WARHAMMER 40,000

CODEX: ASTRA MILITARUM

VERSION 1.4

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. New or revised text is presented in red, with a text highlight applied to revisions made previously (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Page 70 – Kasrkin, weapons tables
Delete the 'power weapon' profile, and add the following profiles:

	RANGE	A	BS	S	AP	D
Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	4+	3	0	1

Page 78 – Siege Regiment, Artillery Support, Creeping Barrage
Change to:
'Roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield: On a 5+, until the end of the battle round, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it. The maximum number of units that can be shaken by this rule in each battle round depends on the battle size, as shown below.'

Page 84 – Recon Element, Masters of Camouflage
Change to:
'Astra Militarum Walker and Regiment models from your army have the Benefit of Cover. While such a model has the Benefit of Cover for any other reason (e.g. because it is wholly within a Ruin), improve the Save characteristic of that model by 1 (to a maximum of 3+).'

Pager 94 – Krieg Command Squad, Ranged Weapons table, bolt pistol
Add '[PISTOL]'.

Pager 94 – Krieg Command Squad, Wargear Options, fifth bullet
Change to:
'1 Veteran Guardsman not equipped with alchemyk counteragents can replace its laspistol with one of the following:
- 1 bolt pistol
- 1 plasma pistol'

Page 96 – Catachan Command Squad, Ranged Weapons table
Add the following profiles:

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	4+	4	0	1

	RANGE	A	BS	S	AP	D
Boltgun [RAPID FIRE 1]	24"	1	4+	4	0	1

Page 102 – Militarum Tempestus Command Squad, Faction Abilities
Add 'Voice of Command'.

Page 102 – Militarum Tempestus Command Squad, Abilities, Core abilities
Add 'Deep Strike'

Page 102 – Militarum Tempestus Command Squad, Keywords
Remove 'Regiment'

Page 106 – Death Korps of Krieg, Ranged Weapons
Add boltgun weapon profile to Ranged Weapons table:

	RANGE	A	BS	S	AP	D
Boltgun [RAPID FIRE 1]	24"	1	4+	4	0	1

Page 106 – Death Korps of Krieg, Wargear Options, fourth bullet
Change to:
'- Any number of Death Korps Watchmasters can each replace their laspistol and chainsword with 1 boltgun and 1 close combat weapon.'

Page 108 – Kasrkin, Ranged Weapons
Change 'Bolt pistol', 'Plasma pistol – standard' and 'Plasma pistol – supercharge' BS characteristic to:
'3+'

Page 110 – Tempestus Scions, Abilities
Add:
'CORE: Deep Strike'

Page 110 – Tempestus Scions, Ranged Weapons
Change 'Bolt pistol', 'Plasma pistol – standard' and 'Plasma pistol – supercharge' BS characteristic to:
'3+'

Page 111 – Tempestus Aquilons, Abilities, Servo-sentry
Change to read:
'Servo-sentry: When this unit is set up on the battlefield using the Deep Strike ability, the Tempestor Aquilon can shoot with its sentry weapon (its sentry flamer, sentry grenade launcher or sentry hot-shot volley gun).'

Page 111 – Tempestus Aquilons, Ranged Weapons, Bolt pistol
Change BS characteristic to:
'3+'

Page 112 – Ogryn Bodyguard, Loyal Protector section
Add the following:
'This model cannot be selected as your **Warlord** and cannot be given Enhancements.'

Page 112 – Ogryn Bodyguard, Keywords
Add '**Character**'

Page 116 – Krieg Heavy Weapons Squad, Ranged Weapons, Laspistol
Change Range characteristic to:
'12"'

Page 116 – Krieg Heavy Weapons Squad, Abilities, Final Duty
Change to:
'**Final Duty:** While the Fire Coordinator model is on the battlefield, each time a Heavy Weapons Gunner model is destroyed, roll one D6: on a 3+, do not remove it from play. The destroyed model can shoot after the attacking model's unit has finished making its attacks, and is then removed from play.'

Page 133 – Basilisk, Abilities, Earthshaker Rounds
Change to:
'**Earthshaker Rounds:** In your Shooting phase, after this model has shot, if one or more of those attacks made with its earthshaker cannon scored a hit against an enemy **Infantry** unit, until the start of your next Shooting phase, that unit is shaken. While a unit is shaken, subtract 2" from its Move characteristic and subtract 2 from Charge rolls made for it.'

FAQS

Q: *If a unit becomes affected by the same Order multiple times, do those Orders affect that unit multiple times?*
A: No.

Q: *Can the Reinforcements! Stratagem be used on a unit that is Battle-shocked?*
A: No.

Q: *If a unit contains two models equipped with a vox-caster, can I attempt to generate 1CP twice when the bearer's unit is targeted with a Stratagem?*
A: No.

Q: *Can I attempt to generate 1CP from a unit containing a vox-caster, when targeting that unit with the Reinforcements! Stratagem?*
A: No.

Q: *When using the Creeping Barrage ability, how do you resolve the maximum number of units that can be shaken?*
A: You roll one D6 for each enemy unit that is more than 12" from every model from your army that is on the battlefield, in an order of your choosing, one at a time. Once the maximum number of enemy units for the battle size have been shaken, stop rolling for any additional units.

Q: *When an Ogryn Bodyguard joins a Militarum Tempestus Command Squad, can the unit set up using the Deep Strike ability?*
A: No, as the Ogryn Bodyguard model does not have the Deep Strike ability.