CODEX: CRAFTWORLDS

Indomitus Version 1.1

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.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. *As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

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 Vaul 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 Vaul
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 **Craftworlds** units, can I use the Treasures of the Craftworld Stratagem to give a **Character** in the **Craftworlds** 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 destroyed, 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.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Dragon's breath flamer	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	+1	-3	1	-