range of any enemy units.'

***Page 58** – Relics of the Fists, The Sparteans, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 60** – Stratagems, Bolster Defences

Change to read:

'Use this Stratagem at the start of your Movement phase. Select one **IMPERIAL FISTS** unit from your army that is receiving the benefits of cover. Until that unit makes a Normal Move, Advances, makes a charge move or performs a Heroic Intervention, each time an attack is allocated to a model in that

unit, add an additional 1 to any armour saving throw made against that attack. You can only use this Stratagem once.'

Page 61 – Stratagems, The Shield Unwavering

Change to read:

'Use this Stratagem at the end of your Morale phase. Select one **IMPERIAL FISTS INFANTRY** unit from your army that is within 3" of any objective markers. Until the start of your next turn, add 1 to the Attacks characteristic of models in that unit, and when resolving an attack made against that unit, add 1 to the saving throw (excluding invulnerable saves).'

IMPERIUM NIHILUS: VIGILUS DEFIANT UPDATES & ERRATA

Since the release of *Imperium Nihilus: Vigilus Defiant*, a number of the rules presented there have been superseded by those found in *Codex Supplement: Imperial Fists*, and others require updating so that they interact correctly with new rules presented in *Codex Supplement: Imperial Fists*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

ERRATA

Pages 179 – Imperial Fists Siegebreaker Cohort

Add the following text to this page:

'If you have created your army using the additional rules found in *Codex Supplement: Imperial Fists*, you cannot select The Eye of Hypnoth Relic, or the Indomitable Warlord Trait from this Specialist Detachment. They are replaced with a new Relic and a new Warlord Trait with the same names in *Codex Supplement: Imperial Fists*.'

Page 179 – Stratagems, Seismic Devastation

Change the last sentence to read:

'Each time you roll an unmodified wound roll of a 6 for an attack made by that unit that targets an enemy **VEHICLE** that phase, that attack inflicts a mortal wound in addition to its normal damage.'

FAQs

Q: Can an Imperial Fists successor Chapter use the Imperial Fists Siegebreaker Cohort Specialist Detachment Stratagem?

A: No. This Stratagem is not an Imperial Fists Stratagem.



CODEX: IMPERIAL KNIGHTS

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UPDATES & 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 91 and 102** – Armiger autocannon, Abilities

Change to read:

'

***Page 92-100** – Knight Preceptor, Knight Paladin, Knight Errant, Knight Gallant, Knight Warden, Knight Crusader, Canis Rex, Knight Castellan and Knight Valiant, Super Heavy Walker

Change to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

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 101** – Sacristan Forgeshrine, Sector Mechanicus Structure

Change to read:

'After this model is set up, it becomes an Area Terrain feature with the following terrain traits: Scaleable, Breachable, Dense Cover, Defensible (see Warhammer 40,000 Core Book).'

***Page 106** – Knight Lances ability

Change the last sentence to read:

'If your **WARLORD** has the **IMPERIAL KNIGHTS** keyword, **IMPERIAL KNIGHTS** Super-heavy Detachments in your army gain the following Command Benefits: 'Select one of the following: +3 Command Points if your **WARLORD** is part of this Detachment; +6 Command Points if your **WARLORD** is part of this Detachment and has the **TITANIC** keyword.'

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.

Change the second sentence to read:

'When you select a target for that shieldbreaker missile, you can ignore the Look Out, Sir rule.'

Page 111 – Order of Companions

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

Page 111 – Our Darkest Hour

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

FAQs

Q: Imagine a House Vulker model with the Firestorm Protocols Household Tradition with two ranged weapons, which targets two different enemy units, one of which is the closest enemy unit. I resolve the attacks against the closest enemy unit first, re-rolling hit rolls of 1 when doing so. If, as a result of those attacks, that enemy unit is destroyed, and the target of the next weapon is now the closest enemy unit, do I also get to re-roll hit rolls of 1 against that unit?

A: No. The ability to re-roll hit rolls of 1 only applies to the enemy unit that is the closest to the firing model at the 'Select Target' step of the Shooting sequence.

*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.

Q: The Cognis Heavy Stubbers Stratagem grants an ability that modifies hit rolls by more than -1 or +1. Given that hit rolls cannot be modified by more than this, what effect does this rule have?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a weapon applies a -2 modifier to that attack's hit roll, and is used to attack an enemy model that was selected for the Duty of the Forsworn Warlord trait (which confers a +1 modifier to the hit roll), then applying both of these modifiers to the hit roll results in a final modifier of -1.

IMPERIUM NIHILUS: VIGILUS ABLAZE

Indomitus Version 1.0

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UPDATES & ERRATA

*Page 168 – Dark Disciples, Followers

Change the third sentence to read:

'Models cannot target a **<LEGION> DARK DISCIPLES** unit with a ranged weapon while that unit is within 3" of any friendly **<LEGION> DARK APOSTLE** units, unless that **DARK DISCIPLES** unit is both visible to the firing model and is the closest enemy unit to the firing model. Ignore other **CHARACTER** models with a Wounds characteristic of 9 or less when determining if the target is the closest enemy unit to the firing model.'

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: The Unstoppable Assault Stratagem adds +2 to the hit roll, given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack is affected by this Stratagem (conferring a +2 modifier to the hit roll) and it targets a model with an ability that also applies a -1 modifier to the hit roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

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*.



IMPERIUM NIHILUS: VIGILUS DEFIANT

Indomitus Version 1.0

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UPDATES & 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 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 175** – Target Sighted

Change the third sentence to read:

'Until the end of the phase, stalker bolt rifles the models in that unit are armed with gain the following ability: 'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.'

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	-	-	-
Abilities: You can only use this weapon once per battle. This weapon automatically hits its target (no hit rolls are made). When this weapon hits a target, roll one D6 for every 10 models in the target unit (rounding up). For each roll of 2+ that unit suffers D3 mortal wounds.					

*Page 182 – Swiftstrike

Change the second sentence to read:

‘Use this Stratagem in the Fight phase after an **ATTACK SQUADRON** unit (excluding **AIRCRAFT**) from your army has fought.’

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.



CODEX SUPPLEMENT: IRON HANDS

Indomitus 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 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 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

UPDATES & 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 – Cogitated Martyrdom

Change this Stratagem to read:

'Use this Stratagem at the start of the Shooting phase. Select one **IRON HANDS INFANTRY** unit from your army. Until the end of the phase, when a friendly **IRON HANDS CHARACTER** model (excluding **VEHICLE** models) within 3" of that unit would lose any wounds as a result of an attack made against that model, that unit can attempt to intercept that attack. Roll one D6 before any rolls to ignore wounds (e.g. The Flesh is Weak, Adamantine Mantle etc.) are made; on a 2+ that model does not lose those wounds and that unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.'

*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.



CODEX: NECRONS

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UPDATES & 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).'

***Pages 91 and 104** – Deathmarks and Ranged Weapons, synaptic disintegrator, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 95** – Canoptek Wraiths, Abilities, Wraith Form

Change this ability to read:

'Models in this unit have a 3+ invulnerable save. Each time this unit makes a Normal Move, Advances, Falls Back or makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).'

***Page 98** – Monolith, Abilities, 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 not within Engagement Range of any enemy units ; the unit that has just been set up counts as having disembarked from a Transport for all rules purposes.'

***Page 98** – Monolith, Abilities, Floating Fortress

Delete this ability.

***Page 102** – Night Scythe, Abilities, 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 not within Engagement Range of any enemy units ; 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, rules text

Add the following:

'Units set up with this Stratagem can be set up during the first battle round, regardless of any mission rules.'

Page 112 – Stratagems, Methodical Destruction

Change 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 at 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 117** – Dynasty Warlord Traits, Mephrit, Merciless Tyrant, rules text

Change the second sentence to read:

'Each time you select a target for an Assault weapon this **WARLORD** is making an attack with, you can ignore the Look Out, Sir rule.'

Page 118 – Points Values, Troops

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 Engagement Range 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 counted as Reinforcement units for the purpose of any mission rules?

A: Yes.



CODEX: ORKS

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UPDATES & ERRATA

Page 83 – Ork Wargear Lists, Battlewagon Equipment

Add the following sentence:

'Each item can only be taken once.'

Pages 86 and 120 – Big Mek with Shokk Attack Gun and Ranged Weapons list, 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 88** – Boss Snikrot, Sneakiest Git

Change to read:

'Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 2 to any armour saving throw made against that attack.'

***Page 92** – Mad Dok Grotznik, One Scalpel Short of a Medpack

Change 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 Engagement Range of any enemy units, 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, 98 and 99** – Nobz, Nob with Waaagh! Banner, Meganobz and Nobz on Warbikes, Keepin Order

Change to read:

'While a **<CLAN>** unit is within 3" of any friendly **<CLAN>** units with this ability, each time a model would flee that unit as a result of a failed Morale or Combat Attrition test, roll one D6: on a 6, that model does not flee.'

Page 97 – Nob with Waaagh! Banner

Add the following wargear option:

' This model may take a power klaw.'

***Page 99** – Kommandos, Sneaky Gits

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 101 – Kustom Boosta-blastas, grot blasta

Change the Strength of this weapon to '3'.

***Page 101** – Shokkjump Dragsta, Grot Gunner and Targetin' Squig

Change to read:

'Each time this model makes an attack with its kustom shokk rifle, this model has a BS characteristic of 3+ for that attack.'

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 106, 108 and 121** – Deff rolla, Abilities

Change to read:

'Each time an attack is made with this weapon, the bearer has a WS characteristic of 2+ for that attack.'

***Page 106, 107 and 108** – Battlewagon, Gun Wagon and Bonebreaka, Mobile Fortress

Delete this ability.

***Page 106 and 113** – Battlewagon and Truk, Open-topped

Change the third sentence to read:

'When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.'

Add the following:

'While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.'

***Page 110 and 111** – Morkanaut and Gorkanaut, Big 'n' Stompy

Change to read:

'This model is eligible to declare a charge in a turn in which it Fell Back.'

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, Kaptin

Change Leadership characteristic to '7'.

***Page 116** – Wazbom Blastajet,
Mekbrain-enhanced Weapon-sights
Delete the first sentence.

***Page 117** – Stompa, Bigger 'n' Stompier

Change to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

***Page 118** – Mekboy Workshop, Ork Structure

Change to read:

'After this model is set up, it becomes an Obstacle terrain feature with the following terrain traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground (see the Warhammer 40,000 Core Book).'

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 – Stratagems, 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** – Deathskulls: Opportunist

Change the second sentence to read:

'Each time you select a target for a weapon this Warlord is making an attack with, you can ignore the Look Out, Sir rule, if the target is within 18".'

Page 133 – Warlord Traits, Goffs: Proper Killy

Change the rules text to read:

'Add 1 to your Warlord's Attacks characteristic. In addition, improve the Armour Penetration characteristic of melee weapons this Warlord is equipped with by 1 during any turn in which they made a charge move, were charged, or performed a Heroic Intervention (e.g. AP -1 becomes AP -2).'

FAQs

Q: When a Nob replaces their slugga and choppa with items from the Nob Weapons list, can they take two weapons from the first list and one weapon from the second list, for a total of three weapons (e.g. a big choppa, killsaw and a kombi-weapon with skorcha)?

A: No. They can take two weapons from the first list or only one if it is taken from the second list.

*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: 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 or secondary objectives?

A: No.

Q: When using the Mob Up Stratagem, do any of the rules effects that were being applied to the selected units get applied to the merged unit? For example, if one unit had Advanced or Fallen Back, does the merged unit count as having Advanced or Fallen Back, or if one unit is under the effect of a psychic power, is the merged unit still under its effects?

A: Yes, each rule effect that was being applied to each of the selected units is applied to the merged unit.

Q: What happens when the Mob Up Stratagem is used to merge a **<CLAN> INFANTRY** unit that has a Clan Kultur with a **<CLAN> INFANTRY** unit without a Clan Kultur?

A: The merged unit would not have a Clan Kultur. The merged unit only has a Clan Kultur if the selected units both had it.

Q: When using the Tellyporta Stratagem on a **TRANSPORT**, do I include the Power Rating of units embarked inside when calculating if the Power Rating is 20 or less?

A: No.

Q: Do Stratagems used on a **TRANSPORT** affect units embarked within that transport? For example, if I use More Dakka! on a Battlewagon, do any units embarked inside benefit from it? In addition, can you use Stratagems on units embarked within a transport (e.g. can you use Showin' Off on a **BAD MOONS INFANTRY** unit embarked within a Battlewagon)?

A: No to both.

Q: If an attack inflicts mortal wounds in addition to the normal damage on a **TRUKK** and the damage is subsequently reduced to 1 as a result of the Ramshackle ability, are the mortal wounds inflicted included in this damage reduction?

A: No. Any mortal wounds would be inflicted in addition to the damage of 1.

Q: When the Showin' Off Stratagem is used on a **BAD MOONS INFANTRY** unit, can it select a different target for the second set of attacks?

A: Yes. The shooting sequence is followed again, thus allowing them to 'choose targets' again.



PSYCHIC AWAKENING: BLOOD OF BAAL

Indomitus Version 1.0

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As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 34 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

Page 36 – Astorath, Priest

Change the first sentence to:

'This model knows the Litany of Hate (see below) and two other litanies from the Litanies of Battle (pg 58).'

Page 37 – Lemartes, Abilities

Add the following ability:

'**Black Rage:** Add 1 to the Attacks characteristic of models in this unit during any turn in which it made a charge move. When a model in this unit would lose a wound, roll one D6; on a 6 that wound is not lost.'

Change the first sentence of the Priest section to:

'This model knows the Litany of Hate (see below) and one other litany from the Litanies of Battle (pg 58).'

Page 37 – Chaplain in Terminator Armour, Priest

Change the first sentence to:

'This model knows the Litany of Hate (see below) and one other litany from the Litanies of Battle (pg 58).'

Page 38 – Chaplain, Priest

Change the first sentence to:

'This model knows the Litany of Hate (see below) and one other litany from the Litanies of Battle (pg 58).'

Page 38 – Primaris Chaplain, Priest

Change the first sentence to:

'This model knows the Litany of Hate (see below) and one other litany from the Litanies of Battle (pg 58).'

*Page 40 – Repulsor Executioner, Power of the Machine Spirit

Delete this ability.

*Page 41 – Captain in Phobos Armour, master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Pages 41 and 42 – Captain in Phobos Armour and Librarian in Phobos Armour, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 42 – Librarian in Phobos Armour, Psyker

Change the last sentence to read:

'It knows **Smite** and two **psychic powers** from the **Obscuration** discipline (pg 58) or two **psychic powers** from the **Sanguinary** discipline (see *Codex: Blood Angels*).'

Page 42 – Sanguinary Priest, Abilities
Replace ‘**And They Shall Know No Fear**’ with ‘**Angels of Death**’

***Page 48** – Eliminator Squad, bolt sniper rifle, executioner round, hyperfrag round and mortis round, Abilities
Change the first sentence to read:
‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

***Page 48** – Eliminator Squad, instigator bolt carbine, Abilities
Change to read:
‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

***Page 48** – Eliminator Squad, Camo Cloak
Change to read:
‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 54** – Stratagems, Big Guns Never Tire
Delete this Stratagem.

Page 54 – Stratagems, Duty Eternal
Change this Stratagem to read:
‘Use this Stratagem when a **BLOOD ANGELS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

***Page 56** – Target Sighted
Change the third sentence to read:
‘Until the end of the phase, stalker bolt rifles the models in that unit are armed with gain the following ability: ‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.’

Page 56 – Stratagems, Adaptive Strategy
Delete this Stratagem.

***Pages 66 & 67** – Ranged Weapons
Add the following:
‘Instigator bolt carbine – 0 points
Las fusil – 10 points’

***Page 75** – Hive Fleet Adaptations, Morphic Sinews
Change to read:
‘**MONSTER** models with this adaptation do not suffer the penalty incurred to their hit rolls for firing at enemy units that are within Engagement Range of them, and do not suffer the penalty incurred to their hit rolls for firing Assault weapons in a turn in which they Advanced.’

Page 76 – Adaptive Physiology
Add the following at the end of the first paragraph:
‘Named characters cannot be given an Adaptive Physiology.’

***Page 76** – Infantry Adaptive Physiologies, Dynamic Camouflage
Change to read:
‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

FAQs

BLOOD ANGELS

Q: Is the Fury Within ability’s improvement to Armour Penetration characteristics cumulative with that from the Assault Doctrine?

A: No.

TYRANIDS

Q: If an Exocrine model is affected by the Symbiotic Devastation Stratagem in the same turn that it Advanced, can it then shoot that turn?

A: No, because it has still Advanced that turn.

Q: Can the Hive Instinct Stratagem be used after a charge roll is failed for a unit from your army?

A: Yes. However, it will not affect the charge roll that was just failed, as the number of dice to roll for that charge roll will have already been determined by that point.

Q: Does the Bio-metallic Cysts Hive Fleet Adaptation also improve the Armour Penetration characteristic of massive scything talons and monstrous scything talons?

A: No.

*Q: Does the Cranial Channelling Hive Fleet Adaptation allow each **PSYKER** unit with this adaptation to re-roll one Psychic test per turn, or a single **PSYKER** unit with this Adaptation in your army to re-roll one Psychic test per turn?*

A: It allows a single **PSYKER** unit with this Adaptation in your army to re-roll one Psychic test per turn.



PSYCHIC AWAKENING: FAITH & FURY

Indomitus Version 1.0

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As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

ERRATA

Page 45 – High Marshal Helbrecht
Change the Power Rating to '8'.

Page 46 – The Emperor's Champion
Change the Power Rating to '4'.

Page 47 – Chaplain Grimaldus
Change the Power Rating to '4'.

Page 51 – Devout Push
Change the final sentence to read:
'That unit can pile in, and, until the end of the phase, when that unit consolidates, it can move up to 6" instead of 3".'

***Page 62** – Cursed Despoilers
Change the second sentence to read:
'Select one Obstacle or Area Terrain feature.'

***Page 73** – Headhunter
Change the first sentence to read:
'Each time you select a target for a weapon this Warlord is making an attack with, you can ignore the Look Out, Sir rule.'

Page 74 – Sabotaged Armoury
Add the following sentence to the end of this Stratagem:
'(if the affected **VEHICLE** would explode on a roll of 6, it will explode on a roll of 6+ instead.)'

Page 93 – Banner of Rage

Change the third sentence to read:

'If they do, until the end of the phase, add 1 to the Attacks characteristic of models in friendly **WORLD EATERS** units whilst their unit is within 6" of that model.'

FAQs

CHAOS

Q: If a unit has an ability that allows it to be set up in a location other than the battlefield, can this be done when they are selected for the Tactical Perfection Stratagem?

A: Yes, unless the mission specifies that the unit cannot be set up in that manner. For example, the mission may specify the unit must be set up on the battlefield.

Q: Can the Scorn of Sorcery Stratagem be used after attempting to Deny the Witch?

A: Yes.

Q: If the Dour Duty Stratagem is used on a unit that is within 6" of a model with the Bastion Warlord Trait, will enemy attacks with an Armour Penetration characteristic of -2 that are made against that unit be treated as AP -1 or AP 0?

A: The attacks will be treated as AP 0. The Dour Duty Stratagem turns any attacks with AP-2 that are made against that unit into AP -1, at which point the Bastion Warlord Trait will cause them to be treated as AP 0.

*Q: When using the Red Butchers Stratagem, can a **TERMINATOR CHARACTER** unit be selected?*

A: Yes.

Q: What happens when two models that both have the Vox Daemonicus Relic are within 6" of each other?

A: The player whose turn it is chooses the order in which the two Relics take effect.

Q: When using the Daemon Shell Stratagem on a model attacking with the Hydra's Teeth Relic, does that attack automatically hit?

A: Yes

Q: If a weapon can target units that are not visible to the bearer, how does it interact with an Alpha Legion unit that has been selected for the Conceal Stratagem?

A: The Alpha Legion unit must still be the closest target.

Q: Must a model with the Helm of Furore declare a charge if it is not eligible to do so, such as if it Advanced or Fell Back this turn?

A: No. It must only declare a charge if it is otherwise able to do so.

BLACK TEMPLARS

Designer's Note: We have received a number of questions asking if, as a successor Chapter of the Imperial Fists, the Black Templars benefit from both the Knights of Sigismund and Legacy of Dorn rules (and whether they get access to the Imperial Fists' Warlord traits, Stratagems, psychic powers and Relics etc. in addition to the Black Templars ones presented in Faith and Fury). To be clear, although the Black Templars are an Imperial Fists successor Chapter, they deviate significantly from its tactics and doctrines, and as such we have provided a bespoke, dedicated set of rules to represent them on the tabletop in Faith & Fury. They cannot make use of any of the rules found in Codex Supplement: Imperial Fists.

Q: When using the Vicious Riposte Stratagem, can you still make a saving throw if the Armour Penetration characteristic of the attack would make a successful saving throw impossible?

A: Yes. The Armour Penetration modifier is not applied until after the saving throw has been rolled.

Q: When using the Vicious Riposte Stratagem, is the number of mortal wounds that are caused limited by the number of models in the unit that is being attacked?

A: No. Note, however, that each attack is allocated to a model one at a time, and then the subsequent saving throw rolled. This means that once the last model in that unit has been destroyed, no further saving throws are made for any remaining attacks.

Q: When using the Devout Push Stratagem, can a unit not within Engagement Range of any enemy units be selected?

A: Yes.

Q: Can the range of the Aurillian Shroud Relic be affected by the Fervent Acclamation litany to increase the range?

A: Yes.

Q: If Chaplain Grimaldus has his specified Warlord Trait, he has two rules that allow him to Deny the Witch (Devout Puritan and Epitome of Piety). Does that mean he can attempt to resist two psychic powers in your opponent's Psychic phase?

A: Yes.

SPACE MARINES

Q: How many times can an Apothecary with the Selfless Healer Warlord Trait provide medical attention in a phase?

A: Twice. They can provide medical attention to one unit twice, or two units once.



PSYCHIC AWAKENING: RITUAL OF THE DAMNED

Indomitus Version 1.0

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UPDATES & ERRATA

Page 35 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

Page 37, 39 and 41 – Aura of Dread

Change the sentence to read:

'Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of any units from your army with this ability.'

***Page 39** – Master in Phobos Armour, master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 39** – Master in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 40** – Lieutenants in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 41** – Librarian in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 47** – Eliminators, bolt sniper rifle

Executioner round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Hyperfrag round, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Mortis round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 47** – Instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 47** – Eliminator Squad, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 48 – Repulsor Executioner, Power of the Machine Spirit**
Delete this ability.

Page 51 – Duty Eternal Stratagem

Change this Stratagem to read:

‘Use this Stratagem when a **DARK ANGELS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

***Page 52 – Big Guns Never Tire**

Delete this Stratagem.

***Page 52 – Target Sighted**

Change the third sentence to read:

‘Until the end of the phase, stalker bolt rifles the models in that unit are armed with gain the following ability: ‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.’’

Page 53 – Adaptive Strategy Stratagem

Delete this Stratagem.

***Page 56 – Impeccable Mobility**

Change this Warlord Trait to read:

‘Whilst they are within 6" of this Warlord, models in **RAVENWING** units from your army that have Advanced this turn can treat any Heavy weapons they are equipped with as Assault weapons. In addition, such models do not suffer the penalty for Advancing and firing Assault weapons.’

Page 66 – Masters of the Warp

Change the first sentence to read:

‘**PSYKER** units with this ability gain a bonus depending on which of the Tides of the Warp is dominant (see below).’

***Page 68 – Big Guns Never Tire**

Delete this Stratagem.

Page 69 – Duty Eternal Stratagem

Change this Stratagem to read:

‘Use this Stratagem when a **GREY KNIGHTS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

Page 79 – Pythic Brazier

Change the sentence to read:

‘When a **CULT OF PROPHECY** unit within 6" of a friendly model with this Relic is chosen to shoot or fight with, you can re-roll one hit roll, one wound roll, or one damage roll.’

***Page 79 – Warlord Traits**

Change to read:

‘If a **THOUSAND SONS <CULT> CHARACTER** model gains a Warlord Trait, they can have the relevant **<CULT>** Warlord Trait instead of a Warlord Trait from *Codex: Thousand Sons*.’

***Page 79 – Sorcerous Arcana**

Change the first sentence to read:

‘If your army is led by **MAGNUS THE RED** or a **THOUSAND SONS <CULT>** Warlord, you can...’

FAQs

GREY KNIGHTS

Q: Can a Warlord with the Loremaster Warlord Trait know psychic powers from both the Sanctic and Dominus disciplines?

A: No. When choosing to generate psychic powers from the Dominus discipline, a model replaces all of the psychic powers that they would have known from the Sanctic discipline with ones from the Dominus discipline. This includes the additional power from the Loremaster Warlord Trait.

Q: If a unit affected by the Powerful Adept Stratagem manifests the Vortex of Doom psychic power, what ranges are used?

A: The vortex will open over the nearest visible enemy model within 18", but the power will still only affect other units within 3" of that model.

THOUSAND SONS

Q: If I manifest the Warp Reality psychic power with a unit that has the Brotherhood of Sorcerers ability, can I use that ability to select one enemy unit within 9" of the terrain feature?

A: No. The Brotherhood of Sorcerers ability allows you to select a terrain feature within 24" of the **PSYKER**.

Q: Can the ability from the Guided by the Whispers Warlord Trait be used by a model that cannot fire Overwatch due to not having a ranged weapon, not having line of sight or being out of range?

A: Yes, unless another rule would prevent them from being able to fire Overwatch (such as being within Engagement Range of any enemy units or being under the effects of a rule that prevents the model from firing Overwatch).

Q: If I have a <CULT> Warlord and I use the Magister Stratagem to give a Thousand Sons Character from a different <CULT> a Warlord Trait, can I select their relevant <CULT> Warlord Trait?

A: Yes, as they are regarded as your Warlord for the purposes of that Warlord Trait.

Q: If I have a <CULT> Warlord and I use the Relics of the Thousand Sons Stratagem to give a Thousand Sons Character from a different <CULT> a Sorcerous Arcana, can I select their relevant <CULT> Sorcerous Arcana?

A: No, as you can only select that Sorcerous Arcana if your Warlord is from that **<CULT>**.

DARK ANGELS

Q: Does the Pennant of Remembrance replace a Deathwing Ancient's Deathwing Company Banner ability?

A: No. It is an ability the model gains in addition to the Deathwing Company Banner ability.

PSYCHIC AWAKENING: THE GREATER GOOD

Indomitus Version 1.0

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UPDATES & ERRATA

Page 36 – Prototype Weapons Systems

Add the following to the end of the first paragraph:
'No unit can have more than one Prototype Weapons System and all the Prototype Weapons Systems in your army must be different.'

Page 38 – T'au Empire Stratagems, Modulated Weaponry

Change the first sentence to read:
'Use this Stratagem in your Shooting phase, when a **RIPTIDE**, **GHOSTKEEL** or **VEHICLE** model (other than a **TITANIC** model) from your army is chosen to shoot with.'

Page 47 – Cyclic ion blaster, Overcharge, ability

Change this weapon's Overcharge profile ability 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 48 – Abilities (Farsight), Master of War

Change this ability to read:
'**Master of War** (pg 46)'

Page 50 – Forces of the Enclaves, Abilities

Change this to read:
'All **FARSIGHT ENCLAVES** units in **FARSIGHT ENCLAVES** Detachments – that is, any Detachment that only includes **FARSIGHT ENCLAVES** units – gain the Aggressive Footing ability.'

Page 51 – Farsight Enclaves Stratagems, Veteran Cadre

Change the third sentence to read:
'Models in that unit (excluding **DRONES**) have a Weapon Skill characteristic of 4+ and a Ballistic Skill characteristic of 3+.'

Page 52 – Enclave Relics, Seismic Fibrillator Node

Change this Relic to read:
'Once per battle, at the start of your opponent's turn, you can choose to activate this Relic. If you do, until the end of that turn, when a model starts or ends a move (excluding pile-in or consolidation moves) within 6" of a model with this Relic, roll one D6: on a 1 that model's unit suffers 1 mortal wound.'

*Page 65 – The Eight, Abilities (Ob'Lotai 9-0), Advanced Scan Feeds

Change to read:
'This model can Advance and fire Heavy weapons, but you must subtract 1 from its hit rolls when it does so.'

Page 66 – Heirlooms of the Regiments, Blessed Boltgun

Change this Heirloom to the following:
'**Blessed Bolt Pistol**
Two-dozen sisters of the Order of the Glowing Chalice have prayed over this holy bolt pistol.
9TH IOTAN GORGONNES model equipped with a bolt pistol only.
This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blessed bolt pistol	12"	Pistol 2	5	-2	2
Abilities: Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.					

Page 69 – Militarum Tempestus Stratagems, Tactical Misdirection

Change the second sentence to read:
'In your opponent's next Shooting phase, when resolving an attack made by an enemy model against a unit other than that **55TH KAPPIC EAGLES** unit, subtract 1 from the hit roll if that **55TH KAPPIC EAGLES** unit is the closest visible unit from your army to that model and it is not within 1" of any enemy models.'

*Page 74 – Cult Creeds, Agile Outriders

Change this Cult Creed to read:
'If a Biker unit with this Cult Creed Advances, until the end of the turn, all models in that unit treat all Pistol and Rapid Fire weapons they are equipped with as Assault weapons.
BIKER models with this Cult Creed do not suffer the penalty for Advancing and firing Assault weapons.'

*Page 74 – Cult Creeds, Thralls of the Patriarch

Change to read:
'Each time a Morale test is failed for a unit with this Cult Creed, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attrition tests (rounding fractions down).'

FAQs

Q: Does a rule that allows you to take a second Signature System from Codex: T'au Empire allow you to instead take a second Prototype Weapons System?

A: Yes.

Q: Do reactive countermeasures replace the model's airbursting fragmentation projector?

A: No. The ability gained is in addition to the weapon (which can be fired normally).

Q: Do accelerated-photon grenades replace the model's photon grenades?

A: No. The ability gained is in addition to the weapon (which can be fired normally).

Q: Does the cross-linked stabiliser jets Prototype Weapons System apply to all models in the unit, or just one?

A: It applies to all models in the unit.

Q: How does the Hybridised Weaponry tenet apply to pulse blasters? Does it add 4" to the maximum range of the weapon (so increasing long range to 19"), or does it add 4" to all the profiles (close, medium and long range)?

A: It adds 4" to the maximum range of the weapon (increasing long range to 19").

Q: Does the Up-gunned tenet also improve the Armour Penetration characteristic of high-output burst cannons and long-barreled burst cannons?

A: No.

Q: Are the hit roll modifiers from accelerated-photon grenades cumulative with those from photon grenades?

A: Yes.

Q: If a model with the Aggressive Footing ability shoots at a unit within 12" that has zero markerlight counters on it, does it treat that unit as having one markerlight counter instead?

A: Yes.

Q: The Onager Gauntlet and Fusion Blades (melee) have slightly different abilities than those printed in Codex: T'au Empire. Is this on purpose?

A: Yes, when wielded by the heroes of The Eight, use the slightly improved abilities for these weapons. Continue to use the rules as printed in *Codex: T'au Empire* if they are equipped on another **CHARACTER**.

Q: Can the Full Payload Tank Ace ability be used to affect the mortal wound output of Deathstrike missiles?

A: No. Full Payload only affects the Damage characteristic of a weapon, not any abilities the weapon may have.

Q: Are units who have been ordered to Move! Move! Move! Considered to have Advanced for the purposes of the Wilderness Survivors Regimental Doctrine?

A: Yes, they are considered to have Advanced.

Q: Are the Militarum Tempestus Regimental Doctrines taken in addition to the Storm Troopers Regimental Doctrine listed in Codex: Astra Militarum, or instead of it?

A: They are taken instead of the Storm Troopers Regimental Doctrine in *Codex: Astra Militarum*. Note, if you wish to continue using your Militarum Tempestus Detachments as you currently have been, you can simply select the Storm Troopers Regimental Doctrine from page 65 in *Psychic Awakening: The Greater Good*.



CODEX SUPPLEMENT: RAVEN GUARD

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UPDATES & ERRATA

***Page 53** – Kayvaan Shrike, Blackout, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 57 – Warlord Traits, Master of Ambush, rules text

Change to read:

'At the start of the first battle round, before the first turn begins, if this Warlord is on the battlefield you can select one other friendly **RAVEN GUARD INFANTRY** unit (excluding a **CENTURION** unit) on the battlefield. 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).'

***Page 58** – Relics of the Ravenspire, Ex Tenebris, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 59** – Special-issue Wargear, Silentus Pistol, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

FAQs

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.

CODEX SUPPLEMENT: SALAMANDERS

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DESIGNER'S COMMENTARY

Since releasing *Codex Supplement: Salamanders* it has become apparent that the Self Sacrifice Stratagem can be used in ways that we had not intended – essentially making a whole army (or at least a great portion of it) untargetable for a turn. Though the Stratagem in question is being played 'rules as written', on this occasion it is clearly not something we ever intended. The intention of the Stratagem was to enable a squad of Salamanders to bravely protect an ally from harm by using their own bodies as shields – it was not meant to be used to make it so no shots could be fired at your army at all. As a result, we felt it was important to rectify that Stratagem as part of this errata, rather than wait for the next online balance changes. This is not something we do lightly, but given the nature of the feedback, is something we feel is important.

This is a genuine error on our part, and as such it is something we wish to correct as soon as possible. As we are having to make a change of this nature, we are also taking the opportunity to change the Fires of Battle Stratagem now, rather than waiting for the next balance update. Some fiendish combinations we had not spotted are possible in order to reliably inflict far more mortal wounds than were ever intended. This change therefore limits the total number of mortal wounds that this Stratagem can inflict so that it is more in line with the mortal wound output of similarly costed Stratagems.

UPDATES & ERRATA

Page 60 – The Fires of Battle

Change the last sentence to read:

'Until the end of that phase, when resolving an attack made with that weapon, on an unmodified wound roll of 4+ the target suffers 1 mortal wound in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).'

IMPERIAL ARMOUR INDEX: FORCES OF THE ADEPTUS ASTARTES

Designers Note: *The following weapons should also be considered to be Flame weapons, as described in Codex: Space Marines.*

- Infernus cannon
- Dreadnought inferno cannon
- Burning Wrath

Page 60 – Self Sacrifice

Change this Stratagem to read:

'Use this Stratagem at the start of your opponent's Shooting phase. Select one **SALAMANDERS INFANTRY** unit that contains 5 or more models from your army that is not within 1" of any enemy units, and then select one other **INFANTRY** unit from your army that is wholly within 6" of the selected unit. Until the end of the phase, your opponent cannot target the second unit you selected unless that unit is the closest enemy unit to the firing model and visible to it, or it is no longer wholly within 6" of the first unit you selected. In addition, until the end of the phase, the first unit you selected is always an eligible target for enemy shooting attacks provided it is within range and is visible to the firing model (i.e. it can be targeted even whilst under the effects of any rules that would prevent it from being targeted, such as the *Shrouding* psychic power).'

Page 61 – Stand Your Ground

Change the last sentence to read:

'This does not affect invulnerable saving throws.'

FAQs

Q: *Can I use the Born Protectors Stratagem to fire Overwatch with another unit if the unit being charged is unable to do so?*

A: Yes.

Q: *If I use the Strength of the Primarch Stratagem to affect a model equipped with the Drake-smiter Relic, what is the Damage characteristic of this weapon if I make an unmodified wound roll of 6?*

A: The Damage characteristic would be 9.



CODEX: SPACE MARINES

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UPDATES & ERRATA

Page 109 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

*Page 111 and 169 – Captain in Phobos Armour and Ranged Weapons list, master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 111 – Captain in Phobos Armour, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 119 – Librarian in Phobos Armour, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 124 – Scout Squad, Abilities, Camo Cloaks

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Page 124 and 170 – Scout Squad and Ranged Weapons list, sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 and 167 – Eliminator Squad and Ranged Weapons list, bolt sniper rifle

Executioner round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Hyperfrag round, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Mortis round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 and 168 – Eliminator Squad and Ranged Weapons list, instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

*Page 150 – Eliminator Squad, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

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 155, 156, 157, 158, 161 and 164** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor Executioner, Repulsor and Stormraven Gunship, Abilities, Power of the Machine Spirit
Delete this ability.

***Page 160** – Drop Pod, Abilities, Drop Pod Assault
Change the Matched Play clause to read:
‘Neither this model, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

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** – White Scars: Lightning Assault
Change the second sentence of this Chapter Tactic to read:
‘Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons.’

Page 180 – Stratagems, Auspex Scan, rules text
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 180 – Stratagems, Duty Eternal
Change to read:
‘Use this Stratagem when an **ADEPTUS ASTARTES DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

Page 183 – Stratagem, Adaptive Strategy
Delete this Stratagem.

***Page 160** – Land Speeder Storm, Abilities, Open-topped
Change the second sentence to read:
‘When they do so, all restrictions and modifiers that apply to this model also apply to its embarked models.’

Add the following:
‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

***Page 171** – Wargear, Camo cloak
Change to read:
‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 175** – White Scars: Lightning Assault
Change the second sentence of this Chapter Tactic to read:
‘Models with this tactic do not suffer the penalty for Advancing and firing Assault weapons.’

***Page 177** – Successor Chapter Tactics, Indomitable
Change to read:
‘Each time a Combat Attrition test is taken for a unit with this tactic, it is automatically passed.’

***Page 179** – Chapter Warlord Traits, Imperial Fists: Architect of War
Change to read:
‘While a friendly **IMPERIAL FISTS** unit is within 6" of this Warlord, each time a ranged attack with an Armour Penetration characteristic of -1 is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

***Page 179** – Chapter Warlord Traits, Crimson Fists, Refuse To Die
Change the second sentence to read:
‘On a 4+, return this Warlord to play with D3 wounds remaining, placing them as close as possible to their previous position and not within Engagement Range of any enemy units.’

***Page 182** – Stratagems, Big Guns Never Tire
Delete this Stratagem.

Page 185 – The Vox Espiritum, rules text
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: 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: The bolt sniper rifle’s executioner round adds +2 to the hit roll. Given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack with an executioner round (that is conferring a +2 modifier to the hit roll) targets a **STORMRAVEN GUNSHIP** unit that has the *Hard to Hit* rule that applies a -1 modifier to the hit roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

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.



CODEX: SPACE WOLVES

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WARLORD TRAITS

Some English versions of *Codex: Space Wolves* feature an out-of-date version of the army's Warlord Traits. For the up-to-date Space Wolves Warlord Traits, see the final page of this document.

UPDATES & 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.'

***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.

***Pages 96 and 130** – Sniper rifle, Abilities
Change the first sentence to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 96** – Wolf Scouts, Camo Cloaks
Change to read:
'Each time a ranged attack is allocated to a model in this unit with a camo cloak while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

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.

***Pages 118, 119, 120, 123, 124 and 126** – Land Raider, Land Raider Crusader, Land Raider Redeemer, Repulsor, Stormfang Gunship, Stormwolf, Power of the Machine Spirit

Delete this ability.

***Page 118 and 127** – Vindicator and Armoury of the Fang, demolisher cannon

Change Type characteristic to Heavy D6 and Abilities to ‘Blast’.

***Page 120 and 127** – Land Raider Redeemer and Armoury of

the Fang, flamestorm cannon

Change Range characteristic to 12".

***Page 122** – Land Speeder Storm, Open-topped

Change the third sentence to read:

‘When they do so, any restrictions or modifiers that apply to this model also apply to its passengers.’

Add the following:

‘While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with any Pistols they are equipped with.’

***Page 122** – Drop Pod, Drop Pod Assault

Add the following to this ability:

‘Neither this transport, nor any units embarked within it, are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This transport can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.’

***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	3

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.



CODEX: T'AU EMPIRE

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 89 – Abilities, 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 89** – For the Greater Good

Change to read:

'Each time an enemy unit declares a charge against this unit, this unit can fire Overwatch before the charge roll is made.'

- While a friendly unit with this ability is within 6" of this unit, each time an enemy unit declares a charge against this unit, that friendly unit can fire Overwatch before the charge roll is made. If it does so, until the end of the phase, that friendly unit cannot fire Overwatch again.

Designer's Note: *This allows T'au units to fire Overwatch in the same way that they did in the previous edition, and as such, units with this ability do not require the Fire Overwatch Stratagem from the Warhammer 40,000 Core Book in order to do so.'*

Pages 90, 97-99, 105-109, 111-114 and 116 – Abilities, Saviour Protocols

Change 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.'

***Pages 102 & 123** – Target Lock

Change to read:

'A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons. This model can also Advance and fire Heavy or Rapid Fire weapons, but you must subtract 1 from its hit rolls when it does so.'

***Page 104** – Firesight Marksman, Abilities, Marksman Stealth Field

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 106** – XV104 Riptide Battlesuit, Abilities, 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 Engagement Range of any enemy models. If it does so, this model cannot declare a charge that phase.'

***Page 113 and 121** – MV71 Sniper Drones and Ranged Weapons list, longshot pulse rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 117, 118 and 119** – Tidewall Shieldline, Tidewall Droneport and Tidewall Gunrig, Abilities, Open-Topped

Change the last sentence to read:

'When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn.'

While this transport is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.'

***Page 117 – Tidewall Shieldline, Abilities, Fortification**

Change the last sentence to read:

‘However, friendly units can still target enemy units that are within Engagement Range of these models.’

***Page 118 – Tidewall Droneport, Abilities, Fortification**

Change the last sentence to read:

‘However, friendly units can still target enemy units that are within Engagement Range of this model.’

***Page 119 – Tidewall Gunrig, Abilities, Fortification**

Change the last sentence to read:

‘However, this model can still shoot if there are enemy models within Engagement Range of it, and friendly units can still target enemy units that are within Engagement Range of this model.’

***Page 120 – KV128 Stormsurge, Abilities, Walking Battleship**

Change to read:

‘This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.’

Page 121 – Ranged Weapons, cyclic ion blaster, Overcharge, Abilities

Change 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 – Sept Tenets, T’au Sept: Coordinated Fire Arcs, rules text

Change 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 – Sept Tenets, Dal’yth Sept: Adaptive Camouflage, rules text

Change 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 – Stratagems, Automated Repair System, rules text

Add the following:

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

***Page 130 – Strike and Fade**

Change the second sentence to read:

‘Pick a **DAL’YTH SEPT** unit from your army (excluding **AIRCRAFT**).’

Page 130 – Stratagems, Focused Fire

Change 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 131 – Sept Warlord Traits, Sa’cea, Beacon of Honour**

Change to read:

‘While a friendly **SA’CEA** unit is within 6" of this Warlord, each time that unit fails a Morale test, one model does not flee that unit (although Combat Attrition tests are taken for the unit as normal).’

***Page 133 – Signature Systems, Vectored Manoeuvring Thrusters**

Add the following:

‘This move cannot bring this model within Engagement Range of any enemy models.’

DATA CARDS: 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.’

DAHYAK GREKH

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 Dahyak Grekh, a model designed to be used as part of a T’au army. The following errata applies to Dahyak Grekh:

***Blackstone Fortress: Datasheets, page 10 – Dahyak Grekh**

Change the Quarry Can’t Hide ability to read:

‘Each time you select a target for a weapon this model is making an attack with, you can ignore the Look Out, Sir rule.’

***Change the Fieldcraft ability to read:**

‘Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

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: When an enemy model makes a ranged attack against a **XV95 GHOSTKEEL BATTLESUIT** unit, its Ghostkeel Electrowarfare Suite applies a -1 modifier to the hit roll. If that unit is within 3" of a friendly **MV5 STEALTH DRONES** unit, the drones' Stealth Field ability applies a further -1 modifier to the hit roll. Given that hit rolls cannot be modified by more than -1 or +1, and combined these abilities result in a -2 modifier, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

In this instance, if the model making the attack was a **KV128 STORMSURGE** that had its anchors deployed, its Stabilising Anchors ability would apply a +1 modifier to the hit roll. Applying all of these modifiers together to the hit roll results in a final modifier of -1.

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 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.



THE EDGE OF SILENCE

Indomitus Version 1.0

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UPDATES & ERRATA

Designer's Note: *When we wrote Edge of Silence, we created some new rules for the relic shield and storm shield. When used in isolation – say, when playing through the missions in Edge of Silence – these rules work perfectly well, but when used with a Battle-forged army, it is possible to upgrade a **CHARACTER** with Artificer Armour, and in doing so have a model with a Save characteristic of 1+. This was not our intention, and so we are changing the rules for both these items of wargear as they appear on these datasheets.*

Please also note that while some weapons and other items of wargear (e.g. storm shields) appear in other places with slightly different rules, the rules for them that appear in Edge of Silence should not apply to other units – you should continue to use the rules as printed in your current Codex for the time being.

Page 16 – Primaris Captain, Other Wargear, relic shield, Abilities

Change this to read:

'Add 1 to armour saving throws made for the bearer. In addition, each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.'

Page 16 – Primaris Lieutenant, Other Wargear, storm shield, Abilities

Change this to read:

'The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.'

Page 18 – Bladeguard Veteran Squad, Other Wargear, storm shield, Abilities

Change this to read:

'The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.'



CODEX: THOUSAND SONS

Indomitus Version 1.0

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UPDATES & 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, unit 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, Abilities, 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 23 (this includes all of its weapons).'

***Page 82 and 91** – Chaos Vindicator and Ranged Weapons list, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to 'Blast'.

***Page 83** – Chaos Land Raider, Abilities, Daemonic Machine Spirit
Delete this ability.

Page 96 – Stratagems, Fire Frenzy, rules text
Change the first sentence to read:
'Use this Stratagem in your Shooting phase, just before a **THOUSAND SONS** Helbrute from your army shoots.'

Page 96 – Stratagems, Cabalistic Focus
Change 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 – Stratagems, Killshot, rules text
Change the second sentence 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 not within Engagement Range of any enemy units before removing them as a casualty.'

Page 97 – Stratagems, Warpflame Gargoyles, rules text
Change the second sentence to read:
'Pick a **THOUSAND SONS VEHICLE** from your army (but not a **HELBRUTE** or **Heldrake**) and roll a D6 for each other unit (friend or foe) within 3" of it, subtracting 2 from the roll if the unit being rolled for is a **CHARACTER** or **VEHICLE**.'

***Page 98** – Stratagems, The Flesh-Change, rules text
Change the fourth sentence to the following:
'If you do so, set up the Chaos Spawn within 6" of the character and not within Engagement Range of any enemy units before removing them as a casualty.'

***Page 101 – Dark Hereticus Discipline, Gift of Chaos, rules text**
Change the fourth sentence to read:

'If a CHARACTER is destroyed by this power, you can add one Chaos Spawn to your army within 6" of the character and not within Engagement Range of any enemy units before they are removed as a casualty.'

Page 101 – Discipline of Tzeentch, Bolt of Change rules text
Change the first sentence to read:

'Bolt of Change has a warp charge value of 8.'

***Page 101 – Discipline of Tzeentch, Bolt of Change, rules text**
Change the fourth sentence to read:

'If a CHARACTER is destroyed by this power, you can add a Chaos Spawn to your army within 6" of the character and not within Engagement Range of any enemy units before they are removed as a casualty.'

Page 101 – Discipline of Tzeentch, Gaze of Fate, rules text
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, rules text

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 101 – Warptime**

Change the second sentence to read:

'If manifested, pick a HERETIC ASTARTES unit (excluding AIRCRAFT) within 3" of the psyker.'

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: If I select my Warlord for the Flesh Change Stratagem, can my opponent achieve any relevant victory conditions or objectives as a result of them being destroyed?

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 Engagement Range of that CHARACTER?

A: Yes.



CODEX: TYRANIDS

Indomitus Version 1.0

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UPDATES & ERRATA

***Page 88 – Old One Eye, Alpha Leader**

Add the following to the end of this ability:

'In addition, while any other friendly <HIVE FLEET> CARNIFEX units are within 3" of this model, enemy models cannot target this model with ranged attacks.'

***Page 93 – Lictor, Abilities, Chameleonic Skin**

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 93 – Deathleaper, Abilities, Superior Chameleonic Skin**

Change the second sentence to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 101 and 113 – Toxicrene and ranged weapons list, massive toxic lashes (shooting), Abilities**

Change to read:

'You can re-roll failed wound rolls for this weapon.'

Page 101 – Biovores, Abilities, 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, Abilities, 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, Abilities, Bio-fortress**
Delete this ability.

Page 110 – Sporocyst, Abilities, 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, Abilities, 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, Abilities, 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, The Shadow in the Warp

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 – Hive Fleet Adaptations, Jormungandr: Tunnel Networks, rules text

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 – Stratagems, Pathogenic Slime, rules text

Change the first sentence to read:

‘Use this Stratagem at the start of your Shooting phase.’

Page 119 – Stratagems, Sporefield, rules text

Change the first sentence to read:

‘Use this Stratagem after both armies have deployed but before the first battle round begins.’

Pages 119 and 120 – Stratagems, Sporefield and Call the Brood, rules text

Add the following:

‘This unit must belong to the same Hive Fleet as another unit from your army.’

Page 119 – Stratagems, Pheromone Trail, rules text

Add the following:

‘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 – Stratagems, The Enemy Below, rules text

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 – Stratagems, Hyper-toxicity, rules text

Change the first sentence to read:

‘Use this Stratagem at the start of the Fight phase.’

***Page 120** – Stratagems, Digestive Denial

Change to read:

‘Use this Stratagem after deployment but before the first battle round begins. Select one Area Terrain feature. Until the end of the battle, that terrain feature loses the Light Cover and Heavy Cover terrain traits (see Warhammer 40,000 Core Book).’

Page 121 – Hive Mind Discipline, The Horror, rules text

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 – Warlord Traits, Alien Cunning, rules text

Change the first sentence 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: How many heavy venom cannons and strangletorn cannons can a model be armed with?

A: A model can be armed with either one heavy venom cannon or one strangletorn 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: Deathleaper's Superior Chameleonic Skin infers a -2 modifier on attacks that target it. Given that these rolls cannot be modified by more than -1 or +1, when would this ability ever be useful?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, an enemy Red Terror model makes a melee attack against Deathleaper. The Red Terror's Feeding Frenzy ability applies a +1 modifier to that attack's hit roll, and the Deathleaper's Superior Chameleonic Skin also gives a -2 modifier to the roll. Applying both of these modifiers to the hit roll results in a final modifier of -1.

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: 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: Do the Scythes of Tyrann 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.



CODEX SUPPLEMENT: ULTRAMARINES

Indomitus Version 1.0

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UPDATES & ERRATA

***Page 63** – Roboute Guilliman, Abilities, Armour of Fate

Change the second sentence to read:

'On a 4+, set this model back up on the battlefield as close as possible to where they were destroyed and not within Engagement Range of any enemy models, with D6 wounds remaining.'

***Page 66** – Sergeant Telion, Quietus, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 66** – Sergeant Telion, Abilities, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 73** – Warlord Traits, Calm Under Fire

Change to read:

'While a friendly **ULTRAMARINES** unit is within 6" of this **WARLORD**, each time a model in that unit makes a ranged attack in a turn in which it Fell Back, do not subtract 1 from that attack's hit roll due to the Codex Discipline Chapter Tactic (see *Codex: Space Marines*).'

Page 73 – Named Characters and Warlord Traits

Add the following Character and Warlord Trait: 'Sergeant Chronus – Calm Under Fire'

***Page 77** – Stratagems, Defensive Focus

Change the second sentence to read:

'Select up to three other friendly **ULTRAMARINES** units that are within 6" of the targeted unit and are not within Engagement Range of any enemy models. The selected units fire Overwatch at the charging unit as if they were the targets of the charge. Until the end of the phase, the selected units cannot fire Overwatch again.'

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 and 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 Mastercrafted 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, are any victory conditions or objectives that relate to slaying the Warlord achieved?*

A: No. They are 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: When I use the Defensive Focus Stratagem, if I do not select a unit that is a target of a charge, can it fire Overwatch as well as the selected units?

A: No. If a unit is not selected for this Stratagem, then other rules must be used in order for it to fire Overwatch, for example the Fire Overwatch Stratagem (see Warhammer 40,000 Core Book).

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.



CODEX SUPPLEMENT: WHITE SCARS

Indomitus Version 1.0

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UPDATES & ERRATA

***Page 57 – Warlord Traits, Master of Snares, rules text**

Change to read:

'When an enemy unit (other than a unit that contains a model with a minimum Move characteristic) within Engagement Range 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.