

# WARHAMMER 40,000

## CODEX: ASTRA MILITARUM

### Official Update Version 1.4

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

##### Page 86 – Grinding Advance

Change the second sentence to read:

'If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times).'

##### Page 88, 89, 114, 118, 122 and 126 – Tank Commander, Knight Commander Pask, Leman Russ Battle Tanks, Baneblade, Hellhammer and Armoury of the Imperium, demolisher cannon

Change Type characteristic to Heavy D6 and Abilities to '•'.

##### Pages 90 and 101 – Commissar Yarrick, Lord Commissar and Commissar, Summary Execution

Change to read:

**'Summary Execution:** The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **COMMISSARS**, you can execute a model. If you do, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).'

##### Page 93 – Infantry Squad, Unit Composition and Wargear

Add the following bullet point:

- A Heavy Weapons Team is armed with a lasgun and frag grenades.'

##### Page 94 – Militarum Tempestus Scions, Wargear Options

Change the first bullet point to read:

'One Tempestus Scion may either replace its hot-shot lasgun with a hot-shot lascannon and a vox-caster, or take a hot-shot lascannon and a vox-caster in addition to their hot-shot lasgun.'

##### Page 95 – Master of Ordnance, Master of Ballistics

Change to read:

**'Master of Ballistics:** You can re-roll any hit rolls of 1 made for friendly <REGIMENT> **BASILISKS, WYVERNS, MANTICORES** or **DEATHSTRIKES** when they target enemy units over 36" away in the Shooting phase, if they are within 6" of this model.'

##### Page 97 – Veterans, Unit Composition and Wargear

Add the following bullet point:

- A Veteran Heavy Weapons Team is armed with a lasgun and frag grenades.'

##### Page 98 – Militarum Tempestus Command Squad, Wargear Options

Change the first and second bullet points to read:

- One model may either replace its hot-shot lasgun with a hot-shot lascannon and a vox-caster, or take a hot-shot lascannon and a vox-caster in addition to their hot-shot lasgun.
- One other model may either replace its hot-shot lasgun with a hot-shot lascannon and a medi-pack, or take a hot-shot lascannon and a medi-pack in addition to their hot-shot lasgun.'

##### Page 102 – Ogryns Bodyguard, Bodyguard

Change the first sentence to read:

'Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the Astra Militarum character does not lose a wound but one model with this ability suffers a mortal wound.'

##### Page 102 – Ogryns Bodyguard, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

##### Page 103 – Bullgryns, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

**Page 104 – Nork Deddog, Loyal to the End**

Change the first sentence to read:

‘Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the Astra Militarum character does not lose a wound but Nork Deddog suffers a mortal wound.’

**Page 104 – Ratlings, Find the Best Spot**

Change the ability to read:

‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.’

**REIN AND RAUS**

*Warhammer Quest Blackstone Fortress* includes a number of datasheets for Warhammer 40,000, allowing players to use the Citadel Miniatures contained within the box in games of Warhammer 40,000. Amongst these is a datasheet for Rein and Raus, a unit designed to be used as part of an Astra Militarum army. The following errata applies to Rein and Raus:

**Blackstone Fortress: Datasheets, page 9 – Rein and Raus**

Change the Find the Best Spot ability to read:

‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.’

**Page 117 – Valkyries, Grav-chute Insertion**

Change the first sentence to read:

‘Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.’

**Pages 118-125 – Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowsword, Stormlord and Stormsword, Steel Behemoth**

Change the third sentence to read:

‘It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (but only its twin heavy bolter or twin heavy flamer can target units that are within 1" of it – its other guns must target other units).’

**Page 133 – Mordian: Parade Ground Doctrine**

Add the following sentence:

‘These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.’

**Page 134 – Crush Them!**

Change the first sentence to read:

‘Use this Stratagem at the start of your Charge phase.’

**Page 134 – Aerial Spotter**

Change the second sentence to read:

‘Select a **BASILISK** or **WYVERN** model from your army.’

**Page 134 – Jury Rigging**

Add the following sentence to this Stratagem:

‘You can only use this Stratagem once per turn.’

**Page 135 – Take Cover!**

Change the rules text of this Stratagem to read:

‘Use this Stratagem in your opponent’s Shooting phase when your opponent selects one of your **ASTRA MILITARUM INFANTRY** units as a target. You can add 1 to armour saving throws you make for this unit until the end of the phase.’

**Page 135 – Go! Recon!**

**Add the following sentence to the end of this Stratagem:**  
‘This move cannot bring this model within 1" of any enemy models.’

**Page 136 – Volley Fire**

Change the second sentence to read:

‘Each time you roll a hit roll of 6+ for an attack made by a model in that unit, immediately make one additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.’

**Page 136 – Overlapping Fields of Fire**

Change the rules text to read:

‘Use this Stratagem after a **CADIAN** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other **CADIAN** units from your army that target the same enemy unit this phase.’

**Page 136 – Send in the Next Wave!**

Add the following sentence:

‘This unit costs reinforcement points in a matched play game.’

**Page 136 – Ambush**

Change the second sentence to read:

‘Choose up to three **TALLARN** units to be set up in ambush instead of placing them on the battlefield (only one of these units can have the **VEHICLE** keyword).’

Add the following sentence:

‘The units are considered to have moved their maximum distance.’

### **Page 138 – The Dagger of Tu’Sakh**

Add the following sentence at the start of the rules text:  
**‘INFANTRY OFFICER model only.’**

Change the first sentence to read:

‘During deployment, you can set up the bearer and one **ASTRA MILITARUM INFANTRY** unit from your army behind enemy lines instead of placing them on the battlefield.’

### **Page 138 – Kurov’s Aquila**

Change the second sentence of rules text to read:  
‘Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem.’

### **Page 139 – Pietrov’s Mk 45**

Change this weapons Type to ‘Pistol 2’.

### **Page 139 – Relic of Lost Cadia**

Change the second sentence to read:  
‘Once per battle, the bearer can unveil this relic at the start of any turn.’

### **Page 140 – Grand Strategist**

Change the second and third sentences of rules text to read:

‘In addition, if your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded.’

### **Page 140 – Draconian Disciplinarian**

Add the following sentence:

‘If a **COMMISSAR** has this Warlord Trait, then their Summary Execution ability takes precedence, but if the re-rolled Morale test is also failed then D3 additional models are slain and the test is then considered to have passed.’

### **Page 140 – Master of Command**

Add the following sentence:

‘If your Warlord is a **COMMISSAR**, it can issue an order to any <**REGIMENT**> **INFANTRY** unit (irrespective of what regiment that unit is from – e.g. **MILITARUM TEMPESTUS**, **CADIAN**, etc.)’

### **Page 142 – Points Values, Units**

Change the footnote to read:

\* If models in these units form Heavy Weapons Team, there is no change in its points cost (e.g. an Infantry squad costs 40 points whether or not it contains a Heavy Weapons Team).’

### **Page 142 – Points Values, Other Wargear**

Add the following entry:

Wargear	Points per item
Storm shield	0

## **FAQs**

*Q: Can I issue the Move! Move! Move! order to a unit which has Fallen Back this turn?*

*A: No. The Move! Move! Move! order states the unit must Advance, and a unit which has Fallen Back cannot Advance.*

*Q: How many dice does the Brutal Strength Regimental Doctrine allow me to re-roll when a **VEHICLE** in my army fires a ranged weapon that makes a random number of attacks? Is it one dice per vehicle, or one dice per weapon?*

*A: You can re-roll one dice per weapon.*

*Q: When do I pay the Command Point cost for the Vortex Missile Stratagem?*

*A: After you’ve had a result of 8 or more for the Hour is Nigh ability, allowing you to fire the Deathstrike missile, but before resolving the shot.*

*Q: If I have, for example, a **TALLARN** unit of Leman Russ Battle Tanks with three tanks, can I use the Ambush Stratagem once to place all three models in ambush?*

*A: Yes. The same is true for any other Tallarn vehicle squadron (Basilisks, Hellhounds, etc.).*

*Q: If I issue an order to a unit with an Officer who has the Laurels of Command, and I roll a 4+ to issue another order to the same unit, do I resolve the first order before issuing the second?*

*A: Yes.*

*Q: Can I use The Laurels of Command to issue the same order twice to the same unit?*

*A: No, the second order issued must be a different order.*

*Q: How do The Laurels of Command and Superior Tactical Training interact? For example, my Warlord is a Cadian Company Commander and I give him The Laurels of Command and the Superior Tactical Training Warlord Trait. How many orders is he potentially allowed to issue each turn, and how many units can those orders affect?*

*A: If he issues an order to a **CADIAN INFANTRY** unit within 6" (unit A) using his Voice of Command ability, first roll a dice for Superior Tactical Training; on a 4+, you can pick another **CADIAN INFANTRY** unit (unit B) within 6" for that order to affect. Then roll a dice for The Laurels of Command; on a 4+ he can issue a second order to the first unit (unit A). You can then roll again for Superior Tactical Training; on a 4+, you can pick another Cadian Infantry unit within 6" for the second order to affect (this does not have to be unit B, but can be).*

Note that when you use Superior Tactical Training, an order is not issued – rather, an already issued order affects an additional unit. So you cannot use The Laurels of Command to generate further orders as a result of using Superior Tactical Training, but you can use Superior Tactical Training to make secondary orders caused by The Laurels of Command affect an additional unit.