WARHAMMER 40,000

INDEX CARDS FAQ AND ERRATA
VERSION 2.3

This document collects amendments to the Index Cards printed for each Warhammer 40,000 faction, and presents our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, they are errata designed to correct mistakes or add clarity. New or revised entries are marked with red (applied selectively when used to highlight partial alterations).

CHAOS DAEMONS

ERRATA

Be'lakor – Keywords section
Add 'Psyker' and 'Fly'.

Blue Horrors – Abilities, Cackling Horrors
Change to:
'While an enemy unit is within 6" of this unit, if this unit contains one or more Blue Horror models, worsen the Leadership characteristic of models in that enemy unit by 1.'

Burning Chariot – Keywords section
Add 'Fly'.

Daemon Prince of Chaos, Daemon Prince of Chaos with Wings, Soul Grinder – Keywords section
Add 'Daemon'.

Draught of Terror Stratagem – When and Target sections
Change to:
'**WHEN:** Your Shooting phase or the Fight phase.
 TARGET: One Legiones Daemonica unit from your army that has not been selected to shoot or fight this phase.'

Fluxmaster – Abilities, Altered Reality
Change to:
'Once per battle round, after a Hit roll, a Wound roll, or a saving throw is made for this model, you can change the result of that roll to an unmodified 6.'

Great Unclean One – Ranged Weapons, putrid vomit
Change Ballistic Skill to 'N/A'.

Horticulus Slimux – Abilities, Seed The Garden of Nurgle
Change to:
'At the end of your Movement phase, if this model is within one Area Terrain feature, until the end of the battle, that Area Terrain feature is considered to be within your army's Shadow of Chaos.'

Warp Surge Stratagem – Effect section
Change to:
'**EFFECT:** Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.'

FAQS

Q: *When using the Daemonic Pact rule to add Legiones Daemonica units to my army, are any of the Shadow of Chaos army rules in effect (including Daemonic Manifestation and Daemonic Terror)?*
A: No.

Q: *If a Pink Horror or a Blue Horror is destroyed as a result of its own weapon's* [HAZARDOUS] *ability, can that model's unit use its Split ability?*
A: Yes.

Q: *When I return models to a unit of Blue Horrors that began the battle as a unit of Pink Horrors, can I return Pink Horrors to that unit?*
A: No.

Q: *When I return models to a unit of Blue Horrors that began the battle as a unit of Pink Horrors, can I return models to that unit to bring it above the Starting Strength of that unit of Pink Horrors?*
A: No.

Q: *Do Pink Horrors' and Blue Horrors' Split abilities trigger when the damage is dealt by something other than an attack?*
A: No.

Q: *Does Be'lakor's The Dark Master ability allow it to be set up closer than 9" to enemy models, in a location that is not otherwise within my army's Shadow of Chaos, using the Warp Rifts Detachment rule?*
A: No.

Q: *Do the Greater Daemon of Slaanesh, Greater Daemon of Nurgle, Greater Daemon of Khorne or Greater Daemon of Tzeentch abilities allow a unit that has one of those abilities to be set up closer than 9" to enemy models, in a location that is not otherwise within my army's Shadow of Chaos, using the Warp Rifts Detachment rule?*
A: No.

Q: *If there are no objective markers within No Man's Land or within my opponent's deployment zone, does The Shadow of Chaos affect those areas of the battlefield?*
A: No.

Q: *If a unit of Pink Horrors suffers casualties such that there are no Pink Horror models left, and it then uses the Blue Horrors datasheet, what is the Starting Strength of that Blue Horrors unit?*
A: The Starting Strength of that Blue Horrors unit is the same as the Starting Strength of the original Pink Horrors unit when it was added to your army list.

Q: *Does using the Insane Bravery Stratagem on a LEGIONES DAEMONICA unit mean that unit is considered to have taken a Battle-shock test?*
A: Yes, it is considered to have taken a test and passed it.

DRUKHARI
ERRATA
Archon – Abilities, Devious Mastermind
Change to:
'**Devious Mastermind (Aura):** If this model is your WARLORD, each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Designer's Note: *This ability takes precedence over the Lord of Deceit ability presented in the Balance Dataslate June 2024.*'

Cronos – Abilities, Pain Parasite (Aura)
Change to:
'**Pain Parasite (Aura):** Each time one Pain token is removed from your Pain token pool to Empower one or more units, if one or more of those Empowered units are within 9" of this unit, roll one D6: on a 4+, you gain 1 Pain token.'

Haemonculus – Core Abilities
Add 'Leader'.

Lelith Hesperax – Keywords section
Add 'SUCCUBUS'.

Realspace Raiders and Skysplinter Assault – Detachment Rules
Add:
'**CORSAIRS AND TRAVELLING PLAYERS**
If your Army Faction is DRUKHARI, you can include HARLEQUINS and ANHRATHE units in your army, even though they do not have the DRUKHARI Faction keyword. The combined points value of HARLEQUINS and/or ANHRATHE units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts

No HARLEQUINS or ANHRATHE models included in your army in this way can be your WARLORD, and they cannot be given Enhancements.'

Urien Rakarth – Keywords section
Add 'HAEMONCULUS'.

Voidraven Bomber – Keywords section
Add 'FLY'.

Wyches – Ranged Weapons, splinter pistol
Change '[ANTI-INFANTRY 4+]' to '[ANTI-INFANTRY 3+]'.

FAQS
Q: *If I use the Alliance of Agony Stratagem to empower one Archon, one Succubus and one Haemonculus, and one or more of those models' units are within 9" of a friendly Cronos, can I use that Cronos' Pain Parasite ability to attempt to gain 1 Pain token, or do all three of my units need to be within 9" of that Cronos for its Pain Parasite ability to apply?*
A: You can use the Pain Parasite ability to attempt to gain 1 Pain token if one or more of the Empowered units are within 9" of that Cronos – it is not required for all of those Empowered units to be within 9" of the Cronos to attempt to gain that Pain token.

Q: *Can Pain tokens that are gained from a Cronos' Pain Parasite ability at the start of a phase be used immediately to Empower additional units at the start of that phase?*
A: Yes.

Q: *Does the Venom's Transport rule that splits units happen before Leader units are attached?*
A: Yes.

Q: *For the purposes of the Cronos' Pain Parasite Aura ability, if multiple Cronos units are within range of the same unit being Empowered, can I roll once for each of those Cronos units, or once in total?*
A: Once in total, as Aura abilities only apply once, regardless of the number of sources of the same Aura.

Q: *Is the Scourges' Winged Strike ability resolved before or after Stratagems that enable enemy units to shoot in my Shooting phase?*
A: The player whose turn it is chooses the order.

IMPERIAL KNIGHTS
ERRATA
Army Rule Card – Code Chivalric, 2nd paragraph
Change to:
'If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).'

Army Rule Card – Code Chivalric, Lay Low the Tyrant, Oath Ability
Change to:
'**Oath Ability:** Each time this model is selected to shoot or fight, re-roll a single Hit roll of 1 and re-roll a single Wound roll of 1.'

Squires' Duty Stratagem – Effect section
Change to:
'**EFFECT:** Until the end of the phase, when resolving attacks that target that enemy unit, improve the Strength and Armour Penetration characteristics of weapons equipped by those ARMIGER models by 1. If your army is Honoured, until the end of the phase, add 1 to the Damage characteristic of those weapons as well.''

FAQS

Q: *If my Canis Rex model is destroyed, can Sir Hekhtur continue and complete an Action that Canis Rex model started?*
A: No.

Q: *Do you score the Assassination Secondary Mission twice when you destroy Canis Rex then Sir Hekhtur?*
A: Yes.

Q: *Do you score the Bring It Down Secondary Mission when you destroy Canis Rex?*
A: No. The Using Sir Hekhtur rule on the Sir Hekhtur datasheet states that your Canis Rex unit is not considered to be destroyed until Sir Hekhtur is also destroyed. Once Sir Hekhtur has been destroyed, the Bring It Down Secondary Mission can be scored.

Q: *For the purposes of completing the Deed of the Lay Low the Tyrant Oath, if the enemy WARLORD is destroyed then resurrected, is the Deed still completed?*
A: The completion of Deeds is determined at the start of your Command phase. If the enemy WARLORD is not destroyed at the start of your Command phase, then even if you previously destroyed it, the Deed has not yet been completed. Once completed, however, that Deed remains completed (and so your army remains Honoured) even if that WARLORD is no longer destroyed later in the battle.

LEAGUES OF VOTANN

ERRATA

Appraising Glare Enhancement – 2nd sentence
Change to:
'Until the start of your next Command phase, while an enemy unit is within range of that objective marker, it counts as having one more Judgement token than it actually has (to a maximum of 2).'

Hearthkyn Warriors – Unit Composition, 2nd bullet
Change to '9 Hearthkyn Warriors'.

Ûthar the Destined – Abilities, Ancestral Fortune
Change to:
'Once per turn, you can change one Hit roll or one Wound roll made for this model to an unmodified 6.'

FAQS

Q: *Does the Ruthless Efficiency Detachment rule award CP when any of the four enemy units that started the battle with Judgement tokens are destroyed (i.e. those selected using Ruthless Efficiency and those selected using the Eye of the Ancestors army rule)?*
A: Yes.

Q: *When does a unit gain a Judgement Token from destroying a Leagues of Votann unit?*
A: When the last model in that Leagues of Votann unit is removed from the battlefield.

Q: *Can I select one or more units embarked within TRANSPORTS using the Ruthless Efficiency Detachment rule?*
A: No.

Q: *Can I select one or more units in Reserves using the Ruthless Efficiency Detachment rule?*
A: Yes.

Q: *Can I select one unit that is part of an Attached unit using the Ruthless Efficiency Detachment rule?*
A: No.

Q: *If a unit from my army destroys one of the units in an Attached unit that has one or more Judgement tokens, what happens?*
A: That Attached unit is not considered to be destroyed for the purposes of Ruthless Efficiency. Each unit that remains from that Attached unit has the same number of Judgement tokens. For example, if a unit of Boyz is being led by a Warboss and a Weirdboy, and has two Judgement tokens, after the Boyz unit is destroyed, the Warboss and the Weirdboy each become individual units, each with two Judgement tokens.

Q: *Can I gain CP from another source, such as by discarding a Secondary Mission card, in the same turn in which I gained 3CP from the Ruthless Efficiency Detachment rule (since it ignores the cap on the number of CP you can gain during a battle round)?*
A: Yes.

Q: *If the mission rules I am using state that Reserves units cannot arrive on the battlefield during the first battle round (e.g. the Pariah Nexus mission pack), if I am going second, can I use the Hernkyn Pioneers' Outflanking Mag-Riders ability at the end of my opponent's first turn, then set that unit up again during my first turn?*
A: No. You can use the ability to remove that unit from the battlefield, but you cannot set it up again until the second battle round using the Strategic Reserves rules.

Q: *Does the Appraising Glare Enhancement give one Judgement token to each affected enemy unit that does not already have any Judgement tokens?*
A: No, but while a unit is affected by Appraising Glare, add one to the number of Judgement tokens it has for the purposes of other rules. For the purposes of the A Long List Enhancement, for example, a unit that otherwise has no Judgement tokens would be considered to have one Judgement token while affected by Appraising Glare.