

WARHAMMER 40,000

WARHAMMER 40,000 UPDATE

APRIL 2019

Release Notes

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

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

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

- Robin Cruddace and the Warhammer 40,000 Rules Team

Core Rules Changes and Clarifications

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

WOBBLY MODELS

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

THE EDGE OF THE BATTLEFIELD

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

Warhammer 40,000 Rulebook, page 177 – Moving

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

DISEMBARKING FROM DESTROYED TRANSPORTS

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

Warhammer 40,000 Rulebook, page 183 – Embark

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

MOVING WITH UNITS THAT CAN FLY IN THE CHARGE PHASE

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

Warhammer 40,000 Rulebook, page 177 – Moving

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

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

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

Codex: Necrons, page 95 – Wraith Form

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

Codex: Deathwatch, page 72 – Veterans, Vanguard Strike

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

Codex: Deathwatch, page 73 – Intercessors, Inceptor Strike

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

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

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

AIRCRAFT

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

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

Warhammer 40,000 Rulebook, page 177 – Movement Phase

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

‘Aircraft

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

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

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

(RE)SETTING UP MODELS

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

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

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

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

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

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

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

ORGANISED EVENT GUIDELINES – REPEATED DATASHEET CLARIFICATION

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

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

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

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

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

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

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

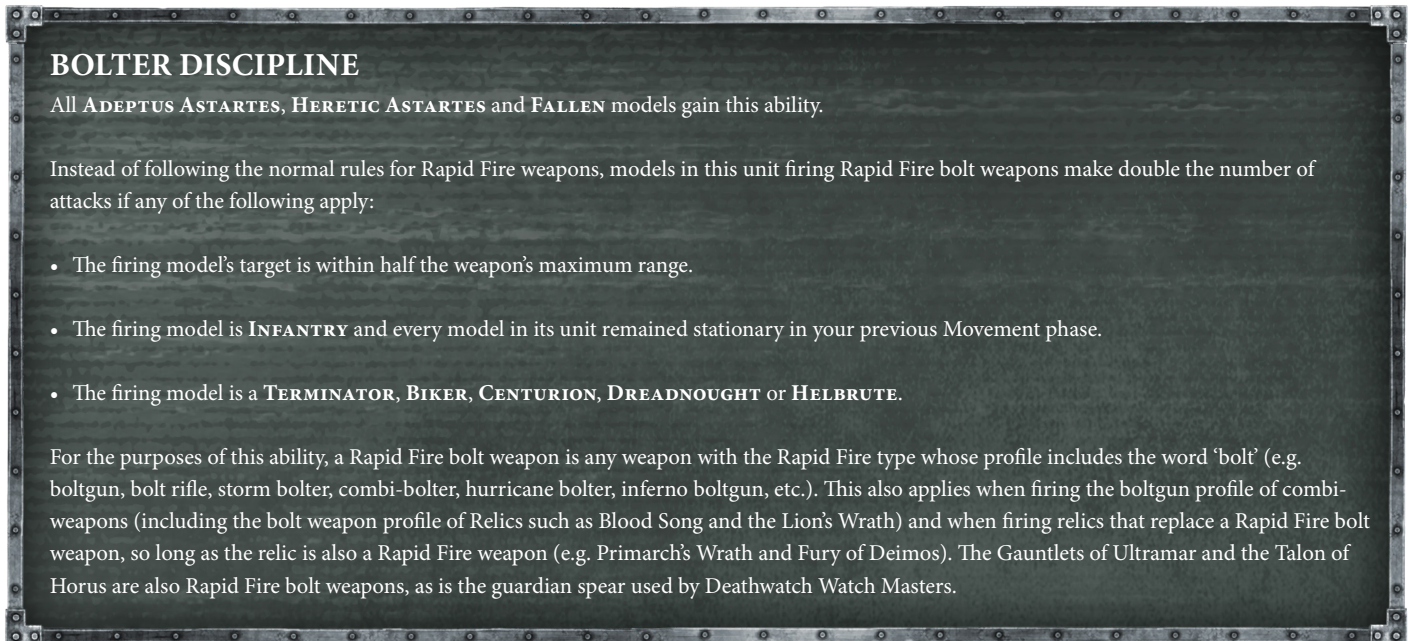
Note that in the cases of Daemon Princes and Brood Brother Heavy Weapons Squads, both Chaos and Genestealer Cults armies have access to rules by which they can add new units to their army during the battle (e.g. Daemonic Ritual, Telepathic Summons). As is the case of any unit that is added to your army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

Finalised Matched Play Rules

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

BOLTER DISCIPLINE

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



BOLTER DISCIPLINE

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

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

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

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

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

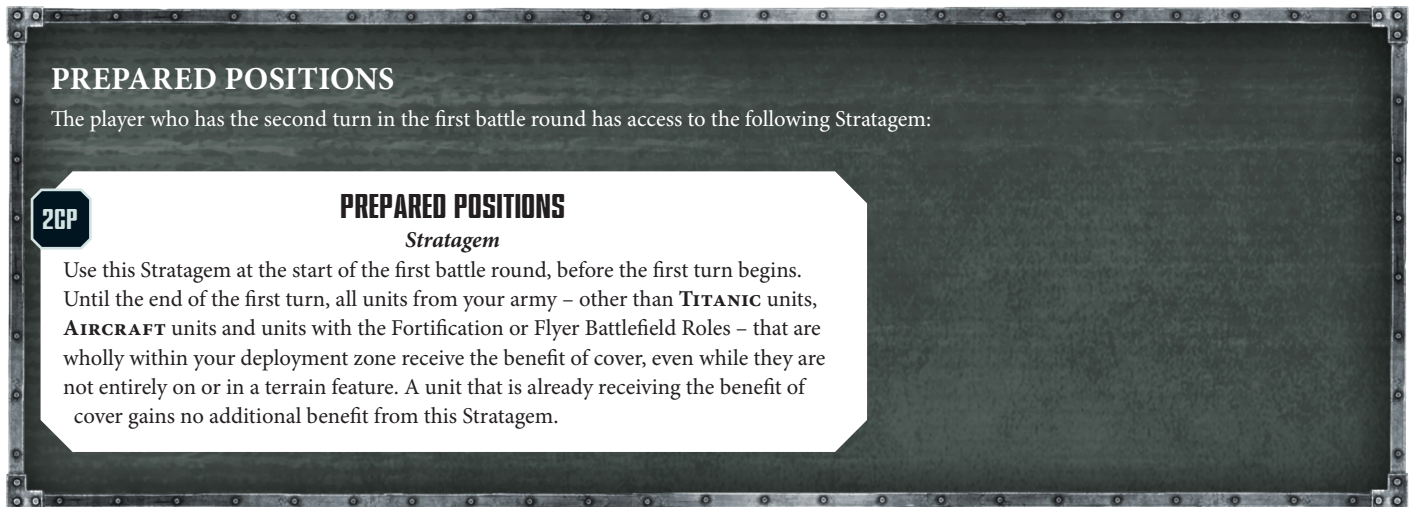
Codex: Deathwatch, page 64 – Special Issue Ammunition

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

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

PREPARED POSITIONS

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



PREPARED POSITIONS

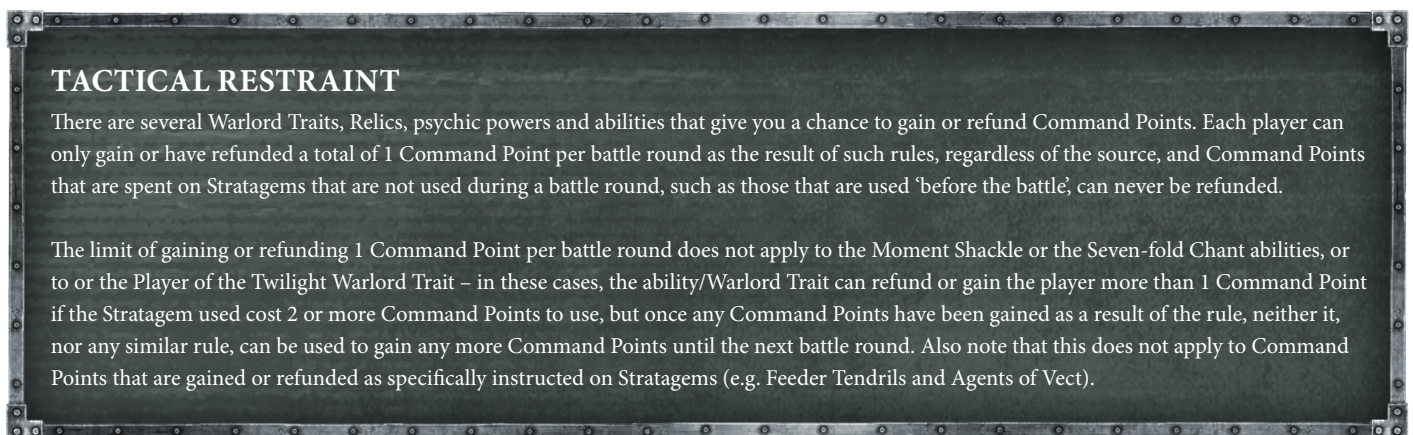
The player who has the second turn in the first battle round has access to the following Stratagem:

2CP **PREPARED POSITIONS**
Stratagem

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

TACTICAL RESTRAINT

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



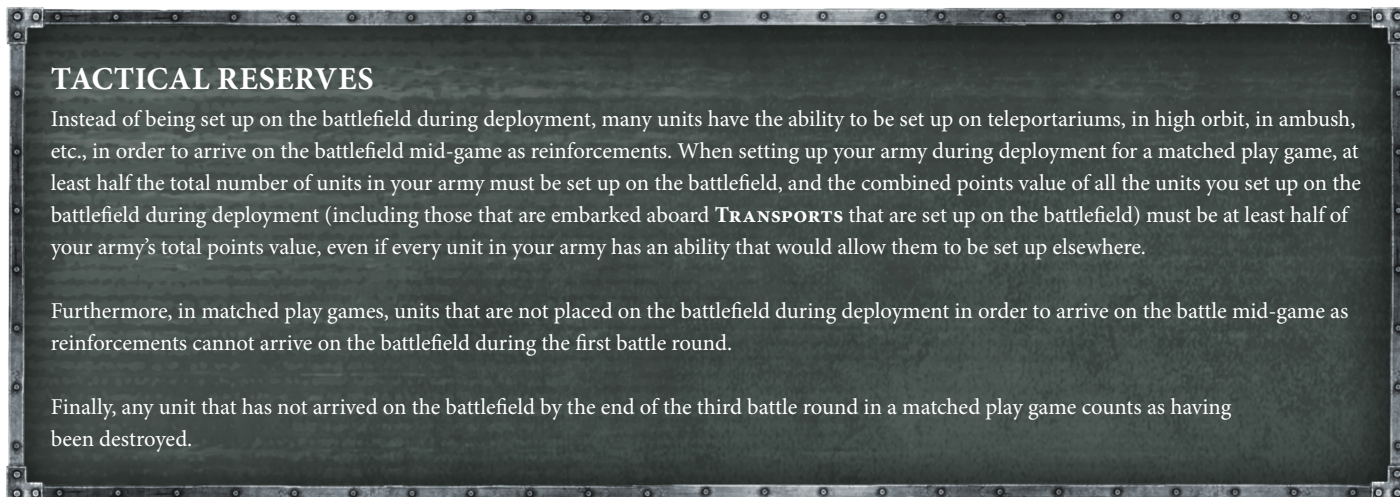
TACTICAL RESTRAINT

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

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

TACTICAL RESERVES

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



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

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

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

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

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

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

Codex: Adeptus Mechanicus, page 98 – Clandestine Infiltration

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

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

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

Codex: Craftworlds, page 123 – Shiftshroud of Alanssair

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

Codex: Tyranids, page 110 – Sporocyst, Bombardment Organism

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

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

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

Interim Balance Review

Further to the earlier matched play rules, we have decided to make a number of small errata to enhance the balance of Warhammer 40,000, based on community feedback. As errata, these are effective immediately, and are detailed below.

IMPERIAL KNIGHTS STRATAGEMS

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

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

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

Codex: Imperial Knights, page 108 – Rotate Ion Shields

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

Codex: Adeptus Mechanicus, page 98 – Rotate Ion Shields

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

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

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

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

Codex: Imperial Knights, page 109 – Death Grip

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

GENESTEALER CULTS PSYCHIC POWERS

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

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

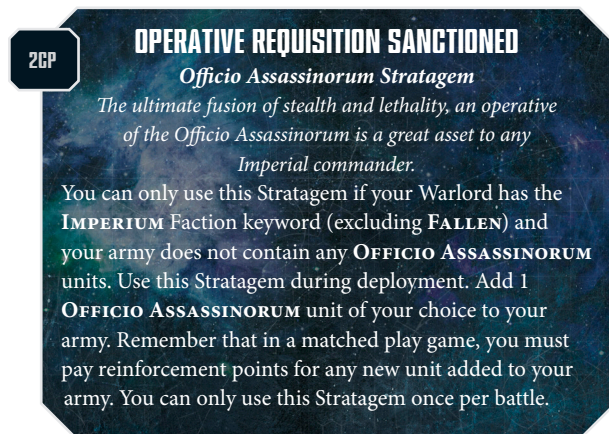
Codex: Genestealer Cults, page 113 – Mental Onslaught

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

IMPERIAL ASSASSINS STRATAGEM

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

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



ORK STRATAGEMS

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

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

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

Codex: Orks, page 126 – Mob Up

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

CRAFTWORLDS PSYCHIC POWERS

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

Codex: Craftworlds, page 124 – Conceal/Reveal

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

Codex: Craftworlds, page 124 – Protect/Jinx

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

Codex: Craftworlds, page 125 – Doom

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

POINTS VALUES – KNIGHT CASTELLANS

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

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

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