

WARHAMMER 40,000

INDEX: XENOS 2

Official Update Version 1.0

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 14, 15, 16, 31 and 38 – Kustom Force Field
Change the first sentence of this rule to read:
'If this model is equipped with a kustom force field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against ranged weapons.'

Page 16 – Ghazghkull Thraka, The Boss is Watchin'
Change the first sentence to read:
'If a friendly **ORK** unit fails a Morale test and they are within 6" of Ghazghkull Thraka, he can restore order with a brutal display of violence.'

Page 34 – Big Gunz, Grot Krew
Change the final sentence to read:
'From that point on, each Big Gun and each 2-model group of Grot Gunners act as separate units.'

Page 35 – Mek Gunz, Grot Krew
Change the final sentence to read:
'From that point on, each Mek Gun and each 5-model group of Grot Gunners act as separate units.'

Pages 50, 52 and 53 – Master of War
Change the first sentence to read:
'At the beginning of your turn, a single friendly **COMMANDER** can declare either Kauyon or Mont'ka. You can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.'

Pages 53, 56, 57, 62, 63, 64, 65, 66, 68, 69, 70, 71, 72, 73 and 74 – Saviour Protocols
Change this rule to read:
'**Saviour Protocols:** If a <SEPT> **DRONES** unit is within 3" of a friendly <SEPT> **INFANTRY** or <SEPT> **BATTLESUIT** unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of

the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

Page 62 – XV95 Ghostkeel Battlesuit, Stealth Field
Change the first sentence to read:
'Models shooting at a Stealth Drone or any Ghostkeel Battlesuit that is within 3" of any friendly Stealth Drones subtract 1 from their hit rolls.'

Page 72 – Longstrike, Fire Caste Exemplar
Delete the word 'other' from this ability.

Page 85 – Hive Mind Discipline, Catalyst
Change the last sentence to read:
'Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+ the unit does not lose that wound.'

Pages 87, 105, 106 and 107 – Prehensile pincer tail
Change the Strength characteristic of this weapon in all instances to 'User'.

Page 89 – Tervigon, Massive crushing claws
Change the AP characteristic to read '-3'.

Page 98 – Deathleaper, It's After Me!
Change the last sentence of this ability to read:
'At the end of any or your Movement phases Deathleaper can spring from its hiding place – you can set it up anywhere that is within 6" of the enemy **CHARACTER** you chose, but more than 1" away from any enemy models (if the enemy **CHARACTER** is not on the battlefield when Deathleaper is revealed, set it up anywhere on the battlefield that is more than 9" from any enemy models instead).'

Page 104 – Biovores, Spore Mine Launcher
Insert the following at the end of the rules text:
'This weapon can target units that are not visible to the firer, but it cannot be used to fire Overwatch.'

Page 109 – Sporocyst
Change the unit description to read:
'A Sporocyst is a single model armed with a spore node and five deathspitters.'

Insert the following at the end of the rules text for the Spore Node rule:
'This weapon cannot be used to fire Overwatch.'

Page 114 – Magus, Familiars

Change the second sentence to read:

‘If they do so, the Magus can immediately attempt to manifest an additional psychic power.’

Page 115 – Primus

Delete the Familiar profile from the Primus datasheet.

Pages 116 and 144 – Heavy rock cutter

Add the following to the Abilities text:

‘When attacking with this weapon, you must subtract 1 from the hit roll.’

Pages 123 and 144 – Vanquisher battle cannon

Change the Strength to read ‘8’.

Page 130 – Units table

Change the models per unit value for Runtherd to read ‘1’.

Change the models per unit value for Nobz to read ‘5-10’.

Change the models per unit value for Nobz on Warbikes to read ‘3-9’.

Change the models per unit value for Deffkoptas to read ‘1-5’.

Page 134 – Units table

Add the following line to the units table:

‘Tactical Drones | 4-12 | See right’

Page 137 – Support Systems, Drone Controller

Change the Drone Controller rule to read:

‘Friendly <SEPT> DRONE units within 6" of any models equipped with a drone controller add one to any hit rolls.’

Page 138 – Units table

Change the models per unit value for Hive Guard to read ‘3-6’.

Change the models per unit value for Tyrant Guard to read ‘3-6’.

Page 138 – Ranged Weapons table

Change the line that reads ‘Spinefists (Ravener)’ to read ‘Spinefists (Ravener, Tyranid Warriors and Tyranid Shrikes)’.

Page 142 – Genestealer Cults Points Values

Change the points per model value for Purestrain Genestealers to read ‘10’.

Change the points per weapon value for Purestrain talons to read ‘0’.

Add an ‘Other Wargear’ table for the following:

‘Cult icon | 20’

FAQs

ORKS

Q. The Ork Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’. Its Open-topped ability says that ‘restrictions and modifiers that apply to this model also apply to its passengers’. Does that mean that a unit embarked also ignores the penalty for firing Heavy weapons if the battlewagon has moved?

A. No.

Q. Do Spanners have a separate points cost in units of Lootas and Burnas?

A. No. They cost the same ‘points per model’ as the unit they are included in.

TYRANIDS

Q. Monstrous scything talons say that if the bearer has more than one pair it can make one additional attack. How many extra attacks does a Trygon, which has three pairs of monstrous scything talons, make?

A. It makes a total of one additional attack.

Q. The Onslaught psychic power says that the affected unit can Advance and fire in the same turn. Does this mean it gets to Advance again and then fire, or that it can fire even if it has Advanced this turn?

A. The unit can fire even if it has Advanced this turn. It does not get to Advance again.

Q. If a Hive Tyrant with lash whips is slain, which line of the damage table do I use when making its attacks before removing the model as a casualty?

A. Use the bottom line of the damage table, as if it still had one wound remaining.

Q. A Tervigon can only replace Termagants in a unit that is equipped with Fleshborers. If those models were equipped with adrenal glands and/or toxin sacs, can those models still be replaced?

A. Yes.

GENESTEALER CULTS

Q. If I include a Detachment of ASTRA MILITARUM in a Genestealer Cult army using the Brood Brothers rule, do the ASTRA MILITARUM units gain the GENESTEALER CULTS keyword and the Cult Ambush ability?

A. No and no.

Q. Can I have a Battle-forged army that consists of one Detachment of GENESTEALER CULTS, one Detachment of ASTRA MILITARUM (using the Brood Brothers rule) and one Detachment of TYRANIDS?

A. Yes.