This document collects amendments to the rules. Amended text within this errata is highlighted in blue. As it’s revised regularly, this document 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 this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*) before the page reference.

**SPACE MARINE**

**Page 19, Tactical Marine Sergeant, combi-melta**

Add the following critical hit rule (!): ‘MW4’

**Page 29, Smoke Grenade action**

Change the third sentence to read: ‘Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke.’

**SPACE MARINE & GREY KNIGHT**

**Pages 28 & 35, Tactical Ploys, Only In Death Does Duty End**

Change the second sentence to read: ‘That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.’

**IMPERIAL GUARD**

**Page 38, Guardsman (Gunner), Characteristics**

Change the Sv characteristic to ‘5+’.

**Page 39, Tempestus Scion (Comms), gun butt**

Change the WS characteristic to ‘3+’.

**Page 40, Tempestor, power fist**

Add the following special rule (SR): ‘Brutal’

**Page 41, Strategic Ploys, Guardsman Orders**

Change the second sentence to read: ‘All friendly TEMPESTUS SCION operatives, and all friendly GUARDSMAN operatives within 1 of and Visible to a friendly IMPERIAL GUARD LEADER operative, are issued that Guardsman Order.’

**ECCLESIASTICAL**

**Page 52, Battle Sister Fire Team, Specifications**

Add the following: ‘Your kill team can only include up to one BATTLE SISTER ICON BEARER operative.’

**TALONS OF THE EMPEROR**

**Page 61, Custodian Guard (Warrior) & Custodian Guard (Leader), Characteristics**

Change the APL characteristic to ‘3’.

**Page 64, Tactical Ploys, Brotherhood of Demigods**

Change to read: ‘Use this Tactical Ploy at the end of the Firefight phase. Select one friendly ADEPTUS CUSTODES operative to perform one free Fight or Overwatch action (this does not count as an activation).’

**DEATH GUARD**

**Page 76, Plague Marine Champion, Characteristics**

Change the M characteristic to ‘2’.

**THOUSAND SONS**

**Page 86, Strategic Ploys, Malicious Volleys**

Change the last sentence to read: ‘A bolt weapon is a ranged weapon that includes “bolt” in its name (excluding Doombolt), e.g. inferno boltgun.’

**COMMORRITE**

**Page 113, Kabalite (Gunner), shredder**

Change the ‘Blast’ rule from a critical hit rule (!) to a special rule (SR).

**Page 117, Haywire Grenade**

Add the following special rule (SR): ‘Limited’

**TOMB WORLD**

**Page 130, Necron Warrior Fire Team**

Change the operative requirements to: ‘A NECRON WARRIOR fire team includes five NECRON WARRIOR operatives each separately equipped with a bayonet and one of the following options:

- Gauss flayer or gauss reaper’

**HUNTER CADE**

**Page 137, Drones boxout, eighth bullet point**

Change the DS8 TACTICAL SUPPORT TURRET operative requirements to: ‘DS8 TACTICAL SUPPORT TURRET equipped with a missile pod or smart missile system’

**Page 141, Stealth Battlesuit Shas’vre, fusion blaster**

Change the BS characteristic to ‘3+’.

**Page 144, MB3 Recon Drone, Characteristics**

Change the Df characteristic to ‘3’.
Page 145, DS8 Tactical Support Turret, Characteristics
Change the Df characteristic to ‘3’.

BROOD COVEN
Page 158, Neophyte Hybrid Fire Team, first bullet point
Change the NEOPHYTE HYBRID TROOPER operative requirements to:
NEOPHYTE HYBRID TROOPER each separately equipped with a gun butt and one of the following options:
- Autogun or shotgun