



INDEX CARDS

VERSION 1.5

This document collects amendments to the Index Cards printed for each Warhammer 40,000 faction, and presents our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, they are errata designed to correct mistakes or add clarity. New or revised entries are marked with a + with new or revised text presented in red.

AELDARI

ERRATA

Army Rule Card – Strands of Fate, 4th paragraph

Add 'Once per phase,' to the start of this paragraph.

Autarch – Ranged Weapons, Reaper launcher – starswarm

Change Damage to '1'.

Autarch – Wargear Options

Change to:

'This model's shuriken pistol can be replaced with one of the following:

- 1 death spinner
- 1 Dragon fusion gun
- 1 fusion pistol
- 1 Reaper launcher

This model's star glaive can be replaced with one of the following:

- 1 Banshee blade
- 1 Scorpion chainsword

This model can be equipped with one of the following:

- 1 Howling Banshee mask
- 1 mandiblasters'

+ Autarch Skyrunner – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	2+	3	0	1

+ Autarch Skyrunner – Unit Composition

Change to:

'This model is equipped with: close combat weapon; laser lance; twin shuriken catapult.'

Autarch Wayleaper – Ranged Weapons, Reaper launcher – starswarm

Change Damage to '1'.

Autarch Wayleaper – Wargear Options

Change to:

'This model's shuriken pistol can be replaced with one of the following:

- 1 death spinner
- 1 Dragon fusion gun
- 1 fusion pistol
- 1 Reaper launcher

This model's star glaive can be replaced with one of the following:

- 1 Banshee blade
- 1 Scorpion chainsword

This model can be equipped with one of the following:

- 1 Howling Banshee mask
- 1 mandiblasters'

Corsair Voidreavers – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

Corsair Voidreavers – Unit Composition, wargear lists

Change to:

'▪ **Every model is equipped with:** shuriken pistol; close combat weapon; Aeldari power sword.'

Corsair Voidscarred – Ranged Weapons, fusion pistol

Change Damage to 'D3'.

Corsair Voidscarred – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

Corsair Voidscarred – Unit Composition, wargear lists

Change to:

- **Every Corsair Voidscarred and Voidscarred Felarch is equipped with:** shuriken pistol; Aeldari power sword; close combat weapon.
- **A Shade Runner is equipped with:** shuriken pistol; close combat weapon; paired Hekatarii blades.
- **A Soul Weaver is equipped with:** shuriken pistol; Aeldari power sword; close combat weapon; channeller stones.
- **A Way Seeker is equipped with:** shuriken pistol; Executioner; close combat weapon; witch staff.'

Dark Reapers – Unit Composition, 3rd line

Change to 'Every model is equipped with: Reaper launcher; close combat weapon.'

Detachment Rule Card – Ynnari section, last paragraph

Change to:

‘No **DRUKHARI** models included in your army in this way can be given Enhancements. You cannot include units with any of the following keywords in your army using these rules: **PHOENIX LORDS**; **AVATAR OF KHAINE**; **SOLITAIRE**; **HAEMONCULUS COVENS**.’

Dire Avengers – Unit Composition, 3rd line

Change to ‘**Every model is equipped with:** Avenger shuriken catapult; close combat weapon.’

Skyweavers – Unit Composition

Change to ‘2-4 Skyweavers’.

Solitaire – Abilities, Blitz

Change to:

‘**Blitz:** Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 2D6” to this model’s Move characteristic and add 3 to the Attacks characteristic of this model’s Solitaire weapons.’

Spiritseer – Abilities, Tears of Isha

Change to:

‘While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.’

Storm Guardians – Wargear Options, 1st and 2nd bullets

Change to:

- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 Aeldari flamer.
- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 Guardian fusion gun.’

Stratagems Card – Phantasm Stratagem, Target section

Change to:

‘**TARGET:** One **AELDARI** unit from your army (excluding **AIRCRAFT**).’

Striking Scorpions – Wargear Options, 1st bullet

Change to:

- The Striking Scorpion Exarch’s shuriken pistol can be replaced with 1 Scorpion’s claw.’

Support Weapons – Unit Composition

Change to ‘1 Support Weapon’.

Vypers – Unit Composition

Change to ‘1 Vyper’.

War Walkers – Unit Composition

Change to ‘1 War Walker’.

Wave Serpent – Ranged Weapons, twin starcannon

Change Attacks to ‘2’.

Wave Serpent – Abilities, Wave Serpent Shield

Change to:

‘**Wave Serpent Shield:** Once per battle, in your Shooting phase, you can select one enemy unit that is within 12” of and visible to this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.’

Wraithguard – Abilities, War Construct

Delete the final sentence of this ability.

FAQS

⊕ **Q:** *Can a Fate dice be used as part of a re-roll?*

A: Yes.

⊕ **Q:** *Does Eldrad Ulthran’s Diviner of Futures ability mean when you re-roll a Strands of Fate roll, the nine D6 become eight D6, then seven D6, etc.?*

A: Yes.

⊕ **Q:** *If I re-roll a roll that used a Fate dice, do I get to use that Fate dice in the re-roll (e.g. when re-rolling a Charge roll)?*

A: No. Any contributed Fate dice are lost if re-rolled.

⊕ **Q:** *While Yvraine is attached to a unit of Kabalite Warriors, can that unit embark within a **DRUKHARI TRANSPORT**?*

A: No.

⊕ **Q:** *While a Spiritseer is attached to a Wraithlord, does that unit have the **INFANTRY** keyword?*

A: Yes.

⊕ **Q:** *Which of these two rules happens first: Consolidate or the War Construct ability?*

A: Both happen after the unit has finished making its attacks. The player whose turn it is determines the sequencing.

⊕ **Q:** *When using the Yncarne’s Inevitable Death ability, is it restricted by abilities that prevent Reserves from being set up within a certain range (e.g. Space Marine Infiltrators’ Omni-scramblers)?*

A: Yes. However, the Yncarne can still be set up as close as possible to where the destroyed model was (see ‘Repositioned Units’ in the Rules Commentary).

AGENTS OF THE IMPERIUM

ERRATA

Army Rule Card – Assigned Agents

Add ‘If every model from your army has the **AGENTS OF THE IMPERIUM** Faction keyword, you can ignore the Select Detachment Rules step when mustering your army.’

Rogue Trader Entourage – Keywords section

Delete ‘**RETINUE**’.

ASTRA MILITARUM

ERRATA

⊕ Army Rule Card – Voice of Command, second sentence

Change to:

'Each **OFFICER**'s datasheet will specify how many Orders it can issue in a battle round and which units are eligible to receive those Orders.'

Aegis Defence Line

Add Deployment section, to read:

'When this model is set up, it will consist of 1 platform section, up to 5 shield sections, up to 2 broken shield sections and up to 2 end sections. All sections must be connected to each other to form a continuous defence line; the 2 broken shield sections can be placed either at the end of the defence line, or in the middle of it such that both are within ½" of each other [in this case, these 2 sections count as being connected to each other]. All of the sections that have been set up are then treated as a single model for all rules purposes.'

Astra Militarum Infantry Armoury Card, asterisk note

Change to:

'* If this weapon is equipped by a **MILITARUM TEMPESTUS** model, it has a Ballistic Skill characteristic of 3+.'

Astra Militarum Vehicle Armoury Card, exterminator autocannon, weapon abilities

Change to:

'[RAPID FIRE 4, TWIN-LINKED]'

Cadian Castellán – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

Cadian Castellán – Unit Composition, 2nd line

Change to 'This model is equipped with: laspistol; chainsword; close combat weapon.'

Death Korps of Krieg – Wargear Options

Change 2nd bullet to:

'For every 10 models in this unit, 1 Death Korps Trooper's lasgun can be replaced with one of the following:

- 1 lasgun and 1 vox-caster (that model's lasgun cannot be replaced)
- 1 plasma gun'

Add the following bullet:

'■ 1 Death Korps Trooper equipped with a lasgun can be equipped with 1 Death Korps medi-pack (that model's lasgun cannot be replaced).'

Infantry Squad – Unit Composition

Add the following:

'**Designer's Note:** Each Heavy Weapons Team model in this unit counts as 2 models for the purposes of wargear options.'

Kasrkin – Keywords section

Add 'REGIMENT'.

Ogryn Bodyguard – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	6	0	1

Ogryn Bodyguard – Unit Composition, 2nd line

Change to 'This model is equipped with: ripper gun; close combat weapon; huge knife.'

Ratling Snipers – Keywords section

Add 'RATLING'.

⊕ Regimental Engineer

Change datasheet name to:

'Tech-Priest Engineer'

Change Keywords section to:

'INFANTRY, CHARACTER, IMPERIUM, **TECH-PRIEST ENGINEER**'

⊕ Regimental Preacher

Change datasheet name to:

'Ministorum Priest'

Change Keywords section to:

'INFANTRY, CHARACTER, IMPERIUM, GRENADES, **MINISTORUM PRIEST**'

Taurox Prime – Ranged Weapons, Taurox missile launcher (frag)

Change Strength to '4'.

Ursula Creed – Abilities, Tactical Genius

Change to:

'**Tactical Genius:** Once per battle round, one **REGIMENT** unit from your army within 12" of this model can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.'

FAQS

⊕ **Q:** Can the Rogal Dorn Battle Tank's Ablative Plating ability be used against attacks that have the [DEVASTATING WOUNDS] ability?

A: Yes.

⊕ **Q:** Does the Rogal Dorn Battle Tank's Ablative Plating ability have to be used against the first attack allocated to it?

A: No.

⊕ **Q:** Can any **OFFICER** in an Attached unit use the Master Vox ability while issuing an Order?

A: Yes.

⊕ **Q:** Does Ursula Creed's Tactical Genius ability allow the use of the Reinforcements! Stratagem?

A: No. A destroyed unit is not on the battlefield and therefore not within range of any Aura abilities.

⊕ **Q:** Does the Kasrkin's Warrior Elite ability allow the same Order to be selected twice and for them to stack on this unit?

A: No.

⊕ **Q:** Can the Tank Commander's Death Befitting an Officer ability allow it to shoot out of combat in the Fight phase?

A: No. Big Guns Never Tire can only be used in the controlling player's Shooting phase.

BLACK TEMPLARS

ERRATA

Castellan – Keywords section

Add 'LIEUTENANT'.

High Marshal Helbrecht – Keywords section

Add 'CHAPTER MASTER'.

Marshal – Keywords section

Add 'CAPTAIN'.

Primaris Crusader Squad – Ranged Weapons, bolt pistol

Change Range to '12"'.

Primaris Crusader Squad – Wargear Options, 2nd bullet

Change to:

- Any number of Primaris Neophytes can each have their bolt pistol and Astartes chainsword replaced with 1 Neophyte firearm and 1 close combat weapon.'

Primaris Sword Brethren – Melee Weapons

Add twin lightning claws profile:

	RANGE	A	WS	S	AP	D
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Primaris Sword Brethren – Wargear Options

Change 1st bullet to:

'Any number of Primaris Sword Brothers can each have their Astartes chainsword replaced with 1 power weapon.'

Add 6th bullet to read:

- For every 5 models in this unit, 1 Primaris Sword Brother's heavy bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.'

Primaris Sword Brethren – reverse of card

Add Attached Unit section, to read:

'If a **CHARACTER** from your army with the Leader ability can be attached to an **INTERCESSOR SQUAD**, it can be attached to this unit instead.'

Primaris Sword Brethren – Unit Composition, 2nd line

Change to '4-9 Primaris Sword Brothers'

FAQS

⊕ **Q:** Can Chaplain Grimaldus' Temple Relics ability be used while his unit is in Strategic Reserves?

A: Yes.

⊕ **Q:** If my unit is being affected by one or more rules that change its Move characteristic, then when using the Devout Push Stratagem, is the total distance I can move that unit affected?

A: Yes. A unit cannot move further than its Move characteristic when making a Normal move.

⊕ **Q:** If I use the Fervent Acclamation Stratagem to activate the Suffer Not The Unclean to Live vow for a unit, then use the Crusader's Wrath Stratagem on the same unit in the same turn, does that unit gain the additional Strength benefit to its attacks granted by Crusader's Wrath?

A: No, because that additional effect requires that vow to be active for your army, not just for that unit.

BLOOD ANGELS

ERRATA

Baal Predator – Core Abilities

Add 'Deadly Demise D3'.

Brother Corbulo – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD'

Captain Tycho – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD'

Commander Dante – Leader, Bullet list

Add new bullet to read:

- ASSAULT INTERCESSORS WITH JUMP PACKS'

Death Company Intercessors – Ranged Weapons, Astartes grenade launcher (krak)

Change AP to '-2'.

Death Company Dreadnought – Keywords section

Add 'DREADNOUGHT'.

Death Company Marines with Jump Packs – Death Company

Change to:

'If a **CHAPLAIN** model from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS** or an **ASSAULT SQUAD WITH JUMP PACKS**, it can be attached to this unit instead.'

Furioso Dreadnought – Keywords section

Add 'SMOKE' and 'DREADNOUGHT'.

Gabriel Seth – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD'

Librarian Dreadnought – Keywords section

Add 'SMOKE' and 'DREADNOUGHT'.

Sanguinary Guard – Attached Unit

Change to:

'If a **CAPTAIN** model from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS** or an **ASSAULT SQUAD WITH JUMP PACKS**, it can be attached to this unit instead.'

Sanguinary Priest – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD'

Sanguinary Priest with Jump Pack – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSORS WITH JUMP PACKS'

FAQS

⊕ **Q:** Can I use the Librarian Dreadnought's Wings of Sanguinius ability in the first battle round?

A: Yes.

⊕ **Q:** When using the Librarian Dreadnought's Wings of Sanguinius ability, is the unit being repositioned restricted by abilities that prevent Reserves from being set up within a certain range (e.g. Space Marines Infiltrators' Omni-scramblers ability)?

A: Yes (see 'Repositioned Units' in Rules Commentary).

⊕ **Q:** Can the Sanguinator be set up from Reserves during the first battle round using its Miraculous Saviour ability?

A: Yes, provided the mission rules you are using do not state otherwise. If you are using the Leviathan or Pariah Nexus mission packs, for example, the answer is no.

CHAOS DAEMONS

ERRATA

Be'lakor – Keywords section

Add 'PSYKER' and 'FLY'.

Blue Horrors – Abilities, Cackling Horrors

Change to:

'While an enemy unit is within 6" of this unit, if this unit contains one or more **BLUE HORROR** models, worsen the Leadership characteristic of models in that enemy unit by 1.'

Burning Chariot – Keywords section

Add 'FLY'.

Daemon Prince of Chaos, Daemon Prince of Chaos with Wings, Soul Grinder – Keywords section

Add 'DAEMON'.

Draught of Terror Stratagem – When and Target sections

Change to:

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **LEGIONES DAEMONICA** unit from your army that has not been selected to shoot or fight this phase.'

Great Unclean One – Ranged Weapons, putrid vomit

Change Ballistic Skill to 'N/A'.

⊕ Horticultus Slimux – Abilities, Seed The Garden of Nurgle

Change to:

'At the end of your Movement phase, if this model is within **one AREA TERRAIN** feature, until the end of the battle, that **AREA TERRAIN** feature is considered to be within your army's Shadow of Chaos.'

Warp Surge Stratagem – Effect section

Change to:

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.'

FAQS

⊕ **Q:** Do Pink Horrors' and Blue Horrors' Split abilities trigger when the damage is dealt by something other than an attack?

A: No.

⊕ **Q:** Does Be'lakor's The Dark Master ability allow it to be set up closer than 9" to enemy models, in a location that is not otherwise within my army's Shadow of Chaos, using the Warp Rifts Detachment rule?

A: No.

⊕ **Q:** If there are no objective markers within No Man's Land or within my opponent's deployment zone, does The Shadow of Chaos affect those areas of the battlefield?

A: No.

⊕ **Q:** If a unit of Pink Horrors suffers casualties such that there are no Pink Horror models left, and it then uses the Blue Horrors datasheet, what is the Starting Strength of that Blue Horrors unit?

A: The Starting Strength of that Blue Horrors unit is the same as the Starting Strength of the original Pink Horrors unit when it was added to your army list.

⊕ **Q:** Does using the Insane Bravery Stratagem on a **LEGIONES DAEMONICA** unit mean that unit is considered to have taken a Battle-shock test?

A: Yes, it is considered to have taken a test and passed it.

CHAOS KNIGHTS

FAQS

⊕ **Q:** Does the Knights of Shade Stratagem allow a model to end its move within a wall?

A: No.

⊕ **Q:** When I declare the target of a War Dog Brigand's attack, for the purposes of its Brigand ability, do I check if the target is the closest eligible target for any of the War Dog Brigand's weapons or specifically for that attack?

A: Specifically for that attack.

⊕ **Q:** If a War Dog Brigand splits its attacks between two targets, and it destroys the closest eligible target with the attacks from its first weapon, can its remaining weapons benefit from its Brigand ability (assuming they are now targeting the closest eligible target)?

A: No, the closest eligible target is checked in the Select Targets step.

⊕ **Q:** When the Dread Hounds Stratagem is used in conjunction with a War Dog Brigand's Brigand ability, does that make the selected enemy unit the closest eligible target?

A: Yes.

DEATH GUARD

ERRATA

Death Guard Chaos Lord – Ranged Weapons, plague bolt pistol

Add '[PISTOL]'.

Death Guard Cultists – Ranged Weapons, heavy stubber

Change Ballistic Skill to '5+'.

Death Guard Daemon Prince with Wings – Core Abilities

Add 'Deep Strike'.

Death Guard Helbrute – Abilities, Infused with the Blessings of Nurgle

Change the last sentence to ‘Until the start of your next turn, that enemy unit is always considered to be within Contagion Range of this model.’

Death Guard Sorcerer in Terminator Armour – Abilities, Putrescent Vitality

Change to:

‘**Putrescent Vitality (Psychic)**: At the start of the Fight phase, you can roll one D6: on a 1, this **PSYKER**’s unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this **PSYKER**’s unit, subtract 1 from the Damage characteristic of that attack.’

Malignant Plaguecaster – Ranged Weapons, plague bolt pistol

Add ‘[PISTOL]’.

Plague Marines – Ranged Weapons, plague bolt pistol

Add ‘[PISTOL]’.

Plague Surgeon – Ranged Weapons, plague bolt pistol

Add ‘[PISTOL]’.

FAQS

⊕ **Q:** *Do Poxwalkers returned by the Curse of the Walking Pox ability in the Fight Phase get to fight if they are returned within Engagement Range of one or more enemy units?*

A: No, they were not present in the Select Targets step when the unit was selected to fight.

⊕ **Q:** *Does Mortarion’s Lord of the Death Guard ability ignore other models’ abilities that affect the damage of his weapon (e.g. a C’tan Shard of the Void Dragon’s Necrodermis ability)?*

A: Yes.

DEATHWATCH

ERRATA

Corvus Blackstar – Transport

Change to:

‘This model has a transport capacity of 12 **ADEPTUS ASTARTES INFANTRY** models or one **KILL TEAM** unit. Each **JUMP PACK**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **MOUNTED** model takes up the space of 3 models.’

Deathwatch Veterans – Attached Unit

Change to:

‘If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.’

Fortis Kill Team – Ranged Weapons, storm bolter

Delete this weapon profile.

Kill Team Cassius – Melee Weapons, Long Vigil melee weapon

Change Attacks to ‘3’, Strength to ‘5’ and AP to ‘-2’.

Kill Team Cassius – Ranged Weapons, heavy flamer

Change Strength to ‘5’ and AP to ‘-1’.

Hellfire Rounds Stratagem – Effect section

Change to:

‘**EFFECT:** Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the **[ANTI-INFANTRY 2+]** and **[ANTI-MONSTER 5+]** abilities.’

Proteus Kill Team – Melee Weapons, Terminator thunder hammer

Change Attacks to ‘3’.

Proteus Kill Team – Ranged Weapons, twin boltgun

Change Attacks to ‘2’.

Proteus Kill Team – Attached Unit

Change to:

‘If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.’

Spectrus Kill Team – Abilities, Spectrus Doctrines

Change to:

‘**Spectrus Doctrines:** At the end of your opponent’s turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.’

Spectrus Kill Team – Ranged Weapons, special-issue bolt pistol

Change Attacks to ‘1’.

Spectrus Kill Team – Wargear Options

Add the following bullets:

- One model can replace its bolt sniper rifle with 1 bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 bolt carbine and 1 close combat weapon.’

FAQS

⊕ **Q:** *Does the Tome of Ectoclades Enhancement enable you to re-roll the Hit roll and re-roll the Wound roll against both targets?*

A: Yes.

DRUKHARI

ERRATA

⊕ Cronos – Abilities, Pain Parasite (Aura)

Change to:

‘**Pain Parasite (Aura):** Each time **one** Pain token is removed from your Pain token pool to Empower **one or more units**, if **one or more of those Empowered units are** within 9" of this unit, roll one D6: on a 4+, you gain 1 Pain token.’

Haemonculus – Core Abilities

Add ‘Leader’.

Lelith Hesperax – Keywords section

Add ‘**SUCCUBUS**’.

Urien Rakarth – Keywords section

Add ‘**HAEMONCULUS**’.

Voidraven Bomber – Keywords section

Add ‘**FLY**’.

Wyches – Ranged Weapons, splinter pistol

Change ‘**[ANTI-INFANTRY 4+]**’ to ‘**[ANTI-INFANTRY 3+]**’.

FAQS

⊕ **Q:** Does the Venom's Transport rule that splits units happen before Leader units are attached?

A: Yes.

⊕ **Q:** For the purposes of the Cronos' Pain Parasite Aura ability, if multiple Cronos units are within range of the same unit being Empowered, can I roll once for each of those Cronos units, or once in total?

A: Once in total, as Aura abilities only apply once, regardless of the number of sources of the same Aura.

⊕ **Q:** Is the Scourges' Winged Strike ability resolved before or after Stratagems that enable enemy units to shoot in my Shooting phase?

A: The player whose turn it is chooses the order.

GREY KNIGHTS

ERRATA

Brotherhood Chaplain – Core Abilities

Add 'Leader'.

⊕ Brotherhood Techmarine – Abilities, Ommissiah's Blessing

Add the following sentence:

'Each model can only be selected for this ability once per turn.'

Grey Knights Land Raider Crusader – Profile line

Change Move characteristic to '12"'.

Grey Knights Land Raider Redeemer – Profile line

Change Move characteristic to '12"'.

Death from the Warp Stratagem – Effect section

Change to:

'**EFFECT:** Until the end of the turn, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability and each time a model in your unit makes an attack, add 1 to the Hit roll.'

Kaldor Draigo – Abilities, One With the Warp

Change to:

'**One with the Warp (Psychic):** Once per battle, when this model's unit declares a charge in the same turn it was set up on the battlefield using the Deep Strike or Teleport Assault ability, add 3 to the Charge roll.'

FAQS

⊕ **Q:** If the mission rules I am using state that Reserves units cannot arrive on the battlefield during the first battle round (e.g. the Pariah Nexus mission pack), can I target a unit that has the First to the Fray Enhancement with the Rapid Ingress Stratagem during the first battle round if I have the second turn?

A: No.

⊕ **Q:** Can I use the Servitor Retinue ability to join a Servitors unit to an Attached unit consisting of a Brotherhood Techmarine and another Servitors unit?

A: Yes, but no further Servitor units can join that unit.

⊕ **Q:** Can I use the Mists of Deimos Stratagem after an enemy unit disembarks from a **TRANSPORT**?

A: No (see 'Count as Having Made a Normal Move' in the Rules Commentary).

⊕ **Q:** Does the Grand Master's Might of Purity ability ignore rules that would reduce the Damage characteristic of weapons equipped by Bodyguard models in that Grand Master's unit?

A: Yes.

IMPERIAL KNIGHTS

ERRATA

Army Rule Card – Code Chivalric, 2nd paragraph

Change to:

'If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).'

Army Rule Card – Code Chivalric, Lay Low the Tyrant, Oath Ability

Change to:

'**Oath Ability:** Each time this model is selected to shoot or fight, re-roll a single Hit roll of 1 and re-roll a single Wound roll of 1.'

Squires' Duty Stratagem – Effect section

Change to:

'**EFFECT:** Until the end of the phase, when resolving attacks that target that enemy unit, improve the Strength and Armour Penetration characteristics of weapons equipped by those **ARMIGER** models by 1. If your army is Honoured, until the end of the phase, add 1 to the Damage characteristic of those weapons as well.'

FAQS

⊕ **Q:** Do you score the Assassination Secondary Mission twice when you destroy Canis Rex then Sir Hekhtur?

A: Yes.

⊕ **Q:** Do you score the Bring It Down Secondary Mission when you destroy Canis Rex?

A: No. The Using Sir Hekhtur rule on the Sir Hekhtur datasheet states that your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed. Once Sir Hekhtur has been destroyed, the Bring It Down Secondary Mission can be scored.

⊕ **Q:** For the purposes of completing the Deed of the Lay Low the Tyrant Oath, if the enemy **WARLORD** is destroyed then resurrected, is the Deed still completed?

A: The completion of Deeds is determined at the start of your Command phase. If the enemy **WARLORD** is not destroyed at the start of your Command phase, then even if you previously destroyed it, the Deed has not yet been completed. Once completed, however, that Deed remains completed (and so your army remains Honoured) even if that **WARLORD** is no longer destroyed later in the battle.

LEAGUES OF VOTANN

ERRATA

Appraising Glare Enhancement – 2nd sentence

Change to:

‘Until the start of your next Command phase, while an enemy unit is within range of that objective marker, it counts as having one more Judgement token than it actually has (to a maximum of 2).’

Hearthkyn Warriors – Unit Composition, 2nd bullet

Change to ‘9 Hearthkyn Warriors’.

⊕ Q: Úthar the Destined – Abilities, Ancestral Fortune

Change to:

‘Once per turn, you can change one Hit roll or one Wound roll made for this model to an **unmodified 6**.’

FAQS

⊕ Q: Can I select one or more units embarked within **TRANSPORTS** using the Ruthless Efficiency Detachment rule?

A: No.

⊕ Q: Can I select one or more units in Reserves using the Ruthless Efficiency Detachment rule?

A: Yes.

⊕ Q: Can I select one unit that is part of an Attached unit using the Ruthless Efficiency Detachment rule?

A: No.

⊕ Q: If a unit from my army destroys one of the units in an Attached unit that has one or more Judgement tokens, what happens?

A: That Attached unit is not considered to be destroyed for the purposes of Ruthless Efficiency. Each unit that remains from that Attached unit has the same number of Judgement tokens. For example, if a unit of Boyz is being led by a Warboss and a Weirdboy, and has two Judgement tokens, after the Boyz unit is destroyed, the Warboss and the Weirdboy each become individual units, each with two Judgement tokens.

⊕ Q: Can I gain CP from another source, such as by discarding a Secondary Mission card, in the same turn in which I gained 3CP from the Ruthless Efficiency Detachment rule (since it ignores the cap on the number of CP you can gain during a battle round)?

A: Yes.

⊕ Q: If the mission rules I am using state that Reserves units cannot arrive on the battlefield during the first battle round (e.g. the Pariah Nexus mission pack), if I am going second, can I use the Herkyn Pioneers’ Outflanking Mag-Riders ability at the end of my opponent’s first turn, then set that unit up again during my first turn?

A: No. You can use the ability to remove that unit from the battlefield, but you cannot set it up again until the second battle round using the Strategic Reserves rules.

⊕ Q: Does the Appraising Glare Enhancement give one Judgement token to each affected enemy unit that does not already have any Judgement tokens?

A: No, but while a unit is affected by Appraising Glare, add one to the number of Judgement tokens it has for the purposes of other rules. For the purposes of the A Long List Enhancement, for example, a unit that otherwise has no Judgement tokens would be considered to have one Judgement token while affected by Appraising Glare.

SPACE WOLVES

ERRATA

Army Rule Card – Champions of Russ, Restrictions, 2nd bullet

Change to:

‘Your army cannot include any of the following units:

TACTICAL SQUAD; ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; DEVASTATOR SQUAD; COMMAND SQUAD; APOTHECARY.’

Blood Claws – Attached Unit

Change to:

‘If a **CHARACTER** unit from your army with the Leader ability can be attached to an **ASSAULT INTERCESSOR SQUAD** or **ASSAULT SQUAD**, it can be attached to this unit instead.’

Canis Wolfborn – Unit Composition, 2nd line

Change to:

‘**This model is equipped with:** bolt pistol; crushing teeth and jaws; Wolf claws.’

Cyberwolf – Core Abilities

Add ‘Leader’.

Grey Hunters – Ranged Weapons, grav-gun

Change Damage to ‘2’.

Grey Hunters – Wargear Options

Add bullet to read:

‘1 Grey Hunter’s bolt pistol can be replaced with 1 plasma pistol.’

Long Fangs – Faction Keywords section

Change to:

‘**FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES.**’

Space Wolves Venerable Dreadnought – Profile line

Change to:

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

Skyclaws – Attached Unit

Change to:

‘If a **CHARACTER** unit from your army with the Leader ability can be attached to **ASSAULT INTERCESSORS WITH JUMP PACKS** or an **ASSAULT SQUAD WITH JUMP PACKS**, it can be attached to this unit instead.’

Stormfang Gunship – Ranged Weapons, helfrost destructor (focused)

Change Ballistic Skill to ‘N/A’.

Wolf Guard – Attached Unit

Change to:

'If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.'

Wolf Guard Battle Leader in Terminator Armour – Melee Weapons, twin lightning claws

Change Weapon Skill characteristic to '2+'.

Wolf Guard Battle Leader on Thunderwolf – Melee Weapons, twin lightning claws

- Change Weapon Skill characteristic to '2+'.
- Change Strength characteristic to '5'.

Wolf Guard Pack Leader in Terminator Armour – Melee Weapons

- Change chainfist Attacks characteristic to '3'.
- Change power fist Attacks characteristic to '3'.
- Change power weapon Attacks characteristic to '4'.
- Change thunder hammer Attacks characteristic to '3'.
- Change twin lightning claws Attacks characteristic to '5' and Strength characteristic to '5'.

Wolf Guard Terminators – Melee Weapons table

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Wolf Guard Terminators – Unit Composition

Change to:

- 1 Wolf Guard Terminator Pack Leader
- 4-9 Wolf Guard Terminators

The Wolf Guard Terminator Pack Leader is equipped with: storm bolter; close combat weapon; power weapon.

Every Wolf Guard Terminator is equipped with: storm bolter; close combat weapon; power fist.'

Wolf Guard Terminators – Wargear Options

Change 7th sub-bullet of 1st bullet to read:

- 1 storm shield*

Change 2nd bullet to read:

'For every 5 models in this unit, one Wolf Guard Terminator can replace its storm bolter with one of the following:

- 1 assault cannon
- 1 heavy flamer
- 1 storm bolter and 1 cyclone missile launcher (this model's storm bolter cannot be replaced)'

Wolf Lord on Thunderwolf – Melee Weapons, twin lightning claws

Change Weapon Skill characteristic to '2+'.

Wolf Scouts – Profile line

Change Wounds characteristic to '2'.

Wulfen – Melee Weapons, wulfen hammer

Change Strength characteristic to '6' and change Damage characteristic to '2'.

FAQS

⊕ **Q:** *Can Murderfang's Murder-maker ability trigger more than once per phase?*

A: Yes.

⊕ **Q:** *Can Murderfang's Murder-maker ability allow it to fight (and therefore Pile In) when it is not within Engagement Range?*

A: No, unless it is the Fight phase and it would be able to end a Pile-in move within Engagement Range of one or more enemy units.

⊕ **Q:** *Can Murderfang's Murder-maker ability allow it to fight in the Shooting phase, and shoot in the Fight phase?*

A: Yes, but it must have one or more eligible targets to be able to do so. In most cases, this will mean it cannot shoot in the Fight phase, as it does not benefit from the Big Guns Never Tire rule in the Fight phase.

⊕ **Q:** *Can Ragnar Blackmane lead Company Heroes?*

A: No.

THOUSAND SONS

ERRATA

Army Rule Card – Temporal Surge

Add additional sentence to read:

'If it does, that unit is not eligible to declare a charge this turn.'

Rubic Marines, Scarab Occult Terminators – Ranged Weapons, Warpsmite

Add '[PSYCHIC]'.

Thousand Sons Defiler – Ranged Weapons, twin lascannon

Change Strength to '12'.

Thousand Sons Land Raider – Ranged Weapons, twin inferno heavy bolter

Change Range to '36"' and Damage to '2'.

Thousand Sons Rhino – Core Abilities

Add 'Firing Deck 2'.

Thousand Sons Rhino – Keywords section

Add '**DEDICATED TRANSPORT**'.

FAQS

⊕ **Q:** *Is Doombolt considered a Psychic ability for the purpose of determining whether the mortal wounds it inflicts are considered to have been inflicted by a Psychic Attack?*

A: Yes.

⊕ **Q:** *If multiple Thousand Sons Helbrute models are within range of a friendly Thousand Sons Psyker model, can that Psyker model gain more than one Cabal point from the Arcane Knowledge Amidst Babbling Insanity ability?*

A: No, as Aura abilities only apply once, regardless of the number of sources of the same Aura.

⊕ **Q:** *While a model with the Arcane Vortex Enhancement is embarked within a TRANSPORT, do the weapons that TRANSPORT shoots with using the Firing Deck ability gain the effects from that Enhancement?*

A: No (see Firing Deck in the Core Rules, page 17).

WORLD EATERS

ERRATA

Favoured of Khorne Enhancement – 2nd sentence

Change to:

'Once per battle round, when you make a Blessings of Khorne roll, before doing anything else, the bearer can use this Enhancement.'

World Eaters Rhino – Core Abilities

Add 'Firing Deck 2'.

Lord Invocatus – Abilities, Road of Eight Bloody Steps

Change to:

'**Road of Eight Bloody Steps:** At the start of the battle, before any moves are made using the Scouts ability, you can select up to two friendly **WORLD EATERS INFANTRY** units within 6" of this model. Until the end of the battle, all models in the selected units have the Scouts 6" ability.'

World Eaters Rhino – Transport section

Change to:

'This model has a transport capacity of 12 **WORLD EATERS INFANTRY** models. It cannot transport **EIGHTBOUND**, **EXALTED EIGHTBOUND** or **TERMINATOR** models.'

World Eaters Predator Destructor – Ranged Weapons, Predator autocannon

Add '[RAPID FIRE 2]'.

World Eaters Terminator Squad – Melee Weapons, power fist

Change WS to '3+'.

FAQS

⊕ **Q:** *Can the Favoured of Khorne Enhancement be used while the bearer is embarked within a **TRANSPORT**?*

A: No.

⊕ **Q:** *Can the Favoured of Khorne Enhancement be used while the bearer is in Reserves?*

A: Yes.

⊕ **Q:** *If you have no models left on the battlefield, can you still make a Blessings of Khorne roll?*

A: Yes.

⊕ **Q:** *If I roll one D6 for a Khorne Berzerker unit's Blood Surge move and then choose not to move the models, do those models still count as having made a Blood Surge move that phase?*

A: Yes, they have made a Blood Surge move of 0".

⊕ **Q:** *When a Khorne Berzerker model makes a Blood Surge move, does that model have to move the full amount allowed by the dice result?*

A: No, it can move any distance up to that result.

⊕ **Q:** *If I control an objective marker and have more than one unit that contains a model equipped with an icon of Khorne within range of that objective marker, can I re-roll one of my Blessings of Khorne dice for each of those units within range of that objective marker?*

A: Yes.