WARHAMMER 40,000
CODEX: CRAFTWORLDS
Official Update Version 1.4

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 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.'

Page 91 & 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.'

> **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:
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> **Blackstone Fortress: Datasheets, page 11** – Amallyn Shadowguide
> 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.'

Page 105 – Pulsed Laser Discharge
Change the rule 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 117 – Biel-Tan: Swordwind
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 119 – Lightning-fast Reactions
Change the rule 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 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 – Blazing Star of Vaul
Change the first sentence to read:
'Model with a shuriken pistol or twin shuriken catapult only.'

Page 123 – 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 – 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 – 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 – 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.'

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 benefitting 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, can I use the Path of Command ability to refund Command Points when I spend them on Stratagems used during deployment (for example, Cloudstrike, Webway Strike, etc.)?
A: Yes, but only if your Autarch Warlord is on the battlefield when the Stratagem is used.

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: 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 Craftworld units, can I use the Treasures of the Craftworld Stratagem to give a **Character** in the Craftworld 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 (because it is not the nearest model to them), 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 slain, 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.