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, where 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.

**UPDATES & ERRATA**

**Page 64 – The Ordo Tempestus**

Add the following:

**Crusade**

Each time you add a Militarum Tempestus unit to your Crusade force’s Order of Battle, you can choose for that unit to be from a Tempestus Regiment from those listed on page 64. If you do so, that unit gains the relevant <Tempestus Regiment> Faction keyword.

When mustering a Crusade army:

- Militarum Tempestus units cannot gain a new <Tempestus Regiment> Faction keyword.

**Page 66 – Heirlooms of the Regiments, Emperor’s Fury, Abilities**

Change to read:

‘If any unmodified hit rolls of 1 are made for attacks with this weapon’s supercharge profile, the bearer is destroyed after shooting with this weapon.’

**Page 66 – Heirlooms of the Regiments, Blessed Boltgun**

Change this Heirloom to the following:

‘Blessed Bolt Pistol

Two-dozen sisters of the Order of the Glowing Chalice have prayed over this holy bolt pistol. 9th Iotan Gorgonnes model equipped with a bolt pistol only. This Relic replaces a bolt pistol and 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>Blessed bolt pistol</td>
<td>12”</td>
<td>Pistol 2</td>
<td>5</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**Abilities:** Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon against a Psyker unit, this weapon has a Damage characteristic of 3 for that attack.

**Page 69 – Militarum Tempestus Stratagems, Tactical Misdirection**

Change the second sentence to read:

‘In your opponent’s next Shooting phase, when resolving an attack made by an enemy model against a unit other than that 55th Kappic Eagles unit, subtract 1 from the hit roll if that 55th Kappic Eagles unit is the closest visible unit from your army to that model and it is not within 1” of any enemy models.’

**FAQS**

Q: Can the Full Payload Tank Ace ability be used to affect the mortal wound output of Deathstrike missiles?

A: No. Full Payload only affects the Damage characteristic of a weapon, not any abilities the weapon may have.

Q: Are the units who have been ordered to Move! Move! Move! Considered to have Advanced for the purposes of the Wilderness Survivors Regimental Doctrine?

A: Yes, they are considered to have Advanced.
Q: Are the Militarum Tempestus Regimental Doctrines taken in addition to the Storm Troopers Regimental Doctrine listed in Codex: Astra Militarum, or instead of it?
A: They are taken instead of the Storm Troopers Regimental Doctrine in Codex: Astra Militarum. Note, if you wish to continue using your Militarum Tempestus Detachments as you currently have been, you can simply select the Storm Troopers Regimental Doctrine from page 65 in Psychic Awakening: The Greater Good.