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

ERRATA
Page 67 – Watch Captain in Terminator Armour, Wargear Options
Change the first bullet point to read:
‘• This model may replace its storm bolter with a lightning claw, storm shield, thunder hammer or one item from the Terminator Combi-weapons list.’

Change the second bullet point to read:
‘• This model may replace its relic blade with a lightning claw, storm shield or one item from the Terminator Melee Weapons list.’

Pages 68 and 70 – Librarian and Chaplain, Wargear Options
Change the first bullet point to read:
‘• This model may replace its bolt pistol with a boltgun or one weapon from either the Pistols or Terminator Combi-weapons list.’

Page 72 – Veterans, Vanguard Strike
Change the first sentence of this ability to read:
‘In the Movement phase, Vanguard Veterans can move across models and terrain as if they were not there.’

Pages 72, 77 and 91 – Intercessors, Reivers and Armoury of the Deathwatch, Grapnel Launchers
Change the first sentence to read:
‘When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).’

Page 73 – Intercessors, Wargear Options
Change the second bullet point to read:
‘• For every five Intercessors and/or Intercessor Sergeants, one may take an auxiliary grenade launcher.’

Page 73 – Intercessors, Inceptor Strike
Change the first sentence of this ability to read:
‘In the Movement phase, Inceptors can move across models and terrain as if they were not there.’

Page 87 – Corvus Blackstar, Infernum halo-launcher
Change the ability text to read:
‘If an enemy unit that can Fly targets a supersonic model with an infernum halo-launcher in the Shooting phase, your opponent must subtract 1 from the subsequent hit rolls.’

Page 96 – Targeting Scramblers
Change the rules text of this Stratagem to read:
‘Use this Stratagem after an enemy TAU EMPIRE unit that is equipped with one or more markerlights has resolved all attacks in the Shooting phase. Select one DEATHWATCH unit from your army and immediately remove all markerlight counters from that unit.

FAQs
Q: How do Dragonfire bolts behave when shooting units that aren’t in cover, but have a rule that means they have ‘the benefit of cover’ (e.g. Jormungandr units with the Tunnel Networks ability)? Would you still add 1 to the hit rolls for Dragonfire bolts?
A: No. You add 1 to the hit rolls against units that are in cover (i.e. entirely on or within a terrain feature). Units receiving the benefit of cover while not being in cover do not count.

Q: How does the xenophase blade interact with invulnerable saves that don’t allow saves to be re-rolled (e.g. from an Archon’s Shadowfield ability, or the Chaos Daemons’ Warp Surge Stratagem)?
A: In such cases, the successful invulnerable saves must be re-rolled. The intent of the wording of Shadowfield and Warp Surge is to prevent a re-roll of an unsuccessful save, not to prevent an obligatory re-roll of a successful one.
Q: If I use the Castellan of the Black Vault Warlord Trait on a weapon with multiple profiles, like a combi-weapon or guardian spear, does the additional damage apply to all of that weapon’s profiles?
A: Yes.

Q: Can a Watch Captain replace his chainsword and master-crafted bolggun with a storm bolter and another chainsword, and then replace his ‘new’ chainsword with a relic blade?
A: No.