



WARHAMMER 40,000 ERRATA & FAQs

Errata

Page 41 – Multiple Combats, Attacking.

A third bullet point should be added, as follows:

- **Models that at the beginning of the combat (before any model attacked) were engaged with more than one enemy unit, but were in base contact with just one of the enemy units, must attack that unit.**

Page 42 – ‘A normal and a special weapon’, first paragraph.

The second sentence should be changed to:

All of their attacks, including the bonus attack, **use the special weapon’s bonuses and penalties.**

Page 46 – Morale while falling back.

The paragraph should be changed to:

Units that are falling back automatically fail all Morale checks.

Page 71 – Ramming a skimmer.

The first sentence should be changed to:

Skimmers **that are not immobilised or stunned** may try to dodge [...].

FAQs

Q. Can a model use a psychic power that is not a Psychic Shooting Attack if it is embarked in a transport vehicle?

A. Yes. If the power requires line of sight, this is still worked out from the vehicle’s fire points (this will count as one model shooting through that fire point if the power is used in the Shooting phase).

If the psychic power does not require line of sight and has a range or an area of effect that is normally measured from the model using it, these are measured from the vehicle’s hull, as explained in the Embarking section on page 66.

Q. Do psychic shooting attacks grant cover saves?

A. Yes, as long as they cause wounds. Cover saves are taken against wounds caused by psychic shooting attacks, not against any other ‘weirder’ effects of the psychic power.

Q. If I find a reference to a unit that is ‘pinned’, does it mean a unit that has gone to ground?

A. Yes, ‘pinned’ is simply a short way of saying ‘gone to ground by failing a pinning test’.

Q. Can bikes Turbo Boost during their Scout move?

A. Yes they now can, but remember that they have to remain more than 12” away from the enemy as they move.

Q. Can models move off the table?

A. Not unless a rule or the mission being played clearly specify that they can. All good wargamers know that the edge of the table is the end of the world!

Q. Is a Regroup test a Morale check? For example, I have a falling back unit within range of a banner that allows units to reroll failed Morale checks – can I use the banner for a failed Regroup test?

A. No and No. A Regroup test is a special type of Leadership test, not a Morale check (which are taken in the three situations described on p44).

Q. How does a monstrous creature's 2D6 roll for armour penetration in close combat work if the creature's Attacks have the Rending rule as well?

A. The player gets to add a D3 to the total for each dice that comes up with a 6. So, if either of the two dice is a six, the total penetration roll will be 2D6+D3+S; if both were 6s, the total would be 12+2D3+S (which you don't need to roll anyway, as it is more than enough to penetrate the thickest armour!).

Q. On page 59, the rules for the arc of fire of pintle-mounted (or bolt-on) weapons address those mounted on turrets and those mounted directly on the hull. But what about those mounted on smaller structures (like a Rhino's cupola) that look like they can rotate 360°, even though they aren't proper turrets?

A. Remember that the rule is: if it looks like you can point the gun at it, then you can, even if it's glued in place'. The rest is just a set of guidelines about the arcs of fire of weapons glued in place, and does not cover all possible weapons mounting and vehicles. If the structure the gun is pintle-mounted on is obviously capable of rotating 360°, like in the case of a Rhino's cupola, then it should be treated as having a 360° arc of fire. However, if you mount the same storm bolter on a Razorback, even though it still can rotate 360°, it won't obviously be able to fire through the Razorback's main turret, and so it will have a 'blind spot'. In the same way, the shuriken catapult mounted under the hull of a Wave Serpent, Falcon, etc. looks like it can rotate 360°, but it does not look like it can be fired through the main hull right behind it, so we normally play that it can be fired roughly in the 180° to the vehicle's front, which seems like an acceptable compromise.

Q. Can a unit go to ground if affected by attacks that do not cause wounds (e.g. lash of submission)?

A. You might, but such a move would be foolish, as it would have no effect other than stopping the unit from doing anything of its own volition in its next turn. The rules are quite clear that anything the enemy inflicts onto the unit works normally, so in the example above, the Lash of Submission would still work normally onto the unit and the unit would still be 'gone to ground' in its next turn. In other words, the only benefit of going to ground is to increase a unit's cover save, so if you don't have to take any cover saves (e.g. you have been hit by a flamer), don't bother!

Q. If models disembark from a transport into dangerous terrain, do they take a dangerous terrain test? Unlike Pile-in or Consolidation moves, disembarking does not specifically states that it doesn't trigger dangerous terrain tests.

A. Dangerous terrain says you test for every model that has 'entered, left or moved through' the terrain. As there is no exception in the text, disembarking models do have to test. However, if they disembark at the beginning of their move and then move after the disembarkation, only one test is needed, not two.

Q. Must passengers fire at the same target that their vehicle is firing at?

A. No, they are a separate unit (albeit they are temporarily co-existing with the vehicle) and so can fire at a different target.

Q. Can a ramming vehicle's Strength go above 10?

A. No, only a vehicle's armour value makes exception to the 'Maximum 10' rule for characteristics.

Q. Can a unit with the Fleet special rule assault after disembarking from a transport?

A. No, it cannot. The Fleet rule simply removes the prohibition of assaulting after running.

Q. If a gun from an artillery unit fails a dangerous terrain test, what happens to it?

A. As this is comparable to suffering a result from the Vehicle Damage chart (and to preserve our sanity if I answer otherwise), the gun is destroyed.

Q. Can the same unit control several objectives, providing it is large enough to be within 3" of each one of them?

A. Yes, absolutely, but we find this does not happen that often when enemies are around...

Q. Am I able to gain the benefits of any of my opponent's wargear or special rules, such as Teleport Homers, Chaos Icons, Tyranid Synapse, Necron Resurrection Orbs etc?

A. In most occasions this is clear, as the rules use the words 'friendly' or 'own' to indicate your units, and 'enemy' for the opponent's. On the other hand, some rules clearly specify that they affect 'friend and foe'. A few rules are, however, slightly ambiguous as they don't clearly specify this distinction. As a general principle, we recommend that you cannot use or gain the benefits from any of the wargear or special rules of your opponent's army, unless specifically stated in the rule itself ('friend or foe') or in an official FAQ.

Q. Can Psychic powers be used on a unit embarked on a transport?

A. For simplicity's sake, the answer has to be a firm 'No, unless the psyker himself is in the unit being transported'.

Q. If an independent Character is joined to a unit that is outflanking, when can he leave the unit?

A. If an independent character is arriving from reserve together with a unit, whether it is outflanking or not, he cannot leave the unit during the turn it arrives. He can, of course, leave it as normal from the following turn.

Army Specific Questions

Q. How many kill points is an Imperial Guard Command Squad worth? Is a Junior Officer and his four Guardsmen worth 1 point or 2?

A. A Command Squad is an independent character and his retinue, as defined on page 48 of the rulebook. The rulebook clearly states on page 91 that a character and his retinue are worth 1 kill point each. Therefore the enemy gains 1 kill point for killing the Junior Officer, and 1 kill point for killing the accompanying Guardsmen.

Q. My Imperial Guard or Black Templar Codex says that dedicated transports can only be used by the unit they've been bought for. Is that overruled by the new way dedicated transports work in 5th Edition?

A. No, if a Codex clearly says that dedicated transports can only be used during the game by the unit that bought them, that overrules the general rule in the rulebook, as normal. Obviously some armies are stricter than others about transport regulations!

Q. If my Codex includes some options (or other rules) that seem to have no effect in the new edition (like the Thornback biomorph, which makes the model count as double the number of models for the purposes of outnumbering the enemy in combat resolution), are you going to publish an errata to change them to something else that does work?

A. No, if an option (or a rule) clearly has no effect, like in the case of the example above, it simply does nothing. We think it's simpler to just leave it until the next edition of the Codex rather than change its effects through an errata.

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