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 171** – Victrix Honour Guard, Abilities, Honour Guard of Macragge

Change to read: ‘When a friendly Ultramarines Character model within 3” of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ the model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.’

**Page 171** – Wargear, Storm shield

Change the points per item value to read ‘2’

**Page 175** – Indomitus Crusaders, Stratagems, Veteran Intercessors

Add the following sentence: ‘This Stratagem can only be used on the same unit once per battle.’

**Page 175** – Indomitus Crusaders, Stratagems, Target Sighted, Bolt Storm and Rapid Fire

Change the second sentence to read: ‘Pick a Veteran Intercessor Squad unit from your army.’

**Page 176** – Ultramarines Victrix Guard, Warlord Trait, Warden of Ultramar

Change the rules text to read: ‘Once per battle, at the start of the Fight phase, this Warlord can inspire his warriors. When they do, until the end of that phase you can re-roll wound rolls for attacks made by friendly Victrix Guard units whilst they are within 6” of this Warlord.’

**Page 181** – Black Templars Sword Brethren, Relics of the Eternal Crusader, The Holy Orb

Change the rules text to read: The Holy Orb has the following profile:

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>RANGE</th>
<th>TYPE</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Holy Orb</td>
<td>6”</td>
<td>Grenade</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**Page 183** – Space Wolves Stalker Pack, Warlord Trait, Saga of the Savage

Change the first paragraph to read: ‘Add 1 to the Attacks characteristics all models in a unit affected by this saga if it made a charge move in the same turn.’

**Page 188** – Windrider Host, Specialist Detachment, Windrider Host

Change the second sentence to read: ‘Pick a Craftworlds Detachment from your army (other than a Detachment that includes any YNNARI units) to be a Windrider Host Specialist Detachment.’

**Page 189** – Wraith Host, Specialist Detachment, Wraith Host

Change the second sentence to read: ‘Pick a Craftworlds Detachment from your army (other than a Detachment that includes any YNNARI units) to be a Wraith Host Specialist Detachment.’

**FAQs**

Q: Does the Rise from the Shadows campaign rule affect hit rolls made for Overwatch?
A: No.

Q: Does the Deadly Contagion campaign rule affect Infantry units that start the game embarked aboard Transports?
A: No.
Q: In the Crucible of War: Convoy mission, how does the Signal Flare Stratagem work in the following example: a unit with 9 bolters and a missile launcher fires its missile launcher at a target and scores a hit – if the Stratagem is then used, can I re-roll hit rolls of 1 for the attacks made with the bolters?
A: Attacks can be made one at a time, as per the core rules. Once the first model has hit the target, you can play the Stratagem and re-roll hit rolls of 1 for all remaining attacks made by that unit (and other units) that target that same enemy unit in that phase.

Q: How does the Stalker Pack’s Blood Scent Stratagem work against Ork units that have used the Mob Up Stratagem? Is the number of models in the unit when it is merged considered to be the unit’s initial size, or are prior casualties from either of the original units enough to allow the use of this Stratagem?
A: If either of the units that were combined with the Mob Up Stratagem had suffered casualties before the Stratagem was used, the merged unit counts as having suffered casualties for the purposes of this Stratagem.

Q: If a Tech-Priest Dominus takes the Doctrina Foreas Servo-Skull, what D6 roll is required to change the battle protocols of Kastelan Robots?
A: 2+.

Q: When using the Anointed Throng’s Devotion Till Death Stratagem, can a model slain in this manner pile in and fight even if this move would take the model out of coherency?
A: No. It must end its pile-in move closer to the nearest enemy model, but if this would take it out of unit coherency, the move cannot be made.

Q: What is the Armour Penetration characteristic of an attack made with a shuriken weapon by a Windrider Host Farseer Skyrunner model if the wound roll is a 6+ and it is being affected by the Tempest of Blades Stratagem?
A: -4.

Q: If a unit of Wraithblades is targeted by the Psytronome of Iyanden relic and the Wrath of the Dead Stratagem, what is their Attacks characteristic that phase?
A: 5. When modifying characteristics you always apply any multiplication or division (rounding fractions up) before applying any addition or subtraction.

Q: Can an Emperor’s Fist unit that Advanced use the Unyielding Advance Stratagem to shoot its turret weapon twice?
A: Yes.

Q: Does the Hammer of Sunderance Relic count as a turret weapon for the purposes of Grinding Advance?
A: Yes.

Q: If a unit makes a shooting attack outside of the Shooting phase (such as a Soulburst action in the Fight phase) against a Liberator Strike Force unit, can it retaliate with the Paragons of Dorn Stratagem?
A: No.

Q: What are the differences between the Stalker Pack’s Saga of the Savage and the Saga of the Wolfkin?
A: The Saga of the Savage has a Deed of Legend that is slightly easier to achieve, but its effects only work when an affected model has made a charge move, while the Saga of the Wolfkin works not only when an affected unit makes a charge move, but also when it is charged or performs a Heroic Intervention.