

# WARHAMMER 40,000

# CODEX SUPPLEMENT:

# SALAMANDERS

## 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.

### DESIGNER'S COMMENTARY

Since releasing *Codex Supplement: Salamanders* it has become apparent that the Self Sacrifice Stratagem can be used in ways that we had not intended – essentially making a whole army (or at least a great portion of it) untargetable for a turn. Though the Stratagem in question is being played 'rules as written', on this occasion it is clearly not something we ever intended. The intention of the Stratagem was to enable a squad of Salamanders to bravely protect an ally from harm by using their own bodies as shields – it was not meant to be used to make it so no shots could be fired at your army at all. As a result, we felt it was important to rectify that Stratagem as part of this errata, rather than wait for the next online balance changes. This is not something we do lightly, but given the nature of the feedback, is something we feel is important.

This is a genuine error on our part, and as such it is something we wish to correct as soon as possible. As we are having to make a change of this nature, we are also taking the opportunity to change the Fires of Battle Stratagem now, rather than waiting for the next balance update. Some fiendish combinations we had not spotted are possible in order to reliably inflict far more mortal wounds than were ever intended. This change therefore limits the total number of mortal wounds that this Stratagem can inflict so that it is more in line with the mortal wound output of similarly costed Stratagems.

### ERRATA

#### Page 60 – The Fires of Battle

Change the last sentence to read:

'Until the end of that phase, when resolving an attack made with that weapon, on an unmodified wound roll of 4+ the target suffers 1 mortal wound in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).'

### IMPERIAL ARMOUR INDEX: FORCES OF THE ADEPTUS ASTARTES

**Designers Note:** *The following weapons should also be considered to be Flame weapons, as described in Codex: Space Marines.*

- Infernus cannon
- Dreadnought inferno cannon
- Burning Wrath

#### Page 60 – Self Sacrifice

Change this Stratagem to read:

'Use this Stratagem at the start of your opponent's Shooting phase. Select one **SALAMANDERS INFANTRY** unit that contains 5 or more models from your army that is not within 1" of any enemy units, and then select one other **INFANTRY** unit from your army that is wholly within 6" of the selected unit. Until the end of the phase, your opponent cannot target the second unit you selected unless that unit is the closest enemy unit to the firing model and visible to it, or it is no longer wholly within 6" of the first unit you selected. In addition, until the end of the phase, the first unit you selected is always an eligible target for enemy shooting attacks provided it is within range and is visible to the firing model (i.e. it can be targeted even whilst under the effects of any rules that would prevent it from being targeted, such as the *Shrouding* psychic power).'

#### Page 61 – Stand Your Ground

Change the last sentence to read:

'This does not affect invulnerable saving throws.'

### FAQs

*Q: Can I use the Born Protectors Stratagem to fire Overwatch with another unit if the unit being charged is unable to do so?*  
A: Yes.

*Q: If I use the Strength of the Primarch Stratagem to affect a model equipped with the Drake-smiter Relic, what is the Damage characteristic of this weapon if I make an unmodified wound roll of 6?*

A: The Damage characteristic would be 9.