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. 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.

UPDATES & ERRATA

Page 3 – Contents
Change the ‘T’au Empire Points Values’ page to ‘215’.

Page 10 – Casan Sabius, Keywords
Add the ‘Captain’ keyword.

Page 15 – Bray’arth Ashmantle, Burning Wrath
Change this weapon’s Type to be ‘Assault 2D6’

Page 16 – Hecaton Aiakos
Change this unit’s Battlefield Role to ‘HQ’.

Page 28, 125 – Whirlwind Scorpius, Chaos Whirlwind Scorpius, Abilities, Explodes
Change this ability to read: ‘When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6” suffers D3 mortal wounds.’

Page 37 – Fellblade, Weapons, Fellblade accelerator cannon
Change the Damage characteristic of the ‘HE shells’ profile to ‘2’.

Change the first sentence to read: ‘When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play.’

Page 42, 140 – Sokar-pattern Stormbird, Chaos Sokar-pattern Stormbird, Unit Characteristics
Change the Weapon Skill characteristic on the second and third lines to ‘6+’.

Page 42, 140, 150, 152 – Sokar-pattern Stormbird, Chaos Sokar-pattern Stormbird, An’grath the Unbound, Zarakynel, Unit Characteristics
Change the Wounds characteristic on the second and third line to ‘N/A’.

Page 45, 96, 142 – Points Values, Terrax-pattern Termite, Chaos Terrax-pattern Termite
Change the ‘Twin volkite charger’ option to ‘Twin Terrax volkite charger’.

Page 47 – Land Raider Banisher, Abilities
Delete ‘Power of the Machine Spirit, Frag Assault Launchers, Smoke Launchers (see the Land Raider Redeemer datasheet in Codex: Grey Knights)’

Page 47 – Land Raider Banisher, Faction Keywords
Change ‘Adeptus Astartes’ to ‘Sanctic Astartes’.

Page 47 – Land Raider Banisher, Keywords
Add ‘Assault Launchers, Machine Spirit, Smokescreen’.

Page 54 – Death Korps Marshal, Death Rider Squadron Commander, Wargear Options
Add the following bullet point: ‘This model’s power sword can be replaced with 1 chainsword.’

Page 54 – Death Rider Squadron Commander, Abilities
Add the following: ‘Death Rider Officer: This model can issue orders to Cavalry units, as well as Infantry units. All other rules for issuing orders still apply.’

Page 55 – Death Rider Command Squadron
Change this unit’s Battlefield Role to ‘Elites’.

Page 57 – Death Rider Squadron
Change this unit’s Battlefield Role to ‘Fast Attack’.

Page 57 – Death Rider Squadron, Wargear Options
Add the following bullet point: ‘The Ridemaster’s hunting lance can be replaced with one of the following: 1 chainsword; 1 power sword.’
Page 58 – Carnodon, Wargear Options
Change the second bullet point to read:
‘This model’s two autocannons can be replaced with one of the following: 2 heavy bolters; 2 heavy flamers; 2 lascannons; 2 multi-lasers; 2 volkite cavaliers.’

Page 58 – Carnodon, Weapons, Volkite caliver
Change the Strength characteristic to ‘S’.

Page 59 – Cyclops Demolition Vehicle, Abilities, Demolition Vehicle
Change the first sentence to read:
‘The bearer can be selected to shoot with if it is within Engagement Range of any enemy units and can make attacks with its Cyclops demolition charge when doing so. When this unit is selected to shoot with its Cyclops demolition charge, you must target and resolve attacks against every other visible unit within range (friendly and enemy), even if those units are within Engagement Range of models from a unit on the opposing side.’

Page 62, 63, 77 – Earthshaker Carriage Battery, Heavy Quad Launcher Battery, Tarantula Battery
Delete the following sentence from above the profile lines:
‘Some of this model’s characteristics change as it suffers damage, as shown below’

Page 69, 70, 73 – Vendetta Gunship, Trojan Support Vehicle, Crassus, Keywords
Add the ‘TRANSPORT’ keyword.

Page 73 – Minotaur
Change the unit description to read:
‘A Minotaur is equipped with: Minotaur twin earthshaker cannon; adamantium tracks.’

Page 74 – Marauder Bomber, Other Wargear, Inferno Bombs, Abilities
Change to read:
‘Once per turn, if the bearer has any inferno bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 9” of that point, subtracting 1 if that unit is a CHARACTER (excluding VEHICLE and MONSTER units): on a 4+, that unit suffers D3 mortal wounds. Each inferno bomb can only be dropped once per battle.’

Page 76 – Stormblade
Change the unit description to read:
‘A Stormblade is equipped with: 1 heavy bolter; 1 Stormblade plasma blastgun; adamantium tracks.’

Page 76 – Stormblade, Wargear Options
Delete the first bullet point.
Add the following:
‘This model can be equipped with one of the following: 2 lascannons and 2 Stormblade twin heavy bolters; 2 lascannons and 2 twin heavy flamers.’


Page 87 – Carnodon, Wargear Options
Change the second bullet point to read:
‘This model’s two autocannons can be replaced with one of the following: 2 heavy bolters; 2 heavy flamers; 2 lascannons; 2 multi-lasers; 2 volkite cavaliers.’


Page 90 – Telemon Heavy Dreadnought, Ares Gunship
Add the following line:
‘This model can be equipped with one of the following: 2 lascannons and 2 Stormblade twin heavy bolters; 2 lascannons and 2 twin heavy flamers.’

Page 98-106 – Acastus Knight Asterius, Cerasus Knight Lancer, Cerasus Knight Castigator, Cerasus Knight Acheron, Questoris Knight Magera, Cerasus Knight Atrapos, Knight Moirax, Questoris Knight Styrix, Acastus Knight Porphyrian.
Replace the <FORGE WORLD> INFANTRY or SECUTARIAN INFANTRY models. It cannot transport BELISARIUS CAWL, KATAVHRON BRECCHER or KATAVHRON DESTROYER models.’

Page 98-106 – Acastus Knight Asterius, Cerasus Knight Lancer, Cerasus Knight Castigator, Cerasus Knight Acheron, Questoris Knight Magera, Cerasus Knight Atrapos, Knight Moirax, Questoris Knight Styrix, Acastus Knight Porphyrian.
Replace the <HOUSEHOLD> keyword with <Noble Household> and add ’Code Chivalric’ (see Codex: Imperial Knights) to the abilities of all these datasheets.
Page 104 – Knight Moirax

- Change the Name on the second line to read: ‘Knight Moirax (4-6 wounds remaining)’
- Change the Name on the third line to read: ‘Knight Moirax (1-3 wounds remaining)’
- Replace this unit’s ‘Vehicle Squadron’ ability with ‘Armiger Squadron’.

Page 105 – Questoris Knight Styrix, Unit Characteristics
Change the Name on the second line to read: ‘Questoris Knight Styrix (7-12 wounds remaining)’

Change the Name on the third line to read: ‘Questoris Knight Styrix (1-6 wounds remaining)’

Add the following weapon option:
‘This model’s Nemesis quake cannon can be replaced with 1 Nemesis volcano cannon.’

Add the following:

<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>Macro gatling blaster</td>
<td>100&quot;</td>
<td>Heavy 12</td>
<td>9</td>
<td>-4</td>
<td>4</td>
</tr>
</tbody>
</table>

Abilities:

Change the second bullet point to read:
‘This model’s arioch power cannons can each be replaced with one of the following: 1 belicosa volcano cannon; 1 macro gatling blaster; 1 mori quake cannon; 1 sunfury plasma annihilator.’

Page 115 – Chaos Space Marine Datasheets
Add the following:
‘Many Chaos Space Marine units described in this section can be fielded in Death Guard and Thousand Sons armies even though you cannot normally replace the <LEGION> keyword with either DEATH GUARD or THOUSAND SONS.’

You can choose for any <LEGION> NURGLE unit from the Imperial Armour Compendium to be from the Death Guard Legion. If you do:

- Replace that unit’s <LEGION> keyword with DEATH GUARD.
- That unit gains the BUBONIC ASTARTES keyword.
- That unit can be from one of the seven Plague Companies, and so also gains the <PLAQUE COMPANY> keyword.

You can choose for any <LEGION> TEZENTCH unit from the Imperial Armour Compendium to be from the Thousand Sons Legion. If you do:

- Replace that unit’s <LEGION> keyword with THOUSAND SONS.
- That unit gains the ARCANA ASTARTES keyword.
- That unit can be from one of the nine Great Cults, and so also gains the <GREAT CULT> keyword.’

Page 118 – Chaos Leviathan Dreadnought, Weapon, Grav-flux Bombard
Change the Range characteristic to ‘24’.

Page 120 – Greater Blight Drone, Weapon, Bile Maw
Change the Range characteristic to ‘18’.

Pages 120 and 141 – Dreadclaw Drop Pod and Kharybdis Assault Claw, Abilities
Hover Transport
Change this ability on both of these datasheets to read:
‘Distances are measured to and from either this model’s hull or its base, whichever is the closest.’

Drop Pod Assault:
Add the following sentence onto the end of this ability on both of these datasheets:
‘Any units embarked within this transport can immediately disembark after it has been set up on the battlefield for the first time, and if they do so, they must be set up more than 9” away from any enemy models.’

Page 130 – Chaos Xiphon Interceptor, Weapon
Delete the ‘Hellforged hunter-killer missile’ entry.

Page 136 – Chaos Fellblade
Delete the Transport section.

Page 142 – Points Values, Chaos Land Raider Achilles

Page 145 – Death Guard Greater Blight Drone, Abilities
Replace ‘Nurgle’s Gift’ (see Codex: Death Guard) with ‘Contagions of Nurgle’ (see Codex: Death Guard).

Page 154 – The Dread Household keyword
Delete the paragraph subtitled ‘Dreadblades’

Page 155-162 – Chaos Acastus Knight Asterius, Chaos Cerastus Knight Lancer, Chaos Cerastus Knight Castigator, Chaos Ceratus Knight Acheron, Chaos Questoris Knight Magaera, Chaos Cerastus Knight Atrapos, War Dog Moirax, Chaos Questoris Knight Styrix, Chaos Acastus Knight Porphyrius.
Add ‘Harbingers of Dread (see Codex: Chaos Knights)’ to the abilities of all these datasheets.

Page 160 – War Dog Moirax
- Change the Name on the second line to read: ‘War Dog Moirax (4-6 wounds remaining)’
- Change the Name on the third line to read: ‘War Dog Moirax (1-3 wounds remaining)’
- Replace this unit’s ARMIGER CLASS keyword with WAR DOG CLASS and replace this unit’s ‘Vehicle Squadron’ ability with ‘War Dog Squadron’.

Page 161 – Chaos Questoris Knight Styrix, Unit Characteristics
Change the Name on the second line to read: ‘Chaos Questoris Knight Styrix (7-12 wounds remaining)’

Change the Name on the third line to read: ‘Chaos Questoris Knight Styrix (1-6 wounds remaining)’

Designer’s Note: Several Aeldari rules or abilities in Imperial Armour Compendium refer the reader to Codex: Craftworlds (e.g. the Hover Tank and Unstoppable Revenant abilities). In all such cases (including any instances in this document), players should instead refer to Codex: Aeldari.
Page 172 – Imlith
- Replace the first line of this datasheet’s abilities with:
  ‘Battle Focus, Favoured of Khaine, Strands of Fate (see Codex: Aeldari)
- Change the Reaper of Souls ability to read:
  ‘Reaper of Souls (Aura): While a friendly Shadow Spectres unit is within 6” of this model, add 2 to the Leadership characteristic of models in that unit and that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book).’
- Add ‘Shadow Spectres’ to this datasheet’s Keywords line.

Page 172 – Shadow Spectres
- Replace the first line of this datasheet’s abilities with:
  ‘Battle Focus, Strands of Fate (see Codex: Aeldari)
- Add the following ability:
  ‘Aspect Armour: Models in this unit have a 5+ invulnerable save.’
- Add ‘Core’ to this datasheet’s Keywords line.

Page 172 – Nightwing
- Replace this datasheet’s Wargear Options with the following:
  ‘This model can be equipped with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 D-cannon; 1 scatter laser; 1 shuriken cannon; 1 starcannon.
- Replace the Eldritch Wraith Construct ability with the following:
  ‘Wraithbone Form (see the Wraithlord datasheet in Codex: Aeldari)’

Page 176 – Nightwing
Replace the first line of this datasheet’s abilities with:
‘Strands of Fate (see Codex: Aeldari), Airborne, Hard to Hit, Supersonic (see the Crimson Hunter datasheet in Codex: Aeldari)’

Page 176, 177 – Scorpion, Cobra
Replace this datasheet’s Wargear Options with the following:
- This model’s shuriken cannon can be replaced with one of the following: 1 Aeldari missile launcher; 1 bright lance; 1 scatter laser; 1 starcannon.
- This model can be equipped with up to one of each of the following: 1 crystal targeting matrix; 1 spirit stones; 1 star engines; 1 vectored engines (See the Wave Serpent datasheet in Codex: Aeldari).’

Page 176 – Scorpion, Cobra
Add the following ability:
‘Wraithbone Form (See the Wraithknight datasheet in Codex: Aeldari)’

Page 180 – Phantom Titan, Wargear Options
Change to read:
‘Any of this model’s phantom pulsars can each be replaced with one of the following: 1 D-bombard; 2 starcannons and 1 wraith glaive.
- Any of this model’s starcannons can each be replaced with 1 pulse laser (see Codex: Craftworlds).’

Pages 183 – Reaper and Tantalus, Abilities
Add ‘Power From Pain (see Codex: Drukhari)’ to both of these datasheets.

Page 190 – Sentry Pylons, Abilities, Artillery Battery
Change the second sentence to read:
‘Instead, each model must be set up within 6” of one other model from its unit.’

Page 193 – Warboss on Warbike, Abilities
Delete ‘Grot Oilers’ profile from this datasheet.

Page 193 – Mek Boss Buzzgob
Delete the ‘Grot Oiler’ profile from this datasheet.

Page 193 – Mek Boss Buzzgob, Abilities
Replace ‘Ere we go, Mob Rule, Dakka! Dakka! Dakka! (see Codex: Orks) with ‘Ere we go, Waaagh! (see Codex: Orks)’

Change the Nitnuckle and Lunk ability to read:
‘Once per turn, when Mek Boss Buzzgob uses the Mekaniak Boss ability to repair a Goff Vehicle model, you can choose for his grot underlings to help. If you do so, that Goff Vehicle model can regain 1 additional lost wound. You can only use this ability twice per battle.
We recommend placing two Grot Oiler models next to this Mek Boss Buzzgob model as a reminder, removing one each time this ability has been used (a Grot Oiler model does not count as a model for any rules purposes).’

Page 193 – Mek Boss Buzzgob, Keywords (Grot Oilers)
Delete the ‘Keywords (Grot Oilers)’ line.

Page 194 – Grot Tanks, Grot Mega-Tank, Abilities
Replace ‘Dakka! Dakka! Dakka! (see Codex: Orks), Ramshackle (see the Trukk datasheet in Codex: Orks) with ‘Ere we go, Ramshackle, Waaagh! (see Codex: Orks)’

Page 195 – Nobz on Warbikes, Abilities
Change to read:
‘Ere we go, Mob Rule, Waaagh! (see Codex: Orks)’

Page 171 – Named Characters
Delete this entry.

Page 175, 176, 177 – Hornet, Lynx, Warp Hunter, Scorpion, Cobra
Add the following ability:
‘Strands of Fate (see Codex: Aeldari)’

Page 173 – Hornet, Description
Change the second sentence to read:
‘Each model is equipped with: 2 Hornet pulse lasers.’

Page 175, 178, 179, 180 – Wraithseer, Skathach Wraithknight, Revenant Titan, Phantom Titan
Replace the first line of this datasheet’s abilities with:
‘Strands of Fate (see Codex: Aeldari)’

Page 171 – Named Characters
Delete this entry.
Replace 'Ere we go, Dakka! Dakka! Dakka! (see Codex: Orks), Ramshackle (see the Trukk datasheet in Codex: Orks)’ with "Ere we go, Ramshackle, Waaagh! (see Codex: Orks)’.
Page 209 – XV109 Y'vahra Battlesuit
- Delete the first two sentences of the unit description.
- Change the Wargear Options section to read:
  ‘• This model can be equipped with up to two of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 target lock; 1 velocity tracker.
• This model can be equipped with up to 2 Shielded Missile Drones (Power Rating +1 each, see Codex: T'au Empire).’
- In the Abilities (Y'vahra) section, delete ‘For the Greater Good (see Codex: T'au Empire).’
- Delete the Abilities (Shielded Missile Drones) section.
- In the Keywords (Y'vahra Battlesuit) section, change ‘MONSTER’ to ‘VEHICLE’.
- Delete the Keywords (Shielded Missile Drones) section.

Page 210 – DX-6 Remora Stealth Drones
- In the Weapon table, delete the second and third sentences of the Remora seeker missile’s ability.
- In the Abilities section, delete ‘For the Greater Good (see Codex: T'au Empire).’
- Add the ‘MARKERLIGHT’ keyword to the Keywords section.

Page 211 – Tiger Shark, Wargear Options
Add the following bullet point:
‘This model’s 2 burst cannons can be replaced with 2 cyclic ion blasters.’

Page 212 – AX-1-0 Tiger Shark, Wargear Options
Add the following bullet point:
‘This model’s 2 burst cannons can be replaced with 2 cyclic ion blasters (see Codex: T'au Empire).’

Page 213 – Manta
- In the Transport section, change the second bullet point to read:
  ‘4 <SEPT> Devilfish, <SEPT> Sky Ray Gunship or <SEPT> Hammerhead models’.
- Add the ‘MARKERLIGHT’ keyword to the Keywords section.

Page 215 – T'au Empire Points Values
End of the first paragraph, add the following:
‘For the points costs of drones see Codex: T'au Empire. For the points costs of support systems, see the XV8 Crisis Battlesuits entry in Codex: T'au Empire.’

Page 217, 218, 219, 220, 221, 222, 223 – Malanthrope, Meiotic Spores, Sky-slasher Swarms, Dimachaeron, Stone-crusher Carnifex, Barbed Hierodule, Scythed Hierodule, Harridan, Hierophant, Faction Keywords
Add ‘HIVE TENDRIL’

Page 217 – Meiotic Spores, Faction Keywords
Change ‘<Hive Fleet>’ to ‘LIVING ARTILLERY’

Delete ‘Instinctive Behaviour’
Some of this model's characteristics change as it suffers damage, as shown below:

<table>
<thead>
<tr>
<th>No.</th>
<th>Name</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Chaos Vindicator Laser Destroyer</td>
<td>10&quot;</td>
<td>6+</td>
<td>3+</td>
<td>6</td>
<td>8</td>
<td>11</td>
<td>3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>(6+ wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Chaos Vindicator Laser Destroyer</td>
<td>5&quot;</td>
<td>6+</td>
<td>4+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>D3</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>(3-5 wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Chaos Vindicator Laser Destroyer</td>
<td>3&quot;</td>
<td>6+</td>
<td>5+</td>
<td>6</td>
<td>8</td>
<td>N/A</td>
<td>1</td>
<td>8</td>
<td>3+</td>
</tr>
<tr>
<td></td>
<td>(1-2 wounds remaining)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A Chaos Vindicator Laser Destroyer is equipped with: laser volley cannon; storm bolter.

### WEAPON RANGE TYPE S AP D ABILITIES

- Hellforged hunter-killer missile 48" Heavy 1 10 -2 D6 The bearer can only shoot with each hellforged hunter-killer missile it is equipped with once per battle.
- Laser volley cannon Before selecting targets, select one of the profiles below to make attacks with.
  - Volley fire 36" Heavy 3 9 -3 D3+3 - Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, if the bearer did not Remain Stationary in your previous Movement phase, it suffers 1 mortal wound after shooting with this weapon.
  - Overcharge fire 36" Heavy 3 10 -4 6

### WARGEAR OPTIONS

- This model can be equipped with 1 hellforged hunter-killer missile.

### ABILITIES

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

### FACTION KEYWORDS: Chaos, <Mark of Chaos>, Heretic Astartes, <Legion>

### KEYWORDS: Vehicle, Smokescreen, Chaos Vindicator Laser Destroyer

---

**HEAVY SUPPORT**

<table>
<thead>
<tr>
<th>Chaos Vindicator Laser Destroyer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit size</td>
</tr>
<tr>
<td>Unit cost</td>
</tr>
<tr>
<td>• Hellforged hunter-killer missile</td>
</tr>
</tbody>
</table>