

# WARHAMMER 40,000

# CODEX: ADEPTUS MECHANICUS

## 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 83** – Onager Dunecrawler, Damage table  
Change the first value under 'Remaining W' to '6-11+'.

**Pages 84-88** – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Abilities, Super-heavy Walker  
Change to read:

**'Super-heavy Walker'**: This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **INFANTRY** and **SWARM** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

**Pages 84-88** – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Keywords  
Add '**IMPERIAL KNIGHTS**' to the Faction keywords line.  
Add '**QUESTORIS CLASS**' to the keywords line.

**Pages 84-87 and 91** – Reaper chainsword  
Change the Strength characteristic of this weapon to '+6'.

**Page 84** – Knight Errant, Power Rating  
Change to '22'

**Pages 85-86** – Knight Paladin and Knight Warden, Power Rating  
Change to '23'

**Page 87** – Knight Gallant, Power Rating  
Change to '20'

**Page 87** – Knight Gallant, Profile line  
Change the Attacks characteristic to '5'

**Page 87** – Knight Gallant, Damage table  
Change the first value under 'WS' to '2+'.  
Change the second value under 'WS' to '3+'.  
Change the third value under 'WS' to '4+'.

**Page 88** – Knight Crusader, Power Rating  
Change to '25'

**Page 95** – Graia: Refusal to Yield  
Change the first sentence of rules text to read:  
'Roll a D6 each time a model with this dogma is slain or flees – on a 6 that model refuses to yield; either that model is not slain (and has 1 wound remaining), or that model does not flee.'

**Page 96** – Scryerskull  
Change the last clause of the last sentence to read:  
'or, in your Shooting phase, shoot with an **ADEPTUS MECHANICUS** unit from your army without the penalties to your hit rolls from the Dawn Raid, Low Visibility or Cover of Darkness rules.'

**Page 97** – Acquisition at Any Cost  
Add the following sentence to the end of this Stratagem:  
'This Stratagem can only be used once per turn.'

**Page 98** – Rotate Ion Shields  
Change the Command Point cost to '1CP/3CP'

Change the rules text to read:  
'Use this Stratagem when an enemy unit targets an **IMPERIAL KNIGHTS VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **DOMINUS CLASS** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit's invulnerable save is improved by 1 (to a maximum of 4+).'

**Page 98** – Clandestine Infiltration  
Change this Stratagem to read:  
'Use this Stratagem when you set up a **STYGIES VIII** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.'

**Page 99** – Forge World Warlord Traits,  
Masterwork Bionics  
Change the title of this Warlord Trait to  
'Superior Bionics'.

## Page 102 – Units

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Knight Crusader	1	285
Knight Errant	1	285
Knight Gallant	1	285
Knight Paladin	1	285
Knight Warden	1	285

## Page 102 – Ranged weapons

Amend this table as follows:

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	75

## FAQs

*Q: Can the Clandestine Infiltration Stratagem be used when you set up a STYGIES VIII Transport that has any embarked units?*

*A: Yes.*

*Q: If a 6 is rolled for the invulnerable save granted by a Kastelan Robot's Repulsor Grid ability for an attack made by a unit embarked upon a Transport with an ability such as Open-topped or Extended Firing Deck, which unit is the mortal wound allocated to, the embarked unit or the Transport?*

*A: The embarked unit that is making the attack suffers the mortal wound.*

*Q: Do I need to spend reinforcement points to return units when using the Fresh Converts Stratagem?*

*A: No.*

*Q: If you have a Detachment which receives the Mars forge world dogma, and another Detachment which receives a different forge world dogma, what happens when rolling for Canticles of the Omnissiah? With Mars' dogma you roll two dice when determining Canticles and units with that dogma benefit from both results, but what happens for the other Detachment?*

*A: In such cases you would roll dice separately for the Canticles, rather than rolling for both together. The first Canticle rolled for would apply to all of your units with the Canticles of the Omnissiah ability, while the second would apply only to those units in Mars Detachments.*

*Q: When is the Litany of the Electromancer Canticle resolved?*

*A: Immediately – i.e. at the start of the battle round when the Canticle is chosen/rolled for.*

*Q: Does a weapon that ignores cover ignore the benefit bestowed by the Shroudpsalm Canticle?*

*A: Yes.*

*Q: Can the Refusal to Yield dogma be used to prevent a unit from being slain due to a 1 being rolled to hit when it uses its plasma weapon?*

*A: Yes.*

*Q: How do the Chorister Technis Warlord Trait and Glory to the Omnissiah dogma interact – when do I re-roll the first dice?*

*A: Roll the first dice, then (if you wish) re-roll it. Then roll the second dice.*

*Q: How do the Gloria Mechanicus Stratagem and Glory to the Omnissiah dogma interact – which Canticle can you change with this Stratagem?*

*A: Choose one Canticle to change.*

*Q: When using the Binharic Override Stratagem, when do the new Battle Protocols you choose come into effect?*

*A: Immediately.*

*Q: When using the Cognis Overwatch Stratagem, do I apply any relevant modifiers to the firing model's Ballistic Skill?*

*A: Yes, as long as the weapon is a cognis weapon. Note that modifiers to hit rolls do not apply.*

*Q: When using the Monitor Malevolus Warlord Trait, can you re-roll a dice that determines how many mortal wounds are inflicted on an enemy unit (i.e. is this classed as a damage roll?)*

*A: No, such a roll is not classed as a damage roll.*

*Q: Does the Static Psalm-code Warlord Trait affect the range of the Master of Machines ability?*

*A: No.*

*Q: How does the Rage of the Machines Stratagem work with a VEHICLE unit that consists of more than one model?*

*A: One VEHICLE model from that unit would gain the benefit of that Stratagem.*

*Q: If a QUESTOR MECHANICUS unit from your army is selected as the target of the Knight of the Cog Stratagem, must every unit in that QUESTOR MECHANICUS unit's Detachment also have the Canticles of the Omnissiah ability in order for that QUESTOR MECHANICUS unit to benefit from it?*

*A: No.*

*Q: At what point does the invulnerable save of FULGURITE ELECTRO-PRIESTS get increased as a result of the Siphoned Vigour ability?*

*A: When the last model of the enemy unit is slain and removed from the battlefield.*

*Q: Can a GRAIA model that has the Refusal to Yield ability also make use of rules that allow them to ignore lost wounds, such as Fanatical Devotion?*

*A: No.*