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

Pages 103 and 104 – Talos and Cronos, Keywords
Add ‘Fly’

Page 115 – Kabal Obsessions, Slay From the Skies
Change the penultimate sentence of rules text to read:
‘In addition, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by models with this obsession that can Fly, or by models with this obsession that are embarked upon a Transport with this obsession that can Fly.’

Page 118 – Alliance of Agony
Add the following sentence:
‘You can only use this Stratagem once per battle.’

Page 118 – Architects of Pain
Add the following to this Stratagem:
‘This Stratagem cannot affect the same unit more than once per battle round.’

Page 119 – Hyperstimm Backlash
Add the following to this Stratagem:
‘This Stratagem cannot affect the same unit more than once per battle round.’

Page 120 – Agents of Vect
Change the Command Point cost of this Stratagem to 4CP.
Change the final sentence of this Stratagem to read:
‘This Stratagem cannot be used if your army does not include a Kabal of the Black Heart Detachment or if there are no Kabal of the Black Heart units from your army on the battlefield, and cannot be used to affect Stratagems used ‘before the battle’ or ‘during deployment’.

Page 125 – Labyrinthine Cunning
Change the rules text to read:
‘Whilst your Warlord is on the battlefield, roll a D6 each time you or your opponent spends a Command Point to use a Stratagem; you gain one Command Point for each roll of 6.’

Page 127 - Ranged Weapons
Add the following entry to the Ranged Weapons points values table: ‘Plasma grenades | 0’

FAQs

Q: The Voidraven Bomber’s Void Mine rule allows you to pick a unit the Voidraven flew over and roll three D6 for each Vehicle or Monster in the unit, or one D6 for ‘every other model in the unit’. Does this mean ‘every other type of model (other than Vehicles or Monsters)’, or ‘every second model’?
A: It means the former – roll one D6 for every model in the unit that is not a Vehicle or a Monster. So, for example, if the unit contains 10 Infantry models, you would roll ten D6.

Q: Can the Vexator Mask relic force a charging unit to attack after all other units have done so?
A: Yes, unless that chosen unit has an ability that allows it to fight first in the Fight phase, in which case it instead fights as if it didn’t have that ability.

Q: If a Succubus is given the Serpentin combat drug, does its Weapon Skill characteristic increase to 1+? If so, does the Succubus still hit if a hit roll of 2 is rolled for an attack for a melee weapon and, due to an ability, I have to subtract 1 from that hit roll?
A: Yes, and yes – only unmodified hit rolls of 1 automatically fail.

Q: If the only Kabal of the Black Heart unit in my Battle-forged army is in an Auxiliary Support Detachment, but my army includes another Drukhari Detachment that is not an Auxiliary Support Detachment, can I still use the Agents of Vect Stratagem?
A: Yes, so long as the Kabal of the Black Heart unit is on the battlefield.
Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem can only be used once per battle, e.g. Tide of Traitors (see Codex: Chaos Space Marines), does this mean that Stratagem counts as having been used and cannot be used again for the remainder of the battle?
A: No, as the Stratagem was not resolved it does not count as having been used.

Q: If the Agents of Vect Stratagem is used to stop a Stratagem from resolving and that Stratagem affects the targeting of an attack, such as Oathbreaker Guidance System (see Codex: Imperial Knights), is the attack lost?
A: No, normal targeting rules apply and the attack is resolved as normal.

Q: If a model is slain by an ossefactor, and the mortal wound inflicted by the ossefactor’s ability causes another model in that unit to be slain, do I roll again to see if another mortal wound is inflicted?
A: No.

Q: If I am playing a matched play organised event that has an upper limit of 3 Detachments per Battle-forged army, what is the maximum number of Drukhari Patrol Detachments I can include?
A: 3.

Whilst the Raiding Force ability in Codex: Drukhari mentions Battle-forged armies of 6 or more Detachments, this is designed for narrative play games, or for matched play games with larger (or no) limits on the number of Detachments you can include in your Battle-forged armies. Note that the guidelines provided for organised events in the Warhammer 40,000 rulebook are just that, and the event organiser may wish to modify these guidelines to best suit their event’s needs.