WARHAMMER 40,000
FAQ AND ERRATA UPDATES
SEPTEMBER 2019

Release Notes

At the time of writing this update, I have recently returned from the NOVA Open convention where I had the opportunity to chat face to face with a huge number of Warhammer 40,000 hobbyists. I was humbled and overwhelmed by how excited and enthusiastic hobbyists are with the state of Warhammer 40,000, with recent codex releases – including the latest edition of *Codex: Space Marines* (and its many supplements) – and the announcement of the upcoming Psychic Awakening. We have also had major online updates to the Forge World range of Imperial and Chaos Knights, and Adeptus Custodes models, the datasheets for which have been rebalanced and changed according to the feedback and comments you have sent to us. I have said it before, but your feedback is crucial if we are to keep our rules as up to date and clear as possible – so thank you to everyone who took the time to speak with me (and to everyone else who filled in one of our surveys or else emailed our FAQ inbox).

FAQs and Errata Updates
As with previous updates, the first thing we have done is to update all our existing FAQ and Errata documents to take account of any new questions that have been asked since April (if you submitted a question, make sure you check out the Errata and FAQ document for your army's codex). There are no major changes to any of the core Warhammer 40,000 rules, only some clarifications, such as the ordering of opposed dice rolls and re-rolls. You can find these in the updated Warhammer 40,000 FAQ document.

Matched Play Rules
We are not releasing any new beta matched play rules as part of this update, and all the previously finalised matched play rules continue to apply as they did before (the one exception being that some errata relating to certain Space Marine Stratagems have been removed, as the new codex and codex supplements now replace those rules). The current finalised matched play rules are reprinted on the following pages for your convenience.

Balance Updates
We are not introducing any balance changes at this time – all the feedback we have received regarding the relative effectiveness of one unit over another will be incorporated and represented in the next points review, which will be released alongside Chapter Approved 2019 in the near future.

We hope this September update clarifies any queries you might have had, but if not, please send your questions and feedback to 40kFAQ@gwplc.com. Until the next time, may the dice gods smile upon you and may faith be your shield as we venture forth into the Psychic Awakening.

- Robin Cruddace and the Warhammer 40,000 Rules Team

Finalised Matched Play Rules

On the following pages you will find those finalised matched play rules featured in the April 2019 update.

BOLTER DISCIPLINE

All **Adeptus Astartes**, **Heretic Astartes** and **Fallen** models gain this ability.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.

- The firing model is **Infantry** and every model in its unit remained stationary in your previous Movement phase.

- The firing model is a **Terminator**, **Biker**, **Centurion**, **Dreadnought** or **Helbrute**.

For the purposes of this ability, a Rapid Fire bolt weapon is any weapon with the Rapid Fire type whose profile includes the word 'bolt' (e.g. boltgun, bolt rifle, storm bolter, combi-bolter, hurricane bolter, inferno boltgun, etc.). This also applies when firing the boltgun profile of combi-weapons (including the bolt weapon profile of Relics such as Blood Song and the Lion's Wrath) and when firing relics that replace a Rapid Fire bolt weapon, so long as the relic is also a Rapid Fire weapon (e.g. Primarch's Wrath and Fury of Deimos). The Gauntlets of Ultramar and the Talon of Horus are also Rapid Fire bolt weapons, as is the guardian spear used by Deathwatch Watch Masters.

PREPARED POSITIONS

The player who has the second turn in the first battle round has access to the following Stratagem:

2CP
PREPARED POSITIONS
Stratagem

Use this Stratagem at the start of the first battle round, before the first turn begins. Until the end of the first turn, all units from your army – other than **Titanic** units, **Aircraft** units and units with the Fortification or Flyer Battlefield Roles – that are wholly within your deployment zone receive the benefit of cover, even while they are not entirely on or in a terrain feature. A unit that is already receiving the benefit of cover gains no additional benefit from this Stratagem.

TACTICAL RESTRAINT

There are several Warlord Traits, Relics, psychic powers and abilities that give you a chance to gain or refund Command Points. Each player can only gain or have refunded a total of 1 Command Point per battle round as the result of such rules, regardless of the source, and Command Points that are spent on Stratagems that are not used during a battle round, such as those that are used 'before the battle', can never be refunded.

The limit of gaining or refunding 1 Command Point per battle round does not apply to the Moment Shackle or the Seven-fold Chant abilities, or to or the Player of the Twilight Warlord Trait – in these cases, the ability/Warlord Trait can refund or gain the player more than 1 Command Point if the Stratagem used cost 2 or more Command Points to use, but once any Command Points have been gained as a result of the rule, neither it, nor any similar rule, can be used to gain any more Command Points until the next battle round. Also note that this does not apply to Command Points that are gained or refunded as specifically instructed on Stratagems (e.g. Feeder Tendrils and Agents of Vect).

TACTICAL RESERVES

Instead of being set up on the battlefield during deployment, many units have the ability to be set up on teleportariums, in high orbit, in ambush, etc., in order to arrive on the battlefield mid-game as reinforcements. When setting up your army during deployment for a matched play game, at least half the total number of units in your army must be set up on the battlefield, and the combined points value of all the units you set up on the battlefield during deployment (including those that are embarked aboard TRANSPORTS that are set up on the battlefield) must be at least half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

Furthermore, in matched play games, units that are not placed on the battlefield during deployment in order to arrive on the battle mid-game as reinforcements cannot arrive on the battlefield during the first battle round.

Finally, any unit that has not arrived on the battlefield by the end of the third battle round in a matched play game counts as having been destroyed.