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, wherever 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.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

**STORM SHIELDS**

The rules for storm shields were updated in the 2020 edition of Codex: Space Marines. As a result, wherever the rules for a storm shield appear in this book, they should be replaced with the following:

‘Storm Shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.’

**UPDATES & ERRATA**

*Page 86 – Grinding Advance*

Change to read:

‘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 turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; eradicator nova cannon; exterminator autocannon; vanquisher battle cannon; demolisher cannon; executioner plasma cannon; punisher gatling cannon.’

*Pages 88, 89, 114, 118, 122 and 126 – Tank Commander, Knight Commander Pask, Leman Russ Battle Tanks, Baneblade, Hellhammer and Armoury of the Imperium, demolisher cannon*

Change Type characteristic to Heavy D6 and Abilities to ‘Blast’.

*Pages 90 and 101 – Commissar Yarrick, Lord Commissar and Commissar, Summary Execution*

Change to read:

‘Summary Execution: The first time an Astra Militarum unit fails a Morale test during the Morale phase whilst it is within 6” of any friendly Commissars, you can execute a model. If you do, one model of your choice in that unit is destroyed and the Morale test is re-rolled (do not include this destroyed model when re-rolling the Morale test).’

*Page 93 – Infantry Squad, Unit Composition and Wargear*

Add the following bullet point:

‘• A Heavy Weapons Team is armed with a lasgun and frag grenades.’

*Page 94 – Militarum Tempestus Scions, Wargear Options*

Change the first bullet point to read:

‘One Tempestus Scion may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.’

*Page 95 – Master of Ordnance, Master of Ballistics*

Change to read:

‘Master of Ballistics: You can re-roll any hit rolls of 1 made for friendly <Regiment> Basilisks, Wyverns, Manticores or Deathstrikes when they target enemy units over 36” away in the Shooting phase, if they are within 6” of this model.’

*Page 97 – Veterans, Unit Composition and Wargear*

Add the following bullet point:

‘• A Veteran Heavy Weapons Team is armed with a lasgun and frag grenades.’
Page 98 – Militarum Tempestus Command Squad, Wargear Options
Change the first and second bullet points to read:
• One model may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.
• One other model may either replace its hot-shot lasgun with a hot-shot laspistol and a medi-pack, or take a hot-shot laspistol and a medi-pack in addition to their hot-shot lasgun.'

Page 102 – Ogryn Bodyguard, Bodyguard
Change the first sentence to read:
'Roll a D6 each time a friendly Astra Militarum Infantry Character (excluding Ogryns) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the Astra Militarum Character does not lose a wound but one model with this ability suffers a mortal wound.'

Page 102 – Ogryn Bodyguard, Slabshield
Change this ability to read:
'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 103 – Bullgryns, Slabshield
Change this ability to read:
'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 104 – Nork Deddog, Loyal to the End
Change the first sentence to read:
'Roll a D6 each time a friendly Astra Militarum Infantry Character (excluding Ogryns) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the Astra Militarum Character does not lose a wound but Nork Deddog suffers a mortal wound.'

Page 104 – Ratlings, Find the Best Spot
Change the ability to read:
'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.'

*Page 104 – Ratlings, Abilities, Naturally Stealthy
Change the ability 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.'

*Pages 104 and 128 – Ratlings and Ranged Weapons list, sniper rifle
Change the Abilities to read:
'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.'

Page 117 – Valkyries, Grav-chute Insertion
Change the first sentence to read:
'Models may disembark from this Vehicle at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.'

*Pages 118–125 – Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowsword, Stormlord and Stormsword, Abilities, Steel Behemoth
Change the ability to read:
'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model is selected to shoot, if it is within Engagement Range of any enemy units, it can make attacks against eligible enemy units that are not within Engagement Range of it as if there were no enemy models within Engagement Range of it.'

*Pages 133 – Regimental Doctrines, Valhallan: Grim Demeanour, rules text
Change the first sentence to read:
'Each time a Combat Attrition test is taken for a unit with this doctrine, halve the number of models that flee from that unit (rounding fractions down).'

*Pages 133 – Regimental Doctrines, Tallarn: Swift As The Wind
Change to read:
'Infantry units with this doctrine are eligible to shoot in a turn in which they Advanced, and if they do, models in that unit can make attacks with weapons they are equipped with (excluding Heavy weapons) as if they had not Advanced. If a Vehicle model with this doctrine Advances, until the end of the turn, the Type characteristic of any Heavy weapons it is equipped with is changed to Assault (e.g. a Heavy D6 weapon becomes an Assault D6 weapon).'

Page 133 – Mordian: Parade Ground Doctrine
Add the following:
'These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.'

Page 134 – Crush Them
Change the second sentence to read:
'Use this Stratagem at the start of your Charge phase.'

Page 134 – Aerial Spotter
Change the second sentence to read:
'Select a Basilisk or Wyvern model from your army.'

Page 134 – Jury Rigging
Add the following to this Stratagem:
'You can only use this Stratagem once per turn.'

Page 135 – Take Cover!
Change the rules text of this Stratagem to read:
'Use this Stratagem in your opponent’s Shooting phase when your opponent selects one of your Astra Militarum Infantry units as a target. You can add 1 to armour saving throws you make for this unit until the end of the phase.'

*Page 135 – Go! Recon!
Add the following at the end of this Stratagem:
'This move cannot bring this unit within Engagement Range of any enemy models.'
Page 136 – Volley Fire
Change the second sentence to read:
‘Each time you roll a hit roll of 6+ for an attack made by a model in that unit, immediately make one additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.’

Page 136 – Overlapping Fields of Fire
Change the rules text to read:
‘Use this Stratagem after a Cadian unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other Cadian units from your army that target the same enemy unit this phase.’

Page 136 – Send in the Next Wave!
Add the following:
‘This unit costs reinforcement points in a game that uses a points limit.’

Page 136 – Ambush
Change the second sentence to read:
‘Choose up to three Tallarn units to be set up in ambush instead of placing them on the battlefield (only one of these units can have the Vehicle keyword).’

Add the following:
‘The units are considered to have moved their maximum distance.’

Page 138 – The Dagger of Tu’Sakh
Add the following at the start of the rules text:
‘Infantry Officer model only.’

Change the first sentence to read:
‘During deployment, you can set up the bearer and one Astra Militarum Infantry unit from your army behind enemy lines instead of placing them on the battlefield.’

Page 138 – Kurov’s Aquila
Change the second sentence of rules text to read:
‘Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem.’

Page 139 – Pietrov’s Mk 45
Change this weapons Type to ‘Pistol 2’.

Page 139 – Relic of Lost Cadia
Change the second sentence to read:
‘Once per battle, the bearer can unveil this Relic at the start of any turn.’

Page 139 – Heirlooms of Conquest, Claw of the Desert Tigers
Change the Strength characteristic of this weapon to ‘+1’

Page 140 – Draconian Disciplinarian
Add the following:
‘If a Commissar has this Warlord Trait, then their Summary Execution ability takes precedence, but if the re-rolled Morale test is also failed then D3 additional models are destroyed and the test is then considered to have passed.’

Page 140 – Master of Command
Add the following:
‘If your Warlord is a Commissar, it can issue an order to any <Regiment> Infantry unit (irrespective of what regiment that unit is from – e.g. Militarum Tempestus, Cadian, etc.)’

Page 142 – Points Values, Units
Change the footnote to read:
‘* If models in these units form Heavy Weapons Team, there is no change in its points cost (e.g. an Infantry squad costs 40 points whether or not it contains a Heavy Weapons Team).’

Page 142 – Points Values, Other Wargear
Add the following entry:

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Points per item</th>
</tr>
</thead>
<tbody>
<tr>
<td>Storm shield</td>
<td>0</td>
</tr>
</tbody>
</table>

SLY MARBO
The following updates apply to the datasheet for Sly Marbo:

Lethal Ambush – Snipe with Pistol
Change the second sentence to read:
‘Until the start of your next turn, each time you select a target for this model’s ripper pistol, you can ignore the Look Out, Sir rule.’

One With His Surroundings
Change 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: Can I issue the Move! Move! Move! order to a unit which has Fallen Back this turn?**
A: No. The Move! Move! Move! order states the unit must Advance, and a unit which has Fallen Back cannot Advance.

**Q: How many dice does the Brutal Strength Regimental Doctrine allow me to re-roll when a Vehicle in my army fires a ranged weapon that makes a random number of attacks? Is it one dice per Vehicle, or one dice per weapon?**
A: You can re-roll one dice per weapon.

**Q: When do I pay the Command Point cost for the Vortex Missile Stratagem?**
A: After you’ve had a result of 8 or more for the Hour is Nigh ability, allowing you to fire the Deathstrike missile, but before resolving the shot.

**Q: If I have, for example, a Tallarn unit of Leman Russ Battle Tanks with three tanks, can I use the Ambush Stratagem once to place all three models in ambush?**
A: Yes. The same is true for any other Tallarn Vehicle squadron (Basilisks, Hellhounds, etc.).

**Q: If I issue an order to a unit with an Officer who has the Laurels of Command, and I roll a 4+ to issue another order to the same unit, do I resolve the first order before issuing the second?**
A: Yes.

**Q: Can I use The Laurels of Command to issue the same order twice to the same unit?**
A: No, the second order issued must be a different order.
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demolisher cannon</td>
<td>24&quot;</td>
<td>Heavy</td>
<td>D6</td>
<td>10</td>
<td>-3</td>
<td>6</td>
</tr>
</tbody>
</table>

**Executioner plasma cannon**

- **Standard**
  - Range: 36"
  - Type: Heavy D6
  - S: 7
  - AP: -3
  - D: 1
  - Blast

- **Supercharge**
  - Range: 36"
  - Type: Heavy D6
  - S: 8
  - AP: -3
  - D: 2
  - Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flamer</td>
<td>12&quot;</td>
<td>Assault D6</td>
<td>4</td>
<td>0</td>
<td>1</td>
<td>Each time an attack is made with this weapon, that attack automatically hits the target.</td>
</tr>
</tbody>
</table>

**Heavy bolter**

- Range: 36"
- Type: Heavy 3
- S: 5
- AP: -1
- D: 2

**Heavy flammer**

- Range: 12"
- Type: Heavy D6
- S: 5
- AP: -1
- D: 1
- Each time an attack is made with this weapon, that attack automatically hits the target.

**Hunter-killer missile**

- Range: 48"
- Type: Heavy 1
- S: 10
- AP: -2
- D: 6
- The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

**Melta cannon**

- Range: 24"
- Type: Assault D3
- S: 8
- AP: -4
- D: 6
- Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

**Meltagun**

- Range: 12"
- Type: Assault 1
- S: 8
- AP: -4
- D: 6
- Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

**Multi-melta**

- Range: 24"
- Type: Heavy 2
- S: 8
- AP: -4
- D: 6
- Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

**Payback**

- Range: 36"
- Type: Assault 3
- S: 5
- AP: -2
- D: 2

**Plasma cannon**

- Before selecting targets, select one of the profiles below to make attacks with.
  - **Standard**
    - Range: 36"
    - Type: Heavy D3
    - S: 7
    - AP: -3
    - D: 1
    - Blast

  - **Supercharge**
    - Range: 36"
    - Type: Heavy D3
    - S: 8
    - AP: -3
    - D: 2
    - Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

**Plasma gun**

- Before selecting targets, select one of the profiles below to make attacks with.
  - **Standard**
    - Range: 24"
    - Type: Rapid Fire 1
    - S: 7
    - AP: -3
    - D: 1

  - **Supercharge**
    - Range: 24"
    - Type: Rapid Fire 1
    - S: 8
    - AP: -3
    - D: 2
    - If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

**Plasma pistol**

- Before selecting targets, select one of the profiles below to make attacks with.
  - **Standard**
    - Range: 12"
    - Type: Pistol 1
    - S: 7
    - AP: -3
    - D: 1

  - **Supercharge**
    - Range: 12"
    - Type: Pistol 1
    - S: 8
    - AP: -3
    - D: 2
    - If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

**Twin heavy bolter**

- Range: 36"
- Type: Heavy 6
- S: 5
- AP: -1
- D: 2

**Twin heavy flammer**

- Range: 12"
- Type: Heavy 2D6
- S: 5
- AP: -1
- D: 1
- Each time an attack is made with this weapon, that attack automatically hits the target.

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Force stave</td>
<td>Melee</td>
<td>Melee</td>
<td>+3</td>
<td>-1</td>
<td>D3</td>
<td>-</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power fist</td>
<td>Melee</td>
<td>Melee</td>
<td>x2</td>
<td>-3</td>
<td>2</td>
<td>Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>Type</th>
<th>S</th>
<th>AP</th>
<th>D</th>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power sword</td>
<td>Melee</td>
<td>Melee</td>
<td>+1</td>
<td>-3</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>