

WARHAMMER 40,000

SHADOWSPEAR

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.

CODEX: VANGUARD SPACE MARINES ERRATA

Page 15 – <Chapter>, third paragraph
Add the following sentences to the end of this paragraph:

'Note, however, that you can choose the units in this section to be from the **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** Chapters. If you choose the units to be from the **DARK ANGELS** or **SPACE WOLVES** Chapter, a number of modifications apply (see Non-Codex Compliant Chapters, below).'

Page 20 – Space Marine Units

Change the first paragraph to read:

'In the rules described in this section we often refer to 'Space Marine units'. This is shorthand for any **ADEPTUS ASTARTES** unit that has one of the following Faction keywords: <CHAPTER>, **ULTRAMARINES**, **IMPERIAL FISTS**, **SALAMANDERS**, **WHITE SCARS**, **RAVEN GUARD**, **IRON HANDS**, **CRIMSON FISTS** or **BLACK TEMPLARS**. A **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** unit is any **ADEPTUS ASTARTES** unit that has the **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** keyword respectively.'

Page 20 – Sons of the Primarchs

Add the following sentence to the first paragraph:
'These rules also apply to Battle-forged armies that include **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments – these are any Detachments that only include **DARK ANGELS**, **BLOOD ANGELS** or **SPACE WOLVES** units respectively.'

Page 20 – Defenders of Humanity

Change the first sentence to read:

'If your army is Battle-forged, all Troops units in Space Marines, **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments gain this ability.'

Page 20 – Chapter Tactics

Change the first sentence to read:

'If your army is Battle-forged, all **INFANTRY**, **BIKER**, **CAVALRY** and **DREADNOUGHT** units (other than **SERVITOR** units) in Space Marines, **DARK ANGELS**, **BLOOD ANGELS** and **SPACE WOLVES** Detachments gain a Chapter Tactic, so long as every unit in that Detachment is drawn from the same Chapter.'

FAQS

Q: If a unit has a rule that says enemy units cannot set up within a certain distance of it (e.g. Omni-scramblers), but an enemy unit has a rule that says it can set up within a certain distance (e.g. Vexilla Teleport Homer and Lying in Wait), which takes precedence?

A: The rule that says you cannot be set up within a certain distance (in the example instance, Omni-scramblers) always takes precedence.

Q: Can a bolt sniper rifle that is firing mortis rounds target a CHARACTER that is not the closest enemy unit and not visible to the firing model?

A: Yes.

Q: If I use the Princeps of Deceit Warlord Trait to redeploy units from my army and those units have an ability that allows them to set up in a different manner (e.g. Concealed Positions and Grav-chute), can those units use their abilities when they redeploy?

A: No. These units must be deployed as described in the Deployment section of the mission you are playing (typically, this means on the battlefield and wholly within your own deployment zone).

Q: If I use the Auspex Scan Stratagem to shoot with my Warlord as if it were my Shooting phase, can that Warlord then move as if it were my Movement phase if he has the Shoot and Fade Warlord Trait?

A: Yes.

Q: If a Librarian in Phobos Armour has the Tome of Malcador Relic, does he know one additional power from the Librarius discipline or from the Obscuration discipline?

A: They know one additional power from the Librarius discipline.

Q: If an enemy unit has a weapon or ability that allows them to target CHARACTERS even if they are not the closest enemy unit, and a CHARACTER from my army is under the effects of the Shrouding psychic power, which takes precedence?

A: The Shrouding psychic power takes precedence.

CODEX: DAEMONKIN

ERRATA

Page 19 – Obliterators, Fleshmetal Guns

Change the first sentence to read:

‘Each time this unit is chosen to attack with fleshmetal guns, roll three D3, one after the other, to determine the characteristics of the unit’s fleshmetal guns when resolving those attacks.’

Page 21 – Legion Traits

Change the first sentence to read:

‘If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKER** and **HELBRUTE** units in Chaos Space Marine Detachments gain a Legion Trait, so long as every unit in that Detachment is from the same Legion.’

FAQS

Q: If I choose not to select a Mark of Chaos for Greater Possessed, which units (if any) can benefit from its Locus of Power ability?

A: Only <LEGION> **DAEMON** units that you have also chosen not to select a Mark of Chaos for.

Q: Can a model use the Incursion psychic power power to summon a unit even if it has moved during this turn? What about if it has already used the Daemonic Ritual ability this turn?

A: Yes in either case.

*Q: If an enemy **CHARACTER** is slain by the Possession psychic power, do I need to have the appropriate reinforcement points set aside in order to set up the Chaos Spawn or Greater Possessed?*

A: Yes, if you are playing a matched play game.