

# WARHAMMER 40,000

## INDEX: XENOS 2

### 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 10 – Mob Rule

Change the rule to read:

'When using the Leadership characteristic of this unit, you can use either its own Leadership characteristic, or you can choose for the characteristic to be equal to either the number of models in the unit, or the number of models in another friendly unit within 6" that has this ability.'

##### Page 13 – Warboss on Warbike, Waaagh!

Change the rule to read:

'Friendly **ORK INFANTRY** and **BIKER** units within 6" of this model at the start of the Charge phase can charge even if they Advanced this turn.'

##### Pages 14, 15, 16, 31 and 38 – Kustom Force Field

Change the first sentence of this rule to read:

'If this model is equipped with a kustom force field, friendly **ORK** units that are entirely within 9" have a 5+ invulnerable save against ranged weapons.'

##### Page 16 – Ghazghkull Thraka, The Boss is Watchin'

Change the first sentence to read:

'If a friendly **ORK** unit fails a Morale test and they are within 6" of Ghazghkull Thraka, he can restore order with a brutal display of violence.'

##### Page 34 – Big Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Big Gun and each 2-model group of Grot Gunners act as separate units.'

##### Page 35 – Mek Gunz, Grot Krew

Change the final sentence to read:

'From that point on, each Mek Gun and each 5-model group of Grot Gunners act as separate units.'

##### Pages 50, 52 and 53 – Master of War

Change the first sentence to read:

'At the beginning of your turn, a single friendly **COMMANDER** can declare either Kauyon or Mont'ka. You can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.'

##### Pages 53, 63 and 69 – Abilities

Add the following sentence onto the end of the MV52 Shield Generator and Shield Generator abilities:

'In addition, roll a D6 each time a Drone with this ability loses a wound; on a 5+ that Drone does not lose a wound.'

##### Pages 53, 56, 57, 62, 63, 64, 65, 66, 68, 69, 70, 71, 72, 73 and 74 – Saviour Protocols

Change this rule to read:

'**Saviour Protocols:** If a **<SEPT> DRONES** unit is within 3" of a friendly **<SEPT> INFANTRY** or **<SEPT> BATTLESUIT** unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.'

##### Page 62 – XV95 Ghostkeel Battlesuit, Stealth Field

Change the first sentence to read:

'Models shooting at a Stealth Drone or any Ghostkeel Battlesuit that is within 3" of any friendly Stealth Drones subtract 1 from their hit rolls.'

##### Page 68 – AX39 Sun Shark Bomber

Change the second sentence of this datasheet's description to read:

'It is accompanied by 2 MV17 Interceptor Drones, each equipped with two ion rifles.'

##### Page 72 – Keywords (Longstrike's Gunship)

Add '**HAMMERHEAD**'.

##### Page 72 – Longstrike, Fire Caste Exemplar

Change this ability to read:

'You can add 1 to hit rolls in the Shooting phase for friendly **T'AU SEPT HAMMERHEAD** units within 6" of Longstrike.'

##### Page 73 – Keywords (Hammerhead)

Add '**HAMMERHEAD**'.

**Page 74 – XV88 Broadside Battlesuit**

Change the final sentence of this datasheet's description to read:

'Each Broadside Battlesuit may be accompanied by up to 2 MV8 Missile Drones, each equipped with a missile pod (**Power Rating +2**), or up to 2 Tactical Drones (pg 69) (**Power Rating +1**).'

**Page 85 – Hive Mind Discipline, Catalyst**

Change the last sentence to read:

'Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+ the unit does not lose that wound.'

**Pages 87, 105, 106 and 107 – Prehensile pincer tail**

Change the Strength characteristic of this weapon in all instances to 'User'.

**Page 87 – Old One Eye, Alpha Leader**

Change this ability to read:

'You can add 1 to hit rolls in the Fight phase for friendly <**HIVE FLEET**> **CARNIFEX** units that are within 6" of this model.'

**Page 89 – Tyranid Prime, Alpha Warrior**

Change this ability to read:

'You can add 1 to hit rolls for all <**HIVE FLEET**> Tyranid Warrior units and <**HIVE FLEET**> Tyranid Shrike units that are within 6" of any friendly <**HIVE FLEET**> Tyranid Primes.'

**Page 89 – Tervigon, Massive crushing claws**

Change the AP characteristic to read '-3'.

**Page 98 – Deathleaper, It's After Me!**

Change the last sentence of this ability to read:

'At the end of any or your Movement phases Deathleaper can spring from its hiding place – you can set it up anywhere that is within 6" of the enemy **CHARACTER** you chose, but more than 1" away from any enemy models (if the enemy **CHARACTER** is not on the battlefield when Deathleaper is revealed, set it up anywhere on the battlefield that is more than 9" from any enemy models instead).'

**Page 104 – Biovores, Spore Mine Launcher**

Insert the following at the end of the rules text:

'This weapon can target units that are not visible to the firer, but it cannot be used to fire Overwatch.'

**Page 109 – Sporocyst**

Change the unit description to read:

'A Sporocyst is a single model armed with a spore node and five deathspitters.'

Insert the following at the end of the rules text for the Spore Node rule:

'This weapon cannot be used to fire Overwatch.'

**Page 112 – Cult Ambush**

Add the following sentence to the end of the second paragraph:

'If it is not possible to set up a unit as described on the result rolled, that unit is not set up this turn (but you can roll for it again at the end of your next Movement phase).'

**Page 112 – A Deadly Trap**

Change the second sentence of this Cult Ambush result to read:

'It can either move D6" even though it has just arrived as reinforcements, or shoot with all of its ranged weapons as if it were the Shooting phase (doing so does not prevent it from shooting in the Shooting phase or charging in the Charge phase of this turn).'

**Page 112 – Brood Brothers**

Change this rule to read:

'The influence of a Genestealer Cult permeates all aspects of a society, including any Astra Militarum regiments stationed on their world. To represent the elements of such forces that have been subverted by a cult, you can include **ASTRA MILITARUM** units and **GENESTEALER CULTS** units in the same matched play army, even though these units don't have any Faction keywords in common. However, you can only include one **ASTRA MILITARUM** Detachment (one in which every unit has the **ASTRA MILITARUM** keyword) in a Battle-forged army for each **GENESTEALER CULT** Detachment (one in which every unit has the **GENESTEALER CULTS** keyword) in that army and every unit in the **ASTRA MILITARUM** Detachment that has the <**REGIMENT**> keyword must replace it in every instance on its datasheet with **BROOD BROTHERS** (you cannot include any **ASTRA MILITARUM** named characters in such Detachments). In such cases, simply ignore the Astra Militarum units when choosing your army's Faction.'

**Page 114 – Magus, Familiars**

Change the second sentence to read:

'If they do so, the Magus can immediately attempt to manifest an additional psychic power.'

**Page 115 – Primus**

Delete the Familiar profile from the Primus datasheet.

**Pages 116 and 144 – Heavy rock cutter**

Add the following to the Abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

**Page 122 – Cult Armoured Sentinel**

Change the Toughness characteristic to read '6'

**Page 123** – Cult Leman Russ, Grinding Advance

Change this ability to read:

**‘Grinding Advance:** If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model’s turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, eradicator nova cannon, exterminator autocannon and vanquisher battle cannon.’

**Pages 123 and 144** – Vanquisher battle cannon

Change the Strength to read ‘8’.

**Page 130** – Units table

Change the models per unit value for Runtherd to read ‘1’.

Change the models per unit value for Nobz to read ‘5-10’.

Change the models per unit value for Nobz on Warbikes to read ‘3-9’.

Change the models per unit value for Deffkoptas to read ‘1-5’.

**Page 134** – Units table

Add the following row:

‘Tactical Drones | 4-12 | See right’

**Page 137** – Support Systems

Change the Drone controller rule to read:

‘Friendly <SEPT> **DRONE** units within 6" of any models equipped with a drone controller add one to any hit rolls.’

Change the Velocity tracker rule to read:

‘Add 1 to hit rolls for this model when it shoots at a unit that can **FLY**.’

**Page 138** – Units table

Change the models per unit value for Hive Guard to read ‘3-6’.

Change the models per unit value for Tyrant Guard to read ‘3-6’.

**Page 138** – Ranged Weapons table

Change the line that reads ‘Spinefists (Ravener)’ to read ‘Spinefists (Ravener, Tyranid Warriors and Tyranid Shrikes)’.

Add the following row:

‘Spore node | 0’

**Page 142** – Genestealer Cults Points Values

Change the points per model value for Purestrain Genestealers to read ‘15’.

Change the points per weapon value for Purestrain talons to read ‘0’.

Add an ‘Other Wargear’ table for the following:

‘Cult icon | 20’

**FAQs**

**ORKS**

*Q: Is the Kustom Force Field ability an aura ability?*

A: Yes.

*Q: The Ork Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’. Its Open-topped ability says that ‘restrictions and modifiers that apply to this model also apply to its passengers’. Does that mean that a unit embarked also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?*

A: No.

*Q: Do Spanners have a separate points cost in units of Lootas and Burna Boyz?*

A: No. They cost the same ‘points per model’ as the unit they are included in.

*Q: What happens when a unit of Flash Gitz’ Gun-crazy Showoffs ability triggers, but the nearest enemy unit is not a viable target (e.g. it is not visible to the Flash Gitz, or it is within 1" of a unit from your army)?*

A: If the nearest enemy unit is not a viable target then this ability has no effect this time.

*Q: If I use a Stompa’s Psycho-Dakka-Blasta! Ability to shoot its supa-gatler several times, do I need to declare the targets of the attacks before making any attacks, or do I resolve the attacks one at a time?*

A: Declare targets and resolve the attacks one at a time. Roll to see if the ammo has been expended before declaring the targets for second and subsequent attacks.

*Q: How many points does a Boss Nob in a unit of Boyz cost?*

A: 6.

*Q: Can a Big Mek use his Big Mekaniak ability to repair a vehicle he is embarked inside? Can he repair another vehicle within 3" of the vehicle he is embarked inside?*

A: No to both questions; he cannot repair vehicles while embarked inside a transport.

*Q: What happens when a unit of Stormboyz declares a charge and it is within range of an Ork Warboss' Waaagh! ability at the start of the Charge phase (assuming the Stormboyz Advanced that turn) – do I still need to roll D6 to see if my Stormboyz unit suffers mortal wounds as described in their Full Throttle ability?*

A: No. In this circumstance you can just use the Ork Warboss' ability to Charge (even though the unit Advanced) and you do not need to use the Full Throttle ability to do so (and so you avoid the risks involved).

## TAU EMPIRE

*Q: If a T'au unit – e.g. XV8 Crisis Battlesuits or a Commander – uses the Manta Strike ability to set up in a Manta hold during deployment, does that also apply to any Drones that are accompanying that unit?*

A: Yes. When the unit enters the fray, it and all its Drones are set up together as per the Mantra Strike ability. Once set up, they then become separate units.

*Q: Can a unit of Pathfinders benefit from their own markerlights (e.g. if half the unit shoots their markerlights, and the other half shoot the same target with other weapons)?*

A: Yes. Declare which models in the unit will fire markerlights at the same time you declare targets for the unit to shoot at, then resolve the models firing markerlights first, one at a time.

*Q: Can models with an early warning override Support System use it to shoot at units that use psychic powers such as Gate of Infinity or Da Jump to set up within 12"?*

A: Yes.

## TYRANIDS

*Q: Monstrous scything talons say that if the bearer has more than one pair it can make one additional attack. How many extra attacks does a Trygon, which has three pairs of monstrous scything talons, make?*

A: It makes a total of one additional attack.

*Q: The Onslaught psychic power says that the affected unit can Advance and fire in the same turn. Does this mean it gets to Advance again and then fire, or that it can fire even if it has Advanced this turn?*

A: The unit can fire even if it has Advanced this turn. It does not get to Advance again.

*Q: If a Hive Tyrant with lash whips is slain, which line of the damage table do I use when making its attacks before removing the model as a casualty?*

A: Use the bottom line of the damage table, as if it still had one wound remaining.

*Q: Can the Swarmlord use its Hive Commander ability on units that have no ranged weapons (the ability says 'instead of shooting')?*

A: Yes.

*Q: A Tervigon can only replace Termagants in a unit that is equipped with fleshborers. If those models were equipped with adrenal glands and/or toxin sacs, can those models still be replaced?*

A: Yes.

## GENESTEALER CULTS

*Q: If I include a Detachment of ASTRA MILITARUM in a Genestealer Cult army using the Brood Brothers rule, do the ASTRA MILITARUM units gain the GENESTEALER CULTS keyword and the Cult Ambush ability?*

A: No and no.

*Q: Can I have a Battle-forged army that consists of one Detachment of GENESTEALER CULTS, one Detachment of ASTRA MILITARUM (using the Brood Brothers rule) and one Detachment of TYRANIDS?*

A: Yes.

*Q: If, in a matched play game, I use the Return to the Shadows Stratagem to remove one of my Genestealer Cult units from the battlefield during the fourth battle round, are they considered to be destroyed because of the Tactical Reserves matched play rule?*

A: No.