WARHAMMER 40,000
6th EDITION
Codex Update

Use this update in combination with the published Codex FAQs and your Rulebook version. If not stated otherwise, replace the whole rule text. The amendments presented here take always precedence.

As always, your feedback is much appreciated.

CODEX: SPACE MARINES

Squad leader
If the squad contains a Sergeant at the start of the game, this is always the squad leader.

Page 51 - And They Shall Know No Fear
See the Warhammer 40,000 rulebook.

Page 52 - Orbital bombardment
This ability can be used once per game. It is treated as a ranged weapon with the following profile that can be fired by a single Bombardment action. Do not roll to hit. The orbital strike always scatters 2D6" in the direction shown (if a HIT is rolled, it scatters in the direction of the small arrow on the 'HIT' symbol).

Page 53 - Chapter Banner
Any Space Marine unit within 12" of the Banner Bearer always re-rolls any failed Morale check for casualties, pinning and regrouping. In addition, all models in the same unit as the Chapter Banner have +1 Attack whilst the banner bearer is alive. While the Banner Bearer is still alive, the Honour Guard counts as scoring one extra wound in close combat for the purposes of calculating the assault result. See the Character section in the Warhammer 40,000 rulebook for additional rules for Standard Bearers.

Page 55 - Company Banner
Any Space Marine unit within 12" of the Banner Bearer always re-rolls any failed Morale check for casualties, pinning and regrouping. While the Banner Bearer is still alive, the Command Squad counts as scoring one extra wound in close combat for the purposes of calculating the assault result. See the Character section in the Warhammer 40,000 rulebook for additional rules for Standard Bearers.

Page 56 - Psychic hood
See the Warhammer 40,000 rulebook.

Page 57 - Librarian Psychic Powers
A Space Marine Librarian has two psychic powers (chosen when the army is picked). He has Mastery Level 1 and can only use one power each turn unless he has been upgraded to an Epistolary, in which case he has Mastery Level 2. All Space Marine Librarian psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

Page 57 - Force dome
This power is a modifying power and is used at the start of the Librarian's Movement phase. The Librarian and any unit he is with receive a 5+ invulnerable save until the start of the Librarian's next turn.

Page 57 - Quickening
The power is used at the start of the Librarian's Movement phase. If successful, the Librarian has the fleet special rule and Initiative 10 for the rest of the turn.

Page 57 - The Gate of Infinity
This power is used at the beginning of the Librarian's Movement phase. If successful the Librarian and any unit he is with can conduct a Teleport move. The unit is removed from the tabletop and immediately placed back together anywhere within 24" using the deep strike rules. The unit scatters if it is placed within critical distance of enemy units, but the enemy cannot react with Defensive Fire. If the Librarian travels alone, there is no risk, but if he takes a unit with him, there is a chance something will go wrong. If the deep strike attempt scatters and a double is rolled, one member of the unit, chosen by the controlling player, is claimed by the Warp and removed as a casualty (the survivors scatter normally).

Page 58 - Liturgies of Battle
On a turn in which he assaults, a Chaplain and all members of any squad he has joined can re-roll failed rolls to hit for close combat attacks.

Page 62 - Heroic intervention
The unit has the Deep Strike (Heroic) rule as described in the Warhammer 40,000 rulebook.

Page 67
A locator beacon is a beacon.
Astartes grenade launchers follow additional rules for grenade launchers as described in the Warhammer 40,000 rulebook.

Page 69 - Inertial Guidance system
Enemy units cannot react with Defensive Fire to a deep striking Drop Pod. Units within the Drop Pod must disembark in the same turn it arrives. Note that the disembarking units cannot assault in this turn as normal.

Page 69 - Drop Pod Assault
Drop Pods always enter play using the deep strike rules from the Mission Special Rules section of the Warhammer 40.000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a 'Drop Pod Assault'. Units making a Drop Pod Assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

Page 69 - Immobile
See the Warhammer 40,000 rulebook.

Page 71 - Blessing of the Omnissiah
The Techmarine can perform Repair actions. The following modifiers are applied to the Repair roll:
Each Servitor with a servo-arm in the unit +1
The Techmarine has a servo-harness +1

Page 71 - Bolster defences
Techmarines can increase the effectiveness of cover, reinforcing crumbling walls and rewelding badly-damaged spars. Each Techmarine can bolster a single ruin or similar terrain before the game begins. When you deploy, nominate one piece of multi-level terrain in your deployment area for your Techmarine to bolster. The terrain's cover save is increased by one for the duration of the game. For example, a normal ruin (5+ save) so reinforced would offer a 4+ cover save. A ruin can only be bolstered once

Page 71 - Servo-harness
A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used as a primary or secondary close combat weapon) and a flamer. The servo-harness confers multi-targeting (1).

Page 72 - Mindlock
A unit of Servitors must test for mindlock at the start of each of its turns. Roll a D6 for each unit of Servitors. If the result is a 4, 5 or 6 the test is passed and the unit can function normally for the remainder of the turn. If the result is a 1,2 or 3, the Servitors have succumbed to mindlock - the unit and any joined characters are stunned. If a Techmarine or Master of the Forge is part of the Servitor unit at the start of the turn, the mindlock test is passed automatically.

Page 73 - Thunderfire Cannon
'Each Thunderfire Cannon is crewed by a single Techmarine (see page 71 for special rules). Note that the Techmarine does not benefit from the independent character and Blessing of the Omnissiah special rules unless his Thunderfire Cannon has been destroyed.'

The above rule is completely replaced by:

'The Thunderfire Cannon has the unit type artillery and is deployed without crew markers. It has the following profile:

	WS	BS	S	F	S	R	I	A
				Armour				
Thunderfire cannon	0	4	0	10	10	10	0	0

The cannon is accompanied by a Techmarine who is a separate unit in all regards. The Techmarine and the Thunderfire cannon must be deployed within 2" of each other and always form a common strike force (which can be joined by other units) if they are held in reserve. If the cannon has a dedicated Drop pod, the Techmarine must be deployed by it as well, ignoring that it normally holds only a single unit.

If the Techmarine is not within 2" of the Thunderfire cannon, the cannon is not allowed to perform Shooting actions.'

Page 73 - Tremor
The shot is subject to the Entangling rule.

Page 75 - Jamming beacon
Guiding devices items do not function within 6" of a Land Speeder Storm. In addition, enemies wishing to deep strike onto the board within 6" of a Land Speeder Storm scatter 4D6" rather than 2D6".

Page 76 - Repair
If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 81 - Power of the Machine Spirit
A vehicle with this ability has the Behemoth special rule. Hence it has multi-targeting (3).
As long as the model has the multi-targeting rule, it can always perform a single Shooting action, even if it normally cannot perform actions of this type. Therefore, a model that has either moved at cruising speed or has suffered a 'Crew Stunned' result can fire a single weapon.

Page 81 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 82 - Hurricane Bolters
A hurricane bolter is a gun-battery consisting of three twin-linked bolters.

Page 82 - Frag Assault Launchers
The hulls of Land Raider Crusader and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit assaulting into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades for the purpose of determining the Initiative order.

Page 84 - God of War
Marneus Calgar and all units with the Combat Tactics special rule have the cold-blooded special rule as long as Marneus Calgar is on the table.

Page 85 - Rites of Battle
If Sicarius is on the table, all other Space Marine units can use his Leadership for any Morale check for casualties, pinning and regrouping.

Page 88 - Eye of Vengeance
Wounds caused by Telion's Shooting actions are allocated by his controlling player to an armour group, rather than the opposing player.

Page 94 - Moondrakkan
Moondrakkan is a Space Marine Bike (see page 100 for details). If riding Moondrakkan, Kor'sarro Khan has the fleet special rule (see the rulebook for details).

Page 97
Auxiliary grenade launchers follow additional rules for grenade launchers as described in the Warhammer 40,000 rulebook!

Page 98 - Master-crafted weapons
See the Warhammer 40,000 rulebook.

Page 99 - Relic blade
A relic blade is a weapon with the following profile:

	Range	S	AP	Type
Relic blade	-	6	2	Combat, Two-Handed

Page 100 - Signum
A model can use a signum in any Shooting phase of his own. This is a Shooting action. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made.

Page 101 - Teleport homer
Teleport homers are beacons. Only deep striking units that are completely equipped with Terminator armour or making a Teleport move benefit from the device. Units that use jump packs, drop pods or other means of transport to enter the table scatter as normal.

Page 102 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 102 - Searchlight
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

CODEX: BLOOD ANGELS

Page 23 - And they shall know no fear
See the Warhammer 40,000 rulebook.

Page 23 - The Red Thirst
After forces have been deployed, but before the first turn begins, roll a D6 for each unit in your army that has this special rule (including units you have left in reserve). On a score of a 1, the entire squad is treated as having the Furious Charge and Fearless rules instead of And They Shall Know No Fear.

Page 27 - Heroic intervention
The unit has the Deep Strike (Heroic) rule as described in the Warhammer 40,000 rulebook.

Page 29 - Psyker
A Furioso Librarian is a psyker with Mastery Level 1. He has two psychic powers from the list on page 63 (chosen when the army is picked).

Page 31
A locator beacon is a beacon.

Page 32 - Inertial Guidance system
Enemy units cannot react with Defensive Fire to a deep striking Drop Pod. Units within the Drop Pod must disembark in the same turn it arrives. Note that the disembarking units cannot assault in this turn as normal.

Page 32 - Drop Pod Assault
Drop Pods always enter play using the deep strike rules from the Mission Special Rules section of the Warhammer 40.000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a 'Drop Pod Assault'. Units making a Drop Pod Assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

Page 32 - Immobile
See the Warhammer 40,000 rulebook.

Page 34 - Repair
If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer Immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 37 - Power of the Machine Spirit
A vehicle with this ability has the Behemoth special rule. Hence it has multi-targeting (3).
As long as the model has the multi-targeting rule, it can always perform a single Shooting action, even if it normally cannot perform actions of this type. Therefore, a model that has either moved at cruising speed, or has suffered a 'Crew Stunned' result can fire a single weapon.

Page 37 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 38 - Stormraven Gunship
A Stormraven has the Supersonic special rule, as described in the Warhammer 40,000 rulebook.

Page 38 - Transport
The Stormraven can carry two separate squads: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. Unlike other transports, the Stormraven can carry jump infantry (each takes up two points of transport capacity).

Page 38 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 38 - Skies of Blood
The Storm Raven has the rapid insertion special rule as described in the Warhammer 40,000 rulebook. Units can use the Descent of Angels special rule to make a more accurate landing.

Page 39 - Blessing of the Omnissiah
The Techmarine can perform Repair actions. The following modifiers are applied to the Repair roll:
Each Servitor with a servo-arm in the unit +1
The Techmarine has a servo-harness +1

Page 39 - Bolster defences
Techmarines can increase the effectiveness of cover, reinforcing crumbling walls and rewelding badly-damaged spars. Each Techmarine can bolster a single ruin or similar terrain before the game begins. When you deploy, nominate one piece of multi-level terrain in your deployment area for your Techmarine to bolster. The terrain's cover save is increased by one for the duration of the game. For example, a normal ruin (5+ save) so reinforced would offer a 4+ cover save. A ruin can only be bolstered once

Page 41 - Rites of Battle
If Captain Tycho is on the table, all other friendly Blood Angels units can use his Leadership for any Morale check for casualties, pinning and regrouping.

Page 42 - Liturgies of Blood
On a turn in which he assaults, a Chaplain and all members of any squad he has joined can re-roll failed rolls to hit for close combat attacks. Models in a Death Company can also re-roll failed rolls to wound (their rage makes them particularly susceptible to Chaplain's fiery oratory).

Page 43 - Liturgies of Blood
On a turn in which they assault, Lemartes and his Death Company can re-roll failed rolls to hit and wound for attacks in close combat.

Page 45 - Liturgies of Blood
On a turn in which he assaults, Astorath and all members of any squad he has joined can re-roll failed rolls to hit for close combat attacks. Death Company models can also re-roll failed rolls to wound (their rage makes them particularly susceptible to Astorath's fiery oratory).

Page 46 - Psychic hood
See the Warhammer 40,000 rulebook.

Page 46 - Psyker
A Blood Angels Librarian is a psyker, as described in the Warhammer 40,000 rulebook, and has two psychic powers from the list on page 63 (chosen when the army is picked). He has Mastery Level 1 and can only use one power each turn unless he has been upgraded to an Epistolary, in which case he has Mastery Level 2.

Page 47 - Psyker
Mephiston knows the Sanguine Sword, Unleash Rage and Wings of Sanguinius psychic powers (see page 63). He has Mastery Level 3.

Page 47 - Transfixing Gaze
In Assault phase after the initial pile-in moves are made, Mephiston can attempt to enthrall a single enemy independent character in base contact. Once selected, the target immediately takes a Morale check (terror) with a -4 modifier (a double 1 always passes). If the test is passed, there is no ill effect. If the test is failed. Mephiston re-rolls all failed attempts to hit and to wound against the enthralled target for the duration of that Assault phase (note that being enthralled does not prevent the target from attacking - providing he survives long enough, of course).

Page 49 - The Red Grail
All friendly units within 6" of Corbulo are subject to the Furious Charge and Feel no Pain special rules. Corbulo himself has a 2+ rigid save instead of the normal 4+.

Page 50 - Glaive Encarmine
A Glaive Encarmine is a weapon with the following profile:

	Range	S	AP	Type
Glaive Encarmine	-	S	2	Combat, Two-Handed, Master-crafted

Page 50 - Death Mask
An enemy assaulted by one or more units equipped with Death Masks must pass a Morale check (terror) or be reduced to Weapon Skill 1 for the duration of the Assault phase.

Page 52 - Chapter Banner
All friendly units within 12" of the banner bearer always re-roll any failed Morale check for casualties, pinning and regrouping. In addition, all models in the same unit as the Chapter Banner have +1 Attack whilst the banner bearer is alive. See the Character section in the Warhammer 40,000 rulebook for additional rules for standard bearers.

Page 52 - Company Banner
All friendly units within 12" of the standard bearer always re-roll any failed Morale check for casualties, pinning and regrouping. While the standard bearer is still alive, the Honour Guard counts as scoring one extra wound in close combat for the purposes of calculating the assault result. See the Character section in the Warhammer 40,000 rulebook for additional rules for standard bearers.

Page 56
Astartes grenade launchers follow additional rules for grenade launchers as described in the Warhammer 40,000 rulebook!

Page 57 - Master-crafted weapons
See the Warhammer 40,000 rulebook.

Page 58 - Servo-harness
A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used as a primary or secondary close combat weapon) and a flamer. The servo-harness confers multi-targeting (1).

Page 58 - Signum
A model can use a signum in a Shooting phase of his own. This is a Shooting action. If he does so, one model in his squad is Ballistic Skill 5 for the remainder of the Shooting phase. Declare that the signum is being used before any rolls to hit are made.

Page 60 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 60 - Frag Assault Launchers:
The hulls of Land Raider Crusader and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit assaulting into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades for the purpose of determining the Initiative order.

Page 60 - Hurricane Bolters
A hurricane bolter is a gun-battery consisting of three twin-linked bolters.

Page 61 - Searchlight
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

Page 61 - Teleport homer
Teleport homers are beacons. Only deep striking units that are completely equipped with Terminator armour or making a Teleport move benefit from the device. Units that use jump packs, drop pods or other means of transport to enter the table scatter as normal.

Page 63 - Fear of Darkness
This power is a psychic shooting attack that hits automatically an enemy unit within 24". That unit must immediately pass a Morale check (casualties) with a -2 penalty to their Leadership or the unit makes a Fall Back move and becomes broken. All normal modifiers and/or exceptions apply (e.g. units that are never broken are immune to this power).

Page 63 - Might of Heroes
This power is used at the start of any Assault phase, and if successful, the Librarian (or any other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.

Page 63 - Shackle soul
This power is a psychic shooting attack that hits automatically an enemy unit within 12'. Until the end of its next turn, the target unit must pass a Morale check (terror) each time it or its models wishes to perform a Move, Shooting or Combat action. If the units performs several actions at the same time (e.g. the unit shoots several weapons or attacks several times), it tests only once for all actions.

Page 63 - The Blood Lance
This power is a psychic shooting attack. Extend a straight line, 4D6" long, from the Librarian's base in any direction - this is the path taken by the Blood Lance. Any enemy unit in the lance's path suffers a single Strength 8. AP 1 hit with the 'lance' type. Friendly units, and enemy units locked in close combat, are unaffected - the lance darts over them before continuing on its course. If units under the lance's path stand at different heights use the rules for rail weapons to determine if they are affected.

Page 63 - Unleash rage
This power is used at the start of any Assault phase. The Librarian and his unit have the Preferred Enemy special rule until the end of the phase.

Page 84
Chose the squad leader of an Honour Guard from among the models with the Honour Guard profile.

Page 86
The Techmarine is always the squad leader of a unit of servitors.

Page 93
The Biker Sergeant is always the squad leader of a unit of a bike squad.

CODEX: DARK ANGELS

Sergeants
If the squad contains a Sergeant at the start of the game, this is always the squad leader.

Page 23 - And They Shall Know No Fear
See the Warhammer 40,000 rulebook.

Page 25 - Company Standard
Any Dark Angel unit within 12" of the Banner Bearer always re-rolls any failed Morale check for casualties, pinning and regrouping. While the Banner Bearer is still alive, the Command Squad counts as scoring one extra wound in close combat for the purposes of calculating the assault result. See the Character section in the Warhammer 40,000 rulebook for additional rules for Standard Bearers.

Page 27 - Teleport Homer
Teleport homers are beacons. Only deep striking units that are completely equipped with Terminator armour or making a Teleport move benefit from the device. Units that use jump packs, drop pods or other means of transport to enter the table scatter as normal.

Page 31 - Blessing of the Omnissiah
The Techmarine can perform Repair actions. The following modifiers are applied to the Repair roll:
Each Servitor with a servo-arm in the unit +1
The Techmarine has a servo-harness +1

Page 31 - Servo Harness
A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used as a primary or secondary close combat weapon) and a flamer. The servo-harness confers multi-targeting (1).

Page 32 - Repair
If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer Immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 34 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 34 - Power of the Machine Spirit
A vehicle with this ability has the Behemoth special rule. Hence it has multi-targeting (3).
As long as the model has the multi-targeting rule, it can always perform a single Shooting action, even if it normally cannot perform actions of this type. Therefore, a model that has either moved at cruising speed or has suffered a 'Crew Stunned' result can fire a single weapon.

Page 35 - Hurricane Bolters
A hurricane bolter is a gun-battery consisting of three twin-linked bolters.

Page 35 - Frag Grenade Launchers
The hulls of Land Raider Crusader and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit assaulting into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades for the purpose of determining the Initiative order.

Page 35 - Inertial Guidance System
Enemy units cannot react with Defensive Fire to a deep striking Drop Pod. Units within the Drop Pod must disembark in the same turn it arrives. Note that the disembarking units cannot assault in this turn as normal.

Page 35 - Immobile
See the Warhammer 40,000 rulebook.

Page 36 - Rites of Battle
If the Company Master is on the table, all other Space Marine units can use his Leadership for any Morale check for casualties, pinning and regrouping.

Page 37 - Litanies of Hate
On a turn in which he assaults, a Chaplain or Interrogator-Chaplain and all members of any squad he has joined can re-roll failed rolls to hit for close combat attacks.

Page 37 - Sacred Standards
If an Interrogator-Chaplain is in the force then any one Standard Bearer in a Command Squad may replace his Company Standard with a Sacred Standard. All friendly units with a model within 12" of the Sacred Standard are Fearless. See the Character section in the Warhammer 40,000 rulebook for additional rules for Standard Bearers.

Page 38 - Psychic Hood
See the Warhammer 40,000 rulebook.

Page 39 - Hellfire
Clarification: This is a psychic shooting attack.

Page 39 - Mind Worm
Mind is a psychic shooting attack with a range of 18"
and the type Heavy. Instead of targeting a unit, this
power targets a model. When the power hits, the
model must pass a Morale check (terror) or is removed
from play.

Page 43 - Deathwing Company Standard
If Belial is present at a battle then any one Deathwing
Terminator in the army may carry one of the
Deathwing's Company Standards. Any Dark Angel unit
within 12" of the Standard Bearer always re-rolls any
failed Morale check for casualties, pinning and
regrouping. In addition, all models in the same unit as
the Deathwing Company Standard have +1 Attack
whilst the banner bearer is alive. See the Character
section in the Warhammer 40,000 rulebook for
additional rules for Standard Bearers.

Page 45 - Ravenwing Company Standard
If Samael is present at a battle then any one member
of a Ravenwing attack squadron riding a bike in the
army may carry one of the Ravenwing's Company
Standards. Any Dark Angel unit within 12" of the
Standard Bearer always re-rolls any failed Morale check
for casualties, pinning and regrouping. In addition, all
models in the same unit as the Ravenwing Company
Standard have +1 Attack whilst the banner bearer is
alive. See the Character section in the Warhammer
40,000 rulebook for additional rules for Standard
Bearers.

Page 46 - Dark Angels Chapter Banner
If Azrael is present at a battle then any one Standard
Bearer in the army may carry one of the Dark Angels
Chapter banners. Any Dark Angel unit within 12" of
the Banner Bearer always re-rolls any failed Morale
check for casualties, pinning and regrouping. In
addition, all models in the same unit as the Chapter
Banner have +1 Attack whilst the banner bearer is
alive. See the Character section in the Warhammer
40,000 rulebook for additional rules for Standard
Bearers.

Page 50 - Lightning Claws
See the Warhammer 40,000 rulebook.

Page 50 - Master-crafted
See the Warhammer 40,000 rulebook.

Page 55 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed
dangerous terrain tests.

Page 55 - Searchlight

special rule. If a vehicle has a searchlight it must still
use the veiled rules to pick a target but, having
acquired a target, will illuminate it with the
searchlight. For the rest of the Shooting phase, any
other unit that fires at the illuminated unit ignored the
veiled rule of the target. Searchlights have no effect
against units with veiled (2) or (3). However, a vehicle
that uses a searchlight, cannot use any level of the
veiled rule itself until the start of its next turn.

Page 82 - Techmarine
The Techmarine is the squad leader of the unit.

CODEX: SPACE WOLVES

Page 24 - Sagas
Characters can purchase sagas, beneficial special rules described in detail on page 64.

Page 24 - And they shall know no fear
See the Warhammer 40,000 rulebook.

Units which include Thrall-Servitors, Fenrisian Wolves and Cyberwolves are still subject to this rule, providing that the unit contains at least one Space Marine.

Page 25 - Berserk Charge
Individual special rule. Blood Claws receive a bonus +2 Attacks when they assault rather than the normal +1. Note that this does not apply to other models that may have joined the pack. This bonus may not be claimed when launching a counter-attack - even Blood Claws aren't that fast.

Page 25 - Headstrong
Blood Claws have the Rage special rule as described in the Warhammer 40,000 rulebook. If a Wolf Guard model or Independent Character accompanies the Blood Claws, then the Headstrong rule does not apply - the presence of their mentor means they act with a little more common sense.

Page 29 - A Glorious Death
A Lone Wolf has the Eternal Warrior and Feel No Pain rules. Furthermore, in missions that use kill points, a Lone Wolf does not concede kill points if he dies in battle. Instead, to represent his failure to meet a spectacular end, a Lone Wolf will concede kill points if he survives till the end of the game!

Page 31 - Loyal Companions
Fenrisian Wolves that are chosen as part of a character's wargear form a unit with their master. The leader is always the squad leader. This unit can join (and leave) other units. Fenrisian Wolves bought as part of a character's wargear allowance may enter vehicles with a transport capacity, though they will count as two models.

Page 34 - Wolfkin
Any unit of Fenrisian Wolves may re-roll any failed Morale check for casualties and regrouping if they are within 12" of a Thunderwolf Cavalry model.

Page 36 - Runic Weapon
A runic weapon is a force weapon. Furthermore, the wielder passes the test for a psychic counter on a 4+. A runic weapon always wounds Daemon models on the roll of a 2+. This special ability has no effect on vehicle models.

Page 37 - Rune Priests psychic powers
A Rune Priest has two psychic powers from the list below, chosen when the army is picked. He has Mastery Level 1 unless he has been upgraded to a Master of the Runes, in which case he has Mastery Level 2. All Rune Priest psychic powers are used following the rules given in the main Warhammer 40,000 rulebook.

Page 37 - Stormcaller
At the beginning of his turn, the Rune Priest may summon a storm of psychic power that is centred around himself. Until the beginning of the Rune Priest's next turn, he and all friendly units within 6" benefit from a 5+ cover save.

Page 37 - Thunderclap
A Rune Priest may use Thunderclap as a psychic shooting attack. Place the large blast marker so that it is touching the Rune Priest. He does not have to roll to hit and the marker does not scatter. Any enemy model touched by the marker takes a S3 hit with an AP of 5. Resolve the hits against the units as normal.

Page 37 - Fury of the spirit wolves
Change the last sentence to: 'If either Freki or Geri cause one or more casualties, the enemy unit must take the Morale check (casualties) even if it has not suffered enough wounds to test for Heavy Casualties.'

Page 37 - Murderous Hurricane
This power is a psychic shooting attack with the following profile.

	Range	S	AP	Type
Murderous Hurricane	18"	3	-	Assault 3D6, Entangling

Roll 3D6 to determine the number of shots every time this psychic power is used. The shots hit automatically.

Page 37 - Jaws of the World Wolf

This power is a psychic shooting attack. Instead of rolling to hit, the Rune Priest may trace a straight line along the board, starting from the Rune Priest and ending 24" away. The first model under the line must be part of the target unit (if the Rune Priest is accompanied by another unit) and in line of sight of the Rune Priest. This line may pass through terrain. Monstrous creatures, beasts, cavalry, bikes and infantry models that are touched by this line must take an Initiative test (see Characteristic Tests in the Warhammer 40,000 rulebook). If the model fails the test, it is removed from play. Monstrous creatures may subtract one from their dice roll due to their tremendous size and strength, though remember that the roll of a 6 is always a failure. Models locked in close combat, are unaffected. If models under the power's path stand at different heights use the rules for rail weapons to determine if they are affected.

Page 38 - Battlesmith

The Iron Priest can perform Repair actions. The Iron Priest may add +1 on the Repair roll for each Thrall-Servitor with a servo-arm in the unit.

Page 40 - Repair

If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer Immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 44 - Power of the Machine Spirit

A vehicle with this ability has the Behemoth special rule. Hence it has multi-targeting (3).
As long as the model has the multi-targeting rule, it can always perform a single Shooting action, even if it normally cannot perform actions of this type. Therefore, a model that has either moved at cruising speed, or has suffered a 'Crew Stunned' result can fire a single weapon.

Page 44 - Assault Vehicle

See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 45 - Frag Assault Launchers:

The hulls of Land Raider Crusader and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit assaulting into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades for the purpose of determining the Initiative order.

Page 45 - Hurricane Bolters

A hurricane bolter is a gun-battery consisting of three twin-linked bolters.

Page 47 - Inertial Guidance system

Enemy units cannot react with Defensive Fire to a deep striking Drop Pod. Units within the Drop Pod must disembark in the same turn it arrives. Note that the disembarking units cannot assault in this turn as normal.

Page 47 - Drop Pod Assault

Drop Pods always enter play using the deep strike rules from the Mission Special Rules section of the Warhammer 40.000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a 'Drop Pod Assault'. Units making a Drop Pod Assault arrive on the player's first turn. The arrival of the remaining Drop Pods is rolled for as normal.

Page 47 - Immobile

See the Warhammer 40,000 rulebook.

Page 50 - Wolf Helm of Russ

Any Space Wolves unit that can trace line of sight to Ulrik may re-roll any failed Morale checks for casualties and regrouping they are called upon to make. In addition, any enemy with the Independent Character special rule who wants to allocate any close combat attacks toward Ulrik must first pass a Morale check (terror). If they fail they may not attack at all that turn as they quail before Ulrik's terrifying gaze.

Page 52 - Pelt of the Doppegangrel

Lukas is always a separate armour group. The controlling player of the attacking unit has to roll to hit every wound that was allocated to Lukas once again. This is resolved exactly as if it were a normal roll to hit. If the result is a miss, the wound is discarded. If the roll is successful, proceed with taking saving throws as normal.

Page 53 - Master Psyker

Njal knows all of the psychic powers listed on page 37. He has Mastery Level 2.

Page 53 - Howling Cyclone

At the end of Njal's Assault phase, all unengaged enemy units within 18" must pass a Morale check (casualties) or become broken.

Page 53 - Vengeful Tornado

At the end of Njal's Shooting phase, a single model chosen by Njal's controlling player within 18" is ravaged by a tornado, taking D3 S9 hits. Vehicles are hit on their side armour.

Page 53 - Chain Lightning
At the end of Njal's Shooting phase, enemy units that are neither embarked nor locked in combat within 12" of Njal take D6 S8 hits with an AP of 5.

Page 62 - Chooser of the Slain
See the Rune Priest entry on page 36.

Page 62 - Wolf Tail Talisman
If a model with a Wolf Tail Talisman or the unit he is with is affected by an enemy psychic power, roll a D6. On the roll of a 5+ that power is nullified. This ability can be used in addition to a psychic counter.

Page 62 - Wolftooth neckalce
Against models with a WS value, a model with a wolftooth necklace always hits in close combat on the roll of a 3+

Page 62 - Wolf Standard
Once per game, a unit that includes a wolf standard may call upon the power of the wolf. For the duration of the next Assault Phase, all models in that unit may re-roll any dice rolls of a 1. See the Character section in the Warhammer 40,000 rulebook for additional rules for standard bearers.

Page 63 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 63 - Searchlight
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

Page 64 - Saga of Majesty
The character has the stature of kings and in his voice is an ageless authority. Any unit within 6", including the character and his unit, may re-roll failed Morale checks for casualties, pinning and regrouping.

Page 64 - Saga of the iron wolf
Any vehicle containing the character may move an extra D3" (after doubling the Move value if applicable) and the character adds one to any Repair roll he makes.

Page 86
Wolf Guard pack leaders are always the squad leader of their units

Page 87
The Iron Priest is always the squad leader of a unit of Thrall-servitors and/or cyberwolves.

Page 90
Choose one of the Swiftclaw Bikers as the squad leader of a Swiftclaw Biker pack.

CODEX: GREY KNIGHTS

Page 21 - Brotherhood of Psykers
Follow the rules for psychic units in the Warhammer 40,000 rulebook. If possible the Justicar or Knight of the flame must be chosen as focus model. Units of Grey Knight have a Mastery Level of 1.

Page 21 - Psychic pilot
Psychic vehicles follow the rules as presented in the Warhammer 40,000 rulebook.

Page 21 - And they shall know no fear
See the Warhammer 40,000 rulebook.

Page 24 - Psychic hood
See the Warhammer 40,000 rulebook.

Page 24 - Hammerhand
This power is used during the Assault phase in any turn, after the initial pile-in moves have been made, but before any blows have been struck. If the Psychic test is passed, all models in the unit (including independent characters) have +1 Strength until the end of the Assault phase. Note that this Strength bonus is applied before any other modifiers, such as for Nemesis Daemon hammers and so forth).

In addition to the Hammerhand power, a Librarian can purchase further psychic powers from those shown on this page, as described in the army list.

Page 24 - Dark Excommunication
This power can be used during any Assault phase after the initial pile-in moves have been completed, but before any blows are struck. If the Psychic test is passed, choose an enemy unit in base contact with the Grey Knight. Any Daemonic Gifts possessed by models in that unit cease to work until the end of the phase.

Page 24 - Sanctuary
This power can be used at the start of an enemy Movement phase. If the Psychic test is successful, any enemy models attempting to assault friendly units from the Grey Knights Codex within 12" of the Librarian that turn treat all terrain, including clear terrain, as both difficult and dangerous.

Page 24 - The Summoning
This power can be used at the beginning of the Librarian's Movement phase. If the Psychic test is successful, choose a friendly, non-vehicle unit that is not locked in combat, not the unit the psyker is in and not embarked anywhere on the battlefield. If the unit is not broken, it can execute a Teleport move as follows. The unit is removed from the tabletop and immediately placed anywhere within 6".

Page 26 - The Perfect Warrior: In the Assault phase, after the initial pile-in moves have been made, but before any blows are struck, you must choose one of the following battle stances for the Brotherhood Champion to adopt:

Sword Storm: The Champion's blade whirls in a glittering arc, striking all nearby foes. The Brotherhood Champion makes a single attack on every enemy model in base contact with him (note that he does not receive bonus attacks for charging).

Blade Shield: Holding his blade in a guard stance, the Champion prepares to parry his enemies' strikes. The Brotherhood Champion cannot attack this turn, but re-rolls failed saving throws until the end of the phase.

Rapier Strike: The Champion focuses his might into a flurry of blows that strike faster than the eye can see. The Champion makes D3 attacks this turn (D3+1 if he assaulted). The Champion always strikes first with these attacks. The attacks must be directed against a single independent character or monstrous creature in base contact.

Page 28 - Personal Teleporter (Interceptor Squad only): Units with personal teleporters are Jump Infantry. Once per game, the unit can elect to make a Teleport move instead of a regular move. If making this teleport shunt, the unit immediately makes a move of up to 30" in any direction.

Page 28 - Warp Quake: This power can be used at the start of the unit's Movement phase and lasts until the start of its next Movement phase. If the Psychic test is successful, all enemy guiding devices cease to function whilst within 12" of the unit while this power is in effect. Furthermore, any enemy unit deploying by Deep Strike within 12" of the squad (after scattering) will automatically suffer D6 critical hits.

Page 29 - Astral Aim: This power can be used during the unit's Shooting phase. If the Psychic test is passed, the unit (and any accompanying character) can shoot at any enemy unit within range, even if they do not have line of sight to it or unit with the Veiled (1) ability is outside the rolled distance. The target automatically has a 4+ cover save (which cannot be modified by any means) against this attack. The squad cannot target an enemy unit that is embarked within a transport.

Page 30 - Cleansing Flame: This power can be used during the Assault phase in any turn the unit is able to attack, after the initial pile-in moves have been made, but before any blows have been struck. If the Psychic test is passed, the unit can execute a Cleansing Smash as explained in the Warhammer 40,000 rulebook.

Page 32 - Blessing of the Omnissiah
The Techmarine can perform Repair actions. The Techmarine can add +1 to the Repair roll if he has a servo-harness.

Page 32 - Bolster defences
Each Techmarine can bolster a single ruin or similar terrain before the game begins. When you deploy, nominate one piece of multi-level terrain in your deployment area for your Techmarine to bolster. The terrain's cover save is increased by one for the duration of the game. For example, a normal ruin (5+ save) so reinforced would offer a 4+ cover save. A ruin can only be bolstered once

Page 32 - Servo-harness
A servo-harness gives the Techmarine an extra servo-arm (giving him two servo-arm attacks), a plasma cutter (fired in the Shooting phase as a twin-linked plasma pistol, but cannot be used as a primary or secondary close combat weapon) and a flamer. The servo-harness confers multi-targeting (1).

Page 33 - Repair
If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer Immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 36 - Power of the Machine Spirit
A vehicle with this ability has the Behemoth special rule. Hence it has multi-targeting (3).
As long as the model has the multi-targeting rule, it can always perform a single Shooting action, even if it normally cannot perform actions of this type. Therefore, a model that has either moved at cruising speed, or has suffered a 'Crew Stunned' result can fire a single weapon.

Page 36 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 36 - Frag Assault Launchers:
The hulls of Land Raider Crusader and Land Raider Redeemers are studded with explosive charges designed to hurl shrapnel at the enemy as the troops inside charge out. Any unit assaulting into close combat on the same turn as it disembarks from a Crusader or Redeemer counts as having frag grenades for the purpose of determining the Initiative order.

Page 37
A Stormraven has the Supersonic special rule, as described in the Warhammer 40,000 rulebook.

Page 37 - Transport
The Stormraven can carry two separate squads: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples. Unlike other transports, the Stormraven can carry jump infantry (each takes up two points of transport capacity).

Page 37 - Assault Vehicle
See the Assault Transport rule in the Warhammer 40,000 rulebook.

Page 37 - Shadow Skies
The Storm Raven has the rapid insertion special rule as described in the Warhammer 40,000 rulebook.

Page 43 - I Shall Not Yield
Every time Thawn is removed as a casualty, leave a suitable counter in place to mark the spot where he 'died'. Roll a D6 at the start of the first friendly turn of each game cycle. If the result is a 4 or more, place him back on the battlefield with his wound restored, within 1" of the counter - he is treated as a separate unit from this point.

If Thawn would be placed within 1" of an enemy model, move him by the minimum possible distance so that he is no longer within 1" of the enemy. Thawn can act normally from the moment on at which he 'resurrects'. Thawn does not award kill points to the enemy if he is alive on the battlefield at the end of the game, regardless of how many times he was 'killed'.

Page 45 - I've Been Expecting You
Coteaz and any unit he has joined have the Overwatch special rule, as described in the Warhammer 40,000 rulebook.

Page 46 - By Any Means Necessary
When Karamazov's orbital strike relay is 'fired', you can choose to place the template so its centre is over a friendly model, rather than an enemy - even if that friendly model is in combat. If you do so, the shot does not scatter. All models under the template are hit - even if they are locked in combat.

Page 46 - Dread Reputation
Karamazov has the cold-blooded special rule as described in the Warhammer 40,000 rulebook. Friendly units within 12" of Karamazov re-roll all failed Morale checks for casualties, pinning and regrouping.

Page 49 - Mindlock
A unit containing one or more Servitors must test for mindlock at the start each of its turns. Roll a D6. If the result is a 4, 5 or 6 the test is passed and the unit can function normally for the remainder of the turn. If the result is a 1,2 or 3, the Servitors have succumbed to mindlock - the unit and any joined characters are stunned. If an Inquisitor is part of the unit at the start of the turn, the mindlock test is passed automatically.

Page 50 - Psychic beacon
This ability is a beacon as described in the Warhammer 40,000 rulebook.

Page 53 - Polymorphine
The Callidus Assassine is always held in reserve and uses the Deep Strike (Ambush) deployment special rule. When the Callidus Assassin arrives from reserve, choose an enemy unit. The chosen unit immediately takes D6 Strength 4 AP 2 hits.

Page 53 - Etherium
Any unit wishing to shoot at the Culexus Assassin, or target him with a psychic power, must first pass a Morale check (ability) on 3D6 (vehicles count as Leadership 10). If the test is failed, the unit cannot target the Assassin, but can attack another target instead.

Page 54
Ignore the Daemonbane rule altogether.

Page 57 - Master-crafted weapons
See the Warhammer 40,000 rulebook.

Page 58 - Orbital strike relay
The orbital strike relay is treated as a ranged weapon that can be fired by a single Bombardment action. Each time the orbital strike relay is used, you must choose which kind of strike you wish to call down. Do not roll to hit. The orbital strike always scatters 2D6" in the direction shown (if a HIT is rolled, it scatters in the direction of the small arrow on the 'HIT' symbol).

Page 61 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 61 - Hurricane Bolter
A hurricane bolter is a gun-battery consisting of three twin-linked bolters.

Page 61 - Searchlight
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

Page 61 - Warp Stabilisation Field
A vehicle with a Warp stabilisation field can be the subject of a Librarian's The Summoning psychic power. A vehicle that moves in this way cannot perform Psychic, Shooting, Stationary and Support actions until its regains its combat readiness in the Consolidation phase.

Page 62 - Brotherhood Banner
All models in the same unit as the Brotherhood Banner have +1 Attack whilst the banner bearer is alive. Additionally, the unit will automatically pass its Psychic test to 'activate' its force weapons. See the Character section in the Warhammer 40,000 rulebook for additional rules for standard bearers.

Page 62 - Servo-skulls
Servo-skulls are treated as counters, rather than units, for all intents and purposes. They are placed on the battlefield after deployment areas have been determined, but before any forces are deployed. Each Servo-skull can be placed anywhere on the battlefield outside the enemy's deployment zone.

Once deployed, Servo-skulls do not move. Enemy infiltrators cannot set up within 12" of a Servo-skull. They can still scatter into this area though. Similarly, enemy scouts cannot use their pre-game move to approach to within 12" of one. A friendly unit arriving by Deep Strike rolls one D6 less for scatter if it aims to arrive within 12" of a Servo-skull. Friendly blast templates placed within 12" of a Servo-skull do not double the result of a missed to hit roll for the scatter distance.
Servo-skulls are considered too small and agile to be attacked and cannot be harmed in any way. However, should an enemy unit move to within 6" then the Servo-skull will self-destruct or flee the battlefield - remove it from play.

Page 62 - Teleport homer
Teleport homers are beacons. Only Grey Knight Strike Squads, Interceptor Squads or models in Terminator armour that are are deployed via deep strike and units performing a Teleport move benefit from the device. Units that use other means of transport to enter the table scatter as normal.

Page 89
Choose one of the Paladins as the squad leader of a Paladin squad.

Page 90
You can choose any model as squad leader.

CODEX: CHAOS SPACE MARINES

Page 25 - Mark of Nurgle
Models with the Mark of Nurgle gain +1 Toughness. This Mark does not affect the model's Toughness in regards to the Instant Death rule.

Page 32 - Eternal Warrior
See the Warhammer 40,000 rulebook.

Page 37 - The Sorcerer Commands
The Aspiring Sorcerer who leads the squad is a psyker. If the Aspiring Sorcerer is killed, the Thousand Sons Marines cannot perform Charge moves, unless the squad includes an Independent Character with the Mark of Tzeentch.

Page 40 - Fire Frenzy
The Chaos Dreadnought is subject to the Lumbering special rule, but can fire each weapon with a single Fire action twice. If the Chaos Dreadnought cannot perform Shooting actions, treat this result as a '2-5 Sane' result instead.

Page 40 - Blood Rage
The Chaos Dreadnought is subject to the Rage and Fleet special rules. If the Chaos Dreadnought is immobilised, treat this result as a *2-5 Sane' result instead.

Page 42 - Repair
If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a temporary repair. Roll a D6 in the Shooting phase of the Rhino, and on a 6 the vehicle is no longer Immobilised and the respective hull breach is negated. This is a Free action but the vehicle cannot perform Shooting action a turn it tries to repair itself.

Page 44 - Assault Vehicle
See the Warhammer 40,000 rulebook.

Page 51 - Master of Sorcery
Ahriman has a Mastery Level of 3 and has the following psychic powers: Doombolt, Warptime, Wind of Chaos, Gift of Chaos, Bolt of Change.

Page 51 - The Black Staff of Ahriman: The Black Staff is a potent focus of psychic energy, It counts as a force weapon, and grants Ahriman the multi-targeting (3) ability.

Page 53 - Created a Monster
The warriors are Fearless and add +2 to their Strength for the entire game. At the end of every of its turns, one of the unit's members is removed as a casualty (owner's choice).

Page 61
Clarification: A Greater Daemon can act normally in the turn it arrives. It is susceptible to Defensive Fire, though.

Page 81
Icons of Chaos are beacons for the mentioned units and the model that carries one is a standard bearer as explained in the Warhammer 40,000 rulebook.

Page 84 - Lightning Claws
See the Warhammer 40,000 rulebook.

Page 85 - Wings
Models with wings have a Move value of 9 and the Airborne and Deep Strike special rules.

Page 87 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 87 - Searchlight
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

Page 88 - Doombolt
Doombolt is a psychic shooting attack with the following profile:

	Range	S	AP	Type
Doom Bolt	18"	4	3	Assault 3

Page 88 - Warptime
The power is used at the start of any turn. If successful, the psyker may re-roll all rolls to hit and rolls to wound for the entirety of that turn.

Page 88 - Gift of Chaos
A psyker may use this power at the beginning of his turn. The psyker may be locked in close combat at the time as may the target. Pick an enemy model within 6" of the psyker and roll a D6. The model must pass a Toughness test or is removed as a casualty. Use the model's base Toughness (not the modified Toughness for being marked by Nurgle for example). Models without a Toughness characteristic cannot be affected.

If the player using this power has a Chaos Spawn model available, he may replace the victim with a Spawn. The Spawn is immediately under the Chaos player's control (and is worth 1 kill point if killed). If the model was in base contact with friendly models, they now are engaged in combat with the Spawn.

Page 88 - Wind of Chaos
Wind of Chaos is a psychic shooting attack with the following profile.

	Range	S	AP	Type
Wind of Chaos	Template	4	3	Assault 1, Poison (4+)

Vehicles touched by the template suffer a glancing hit on a D6 roll of 4+.

Page 88 - Lash of Submission
This is a psychic shooting attack with a range of 24". The power cannot target vehicles. Lash of Submission hits automatically. The target unit makes a 2D6" Consolidation controlled by the Chaos player. If a model moves through dangerous terrain, it must take dangerous terrain test. Victims may not be moved off the table, even if they are broken. After this, the affected unit must pass a Morale check (pinning) or becomes shaken.

Page 88 - Nurgle's Rot
This psychic power is used in the Shooting phase of the psyker. The psyker may be locked in close combat, as may the targets. All enemy models that are not embarked within 6" suffer a Strength 3 hit with AP -. Resolve the hits against the unit as normal.

Page 88 - Bolt of Change
Bolt of Change is a psychic shooting attack with the following profile.

	Range	S	AP	Type
Bolt of Change	24"	8	1	Assault 1

CODEX: CHAOS DAEMONS

Page 45 - Mawcannon
All Soul Grinders can use their Mawcannon with the Vomit profile shown below, but only some are powerful enough to use the Tongue or the Phlegm profiles. This is represented by upgrades that can be bought for the model in the army list. If these upgrades are purchased, the cannon can then be fired as any of the profiles available (the player must declare before firing it).

Page 46 - Furies of Chaos are flying infantry.

Page 48 - Nurgling Infestation
At the start of his turn and the start of each game cycle in which Ku'gath is on the table (not including the one when he arrives from Reserve), the player may roll a dice on behalf of the Plaguefather. On a roll of 4+, a new unit consisting of a single base of Nurglings enters the game by Deep Strike within 12" of Ku'gath. Note that Ku'gath is not a beacon.

Page 49 - Oracle of Eternity
Fateweaver and all friendly units within 6" may re-roll all failed Armour, Invulnerable and Cover saves. However, for every unsaved wound suffered by Fateweaver, take a Morale check (ability). If the test is failed, he is removed as a casualty.

Page 51 - Eternal Dance
To represent the enthralling powers of the Masque, she may use her Pavane of Slaanesh three times by performing a single Fire action. She may target different units with each Pavane of Slaanesh.

Page 54 - Glamour of Tzeentch
This power can be used in any enemy Shooting phase. Pick any enemy unit that is visible to the Changeling and is about to fire. If the unit is found to be within 24" of the Changeling, it is affected by his mind-altering mirage.
The unit may choose to hold its fire, and just stand around confused in this Shooting phase without moving. It may instead choose to open fire anyway, trying to see through the Glamour. In this case, the unit must take a Morale check (ability). If the test is passed, the unit sees through the Glamour and may fire as normal.
If the test is failed, the unit must immediately fire all of its weapons (no holding back!) against a friendly unit, chosen by the Changeling among any of the enemies he can see. If the Changeling cannot see a second enemy unit, the enemy which failed the test will simply stand around confused, as described above.

Page 73 - Boon of Mutation
A Chaos Spawn is worth 1 Kill point instead of 40 Victory points.

Page 73 - Chaos Icon
A Chaos icon is a beacon. In addition, the model that carries the icon is a standard bearer, as described in the Warhammer 40,000 rulebook.

Page 73 - Daemonic Flight
Models with Daemonic Flight move like Flying infantry, as described in the Warhammer 40,000 rulebook.

Page 74 - Master of Sorcery
The model has the multi-targeting (2) special rule. If it already has this rule, it has multi-targeting (3) instead.

Page 74 - Soul Devourer
The Daemon counts as armed with a power weapon. In addition, if a model suffers any unsaved wounds from the Daemon's close combat attacks, it must immediately take a Morale check (terror) for each wound suffered (on its own Leadership value, the model cannot use another model's Ld for this test). If any of these tests are failed, the victim suffers instant death.

Page 74 - We Are Legion
During the Shooting phase, the Daemon does not have to target all of its ranged weapons against the same target. Instead, it may fire any of its weapons at a different target (declare all targets before rolling to hit). If the Daemon is an Independent Character and joins a unit, it can choose different targets from its unit's.

Page 75 - Aura of Acquiescence
Models with this Gift count as equipped with both assault grenades and defensive grenades (but cannot use the grenades as weapons).

Page 75 - Pavane of Slaanesh
The Pavane of Slaanesh is a ranged weapon with a range of 18". Roll to hit as normal. If the target unit is hit, it will immediately begin to dance to the tune of the Lord of Excess - the firer can immediately move the target unit up to D6". This movement follows the same rules as a Consolidation, but models must take dangerous terrain tests if they move through dangerous terrain. An enemy unit may only be moved by this Gift once per turn, successive hits have no effect. The Pavane has no effect on vehicles other than Walkers, which are affected as normal.

Page 75 - Aura of decay
Aura of Decay is a ranged weapon, but the Daemon may be locked in close combat at the time it uses it, as may the targets. All enemy models that are not embarked within 6" suffer a Strength 2 hit with AP -. Resolve the hits against the unit as normal.

Page 75 - Cloud of Flies
Models with this Gift count as equipped with both assault grenades and defensive grenades (but cannot use the grenades as weapons).

Page 76 - Disc of Tzeentch
This Daemonic Steed confers +1 Attack to the Herald and changes its unit type from Infantry to Flying Infantry. Its modified profile will then be as follows:

Page 85 - The Changeling
The Changeling is always the squad leader of the unit.

Page 86 - Karanak, Hound of Vengeance
Karanak is always the squad leader of the unit.

CODEX: IMPERIAL GUARD

Imperial Guard
Page 29 - Imperial Guard Orders
A number of models in the Imperial Guard army have the ability to issue one or more orders each turn. These models are known as officers. Each officer's entry will clearly state the number and type of orders he can attempt to issue, as well as his command radius, the maximum range of his orders.

Orders are Support actions and must be issued at the start of the Shooting phase of the ordering unit and in a strict order, representing the Imperial Guard's chain of command. Officers in Company Command squads must issue their orders first. Once all Company Command officers have issued their orders, officers in Platoon Command squads can attempt to issue their own orders. Orders must be issued before the officer and his Command Squad shoot.

To issue an order the officer must declare which order he is attempting to use and select a single friendly non-vehicle unit within his command radius to carry out the order This can be the officer's own squad if you wish. The chosen unit must then take a Morale check (ability) to see if the order has been understood and acted upon. Orders cannot be issued to squads that are embarked in a transport, or units that have performed a Shooting action or have already received an order that turn (whether or not the prior order was successful). Unless otherwise stated, orders cannot be issued to units that are broken, shaken or stunned.

Orders Received, Sir!
If the test is passed, the officer's men leap to obey without hesitation - the squad immediately carries out the order and may not act further during the Shooting phase. Once the order has been completed, the officer can attempt to issue another order (if he is eligible to do so). When the officer has finished issuing orders, he and his Command Squad can shoot normally if the player wishes.

Inspired Tactics
If a double 1 is rolled for the order, the officer has enforced his will in record lime. Once the order has been completed, the officer can immediately issue a further order (there is no need to make a test) this additional order is 'free' and does not count towards the number of orders the officer can issue in a turn.

Could You Repeat That, Sir?
If the test is failed, there has been a breakdown of communications. The order does not take effect, although both the officer's squad and the ordered squad may otherwise act normally in the Shooting phase.

Incompetent Command
If a double 6 is rolled for the order, confusion reigns. Not only does this order not take effect, as described above, but no further orders can be issued (by any officer) in this Shooting phase.

Page 30 - Get Back in the Fight!
This order can only be issued to a unit that is broken or shaken. If the order is successfully issued, the ordered unit immediately returns to normal. As a result, the ordered squad may shoot as normal this turn.

Page 31 - Telepathic Relay
Whilst the Astropath is alive, you add 1 to any of your reserve rolls.

Page 31 - Artillery Bombardment
This ability is treated as a ranged weapon with the following profile. The Master of Ordnance can 'fire' it with a single Bombardment action. Do not roll to hit. The artillery bombardment always scatters 2D6" in the direction shown (if a HIT is rolled, it scatters in the direction of the small arrow on the 'HIT' symbol).

Page 31 - Intercept Reserves
Whilst the Officer of the Fleet is alive, all your opponents must subtract 1 from all of their reserve rolls.

Page 31 - Look Out - Arghh!
Whilst a Bodyguard is alive, each time the Command Squad is wounded by the enemy, up to two wounds allocated to the Company Commander's armour group are instead resolved against one of the Bodyguard's armour groups. In addition, the unit has the Shielded damage special rule.

Page 32 - Aura of Discipline
Any friendly unit within 6" of a Lord Commander may use his Leadership of 10 for any Morale checks for casualties, pinning and regrouping as well as Morale checks (ability) incurred by orders issued to the squad.

Page 33 - Nightshroud
This power is used at the start of the psyker's Movement phase. If successful, any unit wishing to shoot at the psyker or the unit he is with must first pass a Morale check (ability) or forego their Shooting phase. The effects of this power last until the beginning of the Primaris Psyker's next Movement phase.

Page 35 - Blessings of the Omnissiah
The Techpriest can perform Repair actions. The Techpriest can modify the Repair roll with +1 for each Servitor with a servo-arm in the unit.

Page 35 - Mindlock
Unless led by a Techpriest, a unit containing Servitors must roll a D6 at the start of each of its turns. If the result is a 1, 2 or 3 the unit is stunned.

Page 37 - Incoming!
If the order is successfully issued, the ordered unit receives +2 to its cover save, rather than the normal bonus, when it goes to ground before the unit's next turn.

Page 37 - Move! Move! Move!
If the order is successfully issued, the orders unit immediately makes a 3" Consolidation. The unit cannot perform Shooting actions in this turn (or its next turn in case it does not act in the current turn).

Page 37 - Platoon Standard
For additional rules for standard bearers, see the Warhammer 40,000 rulebook.

Page 47 - Psychic Choir
The Psyker Battle Squad follows the rules for psychic units as explained in the Warhammer 40,000 rulebook.

Page 48 - Lumbering Behemoth
A Leman Russ has the Lumbering and Behemoth special rules.

Page 51 - Auto-targeting Systems
The Hydra Autocannon has the Anti-Air and Targeter special rules.

Page 52 - Enclosed crew compartment
Vehicles equipped with the Enclosed Crew Compartment upgrade no longer count as being open-topped and add +1 to their Side Armour Values.

Page 56 - Valkyrie/Vendetta
The Valkyrie and the Vendetta have the Supersonic and Gunship special rules, as described in the Warhammer 40,000 rulebook.

Page 56 - Grav Chute Insertion
The vehicle has the Rapid Insertion special rule.

Page 59 - As long as Lukas Bastonne is alive, he can attempt to regroup his squad, regardless of any normal restrictions.

Page 60 - He's Behind You
Marbo always starts the game in reserve. He is deployed by he Deep Strike (Ambush) rule.

Page 64 - Like the Wind!
Clarification: This is a Consolidation.

Page 65 - Send in the Next Wave
An army that includes Commander Chenkov may purchase this special rule for its Conscript squads, as described in the army list. A unit with this special rule can, at the start of its turn, be removed from play as casualties if the controlling player wishes, counting as destroyed.

Any unit with this special rule that is removed from play may be brought back into play at the beginning of the controlling player's first tun in the next game cycle. The unit arrives with as many models and exactly the same armaments as its full strength predecessor - it is treated as a new, identical unit that has just arrived from reserve and is placed as normal.

Page 68 - Grenade Launcher
See the Warhammer 40,000 rulebook.

Page 70 - Camo Netting
A vehicle equipped with camo netting has the Stealth universal special rule, if it remained stationary in its previous Movement phase.

Page 70 - Dozer Blade
Vehicles equipped with dozer blades can re-roll failed dangerous terrain tests.

Page 71 - Searchlights
Searchlights are used against units with the veiled (1) special rule. If a vehicle has a searchlight it must still use the veiled rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit ignored the veiled rule of the target. Searchlights have no effect against units with veiled (2) or (3). However, a vehicle that uses a searchlight, cannot use any level of the veiled rule itself until the start of its next turn.

Page 71 - Regimental Standard
All friendly units within 12" of the standard bearer always re-roll any failed Morale check for casualties, pinning and regrouping. While the standard bearer is still alive, the unit counts as scoring one extra wound in close combat for the purposes of calculating the assault result. See the Character section in the Warhammer 40,000 rulebook for additional rules for standard bearers.

Page 90 - Company Command Squad
The Company Commander is always the squad leader of the unit.

Page 93 - Techpriest Enginseer
The Techpriest is always the squad leader of the unit.

Page 96 - Platoon Command Squad
The Platoon Commander, Commander Chenkov or Captain Al'Rahem are always the squad leader of their units.

Page 97 - Infantry Squad
The Sergeant is always the squad leader of the unit.

Page 98 - Veteran Squad
The Veteran Sergeant, Gunnery Sergeant Harker and Sergeant Bastonne are always the squad leader of their units.

CODEX: ORKS

Page 31 - Waaagh!
Once per game, the Ork player can declare a Waaagh! during one of his Movement phases. This may not normally be declared on the first game cycle. For the duration of that game cycle, all friendly Ork infantry units have the 'fleet of foot' rule (not Gretchin units). Roll a D6 for every unit that moves in that game cycle. If a unit rolls a 1, one model from that unit takes a single wound.

Page 31 - Mob Rule!
Ork models may always choose to substitute the number of Orks in their mob for their normal Leadership value up to a maximum of 10. If an Ork mob numbers 11 or more models, it has the Fearless special rule.

Page 33 - Waaagh! Banner
See the Character section in the Warhammer 40,000 rulebook for additional rules for Standard Bearers.

Page 34 - Mek Tools
A model with mek tools can perform Repair actions. The Mek passes his Repair roll on a 4+ instead of the usual 5+, but if he rolls a 1, the vehicle counts as shaken.

Page 34 - A kustom force field gives all units within 6" of the Mek a cover save of 5+. The force field has no effect in an assault.

Page 35 - Shokk Attack Gun
The Shokk Attack Gun can be fired by a single Heavy Fire action.

Page 37 - Weirdboy Psychic powers
At the beginning of his Movement phase, a Weirdboy must roll on the following table to find out which psychic power he must use that turn. Weirdboys must take a Psychic test before determining the power they use. If the test is failed, do not roll to determine which power he uses. Remember that a Weirdboy's Leadership is affected by Mob Rule (see page 31). A Weirdboy using the Frazzle or Zzap power can use the powers in its Shooting phase without a further Psychic test. These power are psychic shooting attacks but hit automatically. If the
Weirdboy is in combat, do not apply any results of a 1, 2 or 3 - instead the Weirdboy is treated as having a power weapon for the duration of that turn.

Page 38 - Grot Orderly
A Grot Orderly allows a Painboy's unit to re-roll a single rigid save. Remove the Orderly model once he has been used. Orderly models are purely decorative and are always ignored for game purposes, just move them to one side if they become a problem.

Page 39 - Burnas
A burna may be used as either a power weapon or a template weapon with the following profile, but not both in the same turn. Burnas used as power weapons do not confer the 5+ invulnerable save for parry.

Page 46 - Warbike:
Any model mounted on a Warbike adds 1 to his Toughness against Shooting attacks, modifies his troop type to Bike, gains a 4+ armour save and the Exhaust Cloud special rule. Warbikes have noisy twin-linked dakkaguns mounted on their bikes. They have the following profile:

Page 47 - Rokkit Pack: Rokkit packs count as jump packs. Every time the Stormboyz unit utilises its rokkit packs to move, roll a D6. On the roll of a 1, one of the rokkit packs has gone out of control. Its owner lands on his head and his pack detonates. Remove a Stormboy model as a casualty. Regardless of the result you may add the number rolled to the amount the unit moves that turn (after doubling the Move value if applicable).

Page 48 - Bigbomm
Once per game, a Deffkopta with a Bigbomm may conduct a Bombing run as described in the Warhammer 40,000 rulebook. The bomb has Strength 4 and AP 5.

Page 50 - Squig Hound
Each time a unit with a squig-hound fails a Morale check for casualties or regrouping it may remove D3 Gretchin models to re-roll that Morale check.

Page 50 - It's a Grot's Life
Orks use the tribe's Gretchin for all manner of dangerous and unsavoury battlefield roles. If a Grotz mob moves into a minefield then remove the minefield marker and 3D6 Grotz along. The piece of terrain no longer counts as dangerous.

Page 51 - Big Gunz
Big Gunz are artillery and are deployed with one crew marker per gun and per extra grot krew and/or Runtherd purchased with the unit. Replace the profile given in the Codex book with the following:

	WS	BS	S	F	S	R	I	A
				Armour				
Big Gun	2	3	2	10	10	10	2	1

If a Runtherd is purchased one of the artillery model, its profile is updated to the following.

	WS	BS	S	F	S	R	I	A
				Armour				
Runtherdz Big Gun	4	2	3	10	10	10	2	3

The model is equipped with a grabba stick (which can be exchanged for a grot prod) and slugga.

Page 54 - Don't Press Dat
Each Looted Wagon must roll a dice at the start of its Movement phase. On the roll of a 1, that vehicle must perform a Ramming move and target a unit directly in front of it. The vehicle moves directly forward as far as possible.

Page 55 - Deff Rolla
A Battlewagon with a Deff Rolla may re-roll dangerous terrain tests. A Battlewagon with a Deff Rolla causes an extra D6 Strength 10 hits on the target unit of a Ramming move if it comes into contact with at least one model of the unit. Resolve these hits simultaneously with the collision. If the unit elects to make a Defensive Fire attack, it takes further D6 Strength 10 hits in addition to the usual effects.

Page 56 - Gitfindas
When shooting, Flash Gitz may measure to see if they are in range before declaring their target. In addition, all weapons of the unit have the targeter rule, as described in the Warhammer 40,000 rulebook.

Page 58 - Prophet of the Waaagh!
Ghazghkull's Waaagh! can be summoned at any time, but only once per game, and not on the first turn. It replaces the army's usual Waaagh! — this one is better.

Ghazghkull's Waaagh! lasts the remainder of that game cycle. During this period Ghazghkull's saving throw is invulnerable. Furthermore, for the duration of the Waaagh! All non-broken friendly units become Fearless for the duration of the Waaagh!.

Note that no more than one Waaagh! can be called per game cycle, so Ghazghkull cannot combine his Waaagh! with the Waaagh! generated by a Weirdboy.

Page 58 - Adamantium Skull
When Ghazghkull assaults, he gets +2A instead of the usual +1. Furthermore, Ghazghkull has the Eternal Warrior rule, as described in the Warhammer 40,000 rulebook.

Page 60 - The Bike of the Aporkalypse
Wazdakka follows the rules for Warbikes as described on page 46. Furthermore, Wazdakka may perform Shooting actions after moving flat-out.

Page 63 - Swoop Attack
Zagstruk and da Vulcha Boyz must enter the battle via Deep Strike (Heroic). If the Vulcha Squad assaults the turn it Deep Strikes into play, remove D3 Stormboyz at the beginning of combat as crash landing casualties.

Page 92 - Bosspole
Each time a unit with a Bosspole fails a Morale check for casualties or regrouping you may choose to inflict a wound on that unit (not on the model with the Bosspole) in order to re-roll that Morale check.

Page 93 - 'Ard Case
A vehicle with an 'ard case no longer counts as Open-Topped. In addition, the vehicle has a Front Armour Value of 11 if it has not a better value already. Note that this affects its Access Points and Fire Points as described in the appropriate entry.

Page 93 - Red Paint Job
Ork vehicles with red paint jobs add +1 to their Move value.

Page 93 - Reinforced Ram
A vehicle with a reinforced ram can perform Ramming moves, and treats its front armour as two higher than normal when resolving Defensive Fire attacks (to a maximum of 14) resulting from the Ramming move. Furthermore the vehicle may re-roll dangerous terrain tests.

Page 93 - Stikkbomb Chukka
Any unit disembarking from a vehicle with a stikkbomb chukka is treated as having stikkbombs if they assault into combat that turn.

Page 98 - Nobz
Choose a Nob as the squad leader of the unit.

Page 98 - Flash Gitz
Choose Kaptin Badrukk (or if he is not present, a Flash Git) as the squad leader of the unit.

CODEX: TYRANIDS

Page 33 - Tyranid Close Combat Weapons
Tyranid creatures do not wield close combat weapons as such, but rather slash at their opponents with their own teeth, claws and talons. As a result, Tyranid models always attack with a basic attack or a monstrous close combat weapon. Tyranid close combat weapons are upgrades that confer one or more special rules to those weapons. All upgrades can be combined.

Page 33 - Instinctive Behaviour
All unengaged Tyranid models that are not shaken, broken or stunned, must take a Morale check (ability) at the beginning of their Movement phase:
• If the test is passed the unit acts normally that turn.
• If the test is failed the unit reverts to its baser instincts and will either Lurk or Feed, depending on the type of Instinctive Behaviour listed in its entry, for the duration of that turn.

Lurk
A unit that Lurks may not move in the Movement phase. In the Shooting phase, the unit must fire at the nearest visible enemy. If there are no enemies in the unit's line of sight or within range of at least one of its ranged weapons, or if the unit has no ranged weaponry, it must make a 6" Consolidation towards the nearest piece of area terrain, trying to move into it if possible. If the unit is already in a piece of area terrain it will not move and will stay where it is.

Feed
A unit that Feeds is subject to Rage as detailed in the Warhammer 40,000 rulebook. In addition, the unit may not perform any Shooting actions.

Page 34 - Indescribable Horror
Units wishing to assault a Hive Tyrant with the Indescribable Horror upgrade, or the unit it is with, must first pass a Morale check (casualties). If the test is passed then the unit may assault as normal. If the test is failed then the squad falters and may not launch an assault that turn.

Page 35 - Shieldwall
A single Hive Tyrant (including the Swarmlord) may join (and leave) a unit of Tyrant Guard. If a Hive Tyrant (or the Swarmlord) has joined a unit of Tyrant Guard, the unit cannot go to ground and are not affected by the shaken condition. In addition, the unit has the Shielded rule, as described in the Warhammer 40,000 rulebook.

Page 36
Tyranid Shrikes are Flying Infantry.

Page 38 - Bounding Leap
Hormagaunts have the Fleet and Bounding Leap movement special rules, but they cannot use both rules in the same turn. Decide before declaring the Move action which rule applies for this movement.

Page 41 - Chameleonic Skin
Lictors always start the game in reserve. When Lictors become available they are placed, using the Deep Strike (Ambush) rule.

Page 41 - Flesh Hooks:
Units cannot use the increased Initiative conferred by an Alpha Strike when they were assaulted by a model with flesh hooks. In addition, the flesh hooks can be fired in the Shooting phase using the following profile:

Page 41 - Pheromone Trail
If one or more Lictors are on the board or are held in reserve at the beginning of the Movement phase, the Tyranid player adds +1 to any of his reserve rolls. In addition, if any unit is deploying using Deep Strike, they may use the Lictor as a beacon. This ability does not work if the Lictor itself has arrived from reserve during the same turn.

Page 42 - Unit Type
Gargoyles have the unit type Flying Infantry.

Page 43 - Harpy
The Harpy has the Supersonic movement special rule.

Page 43 - Spore Mine Cysts
Once per game, the Harpy may conduct a Bombing Run. The bomb has the following profile:

Page 46 - Living Battering Ram
A Carnifex gains +2 Initiative during a turn in which it launched an assault. In addition, it has the Ram special rule.

Page 47 - Impaler Cannon
The Impaler Cannon has the following profile:

	Range	S	AP	Type
Impaler Cannon	24"	8	4	Assault 2, Indirect

Page 48 - Orbital Deployment
Spore Mine Clusters are always deployed in the following manner. After all sides have selected their deployment zone, but before any units are deployed, all of your Spore Mine Clusters must Deep Strike onto the board. If any scatter off the board or into impassable terrain the entire cluster is destroyed. After they have landed, the Spore Mines in the cluster are then treated as individual Spore Mines, as described in the Living Bomb rule. Spore Mine Clusters never yield Kill Points.

Page 49 - Acid maw
A Pyrovores' close combat attacks ignore armour saves. This does include Fire Sweeps.

Page 50 - Subterranean Assault
If, when a Trygon (or Trygon Prime) deploys via Deep Strike mark the position under the creature's base with a suitable marker. This is an entry point. If a unit is deployed at this entry point, it may not move on the same turn it arrives, but may shoot as normal. No more than a single unit may emerge from each tunnel entrance in the same turn.

Page 51 - Terror from the Deep
If a Mawloc Deep Strikes it may be placed on top of enemy models that are not locked in combat. The scatter distance of a Mawloc is not reduced if it Deep Strikes onto a point occupied by an enemy model that is not locked in combat. Place the large blast template directly over the spot the Mawloc is emerging from. Every unit under the template suffers a number of Strength 6, AP2 hits equal to the number of models in that unit that are wholly or partially covered by the template. Vehicles are always struck on their rear armour. If any unit still has surviving models under the template, the unit may consolidate as follows: Move that unit by the minimum distance necessary to clear all models from beneath the template whilst maintaining squad coherency and avoiding impassable terrain. Models cannot be moved within 1" of an enemy model. Vehicles, including immobile vehicles, retain their original facing if they are moved. Any models that cannot be moved out of the way are destroyed. After all casualties have been determined, replace the large blast template with the Mawloc. The Mawloc is not stunned and is not subject to Defensive Fire.

Page 52 - Spawn Termagant:
A Tervigon can spawn Termagants in its Movement phase before it has moved - even if is locked in assault. This is a Free action. If it does so, roll 3D6. Place a new unit of Termagants such that no model is more than 6" from the Tervigon - the size of the unit is equal to the total rolled. Models in this new unit cannot be placed in impassable terrain, or within 1" of enemy models. If you cannot place some of the models due to enemy proximity, impassable terrain or simply because you have run out of models, the excess is destroyed. The spawned unit may then move, shoot and assault normally. A unit spawned by a Tervigon is identical in every way to a Termagant unit chosen from the Troops section of the force organisation chart, and is treated as such for all scenario special rules. Models in a spawned unit have no biomorphs and always carry fleshborers. If any double is rolled when determining the size of a spawned unit, the Tervigon has temporarily exhausted its supply of larvae - the unit is created as normal, but the Tervigon may not attempt to spawn further units for the rest of the game.

Page 54 - Transport Spore
A Mycetic Spore always enters play using the Deep Strike rules. A Mycetic Spore is an open-topped transport and can carry a single unit of up to 20 infantry models or a single monstrous creature within its armoured shell. All creatures within the Mycetic Spore must disembark in the same turn the spore arrives. The disembarking unit cannot assault in this turn. Mycetic Spores are not subject to Defensive Fire when they land in critical range.

Immobile Pod: A Mycetic Spore has the Immobile movement special rule.

Page 55
Sky-slasher Swarms are Flying Infantry.

Page 56 - Psychic Monstrosity
The Swarmlord has a synapse range of 18". In addition, the Swarmlord has Mastery Level 2.

Page 56 - Swarm Leader
At the beginning of its Shooting phase, the Swarmlord can bestow one of the following special abilities onto any one friendly unit within 18": Acute Senses, Preferred Enemy or Furious Charge. These benefits last until the end of the unit's next turn or the end of the current turn if the unit acts in the same turn as the Swarmlord.

Page 56 - Alien Cunning
Whilst the Swarmlord is alive, you must add 1 to any of your reserve rolls.

Page 57 - Rapid Regeneration
At the start of Old One Eye's turn, as long as Old One Eye is still alive, roll a D6 for each Wound lost: for every 5 or 6 rolled, Old One Eye recovers a single lost Wound.

Page 58 - Spirit Leech
At the beginning of the Doom of Malan'tai's Shooting phase, every non-vehicle enemy unit within 6" of the Doom of Malan'tai must take a Morale check (terror) on 3D6. If the test is failed the unit suffers two wounds for each point they failed by, with no armour saves allowed.

Page 59 - "What was that?"
All enemy infantry units within 12" of the Deathleaper cannot use the Move Through Cover, Skilled and Ignore terrain special rules.

Page 59 - "Where is it?"
The Deathleaper has the Veiled (3) shooting special rule.

Page 60 - Implant Parasite
Your opponent must take a Toughness test for each model removed as a casualty because of Wounds inflicted by the Parasite of Mortrex. For each test failed, roll a D6. At the end of the Consolidation phase place a Ripper Swarm unit with a number of bases equal to the sum total of all of the dice rolled such that all bases are within 6" of the Parasite of Mortrex. Any bases that cannot be placed due to impassible terrain, enemy within 1" or because you have run out of models, are lost.

Page 62 - The Horror
This is a psychic shooting attack that automatically hits a single non-vehicle enemy unit within 12". That unit must immediately pass a Morale check (casualties) or they make a Fall Back move and become broken.

Page 62 - Catalyst
This psychic power is used during the first friendly Movement phase of each game cycle. If successful a single friendly unit within 12" of the psyker gains the Feel No Pain special rule until the end of the game cycle.

Page 62 - Dominion
This psychic power is used at the beginning of the first friendly turn of each game cycle, before any Instinctive Behaviour tests are rolled. If successful, the Tervigon's synapse range is increased to 18" until the end of the game cycle.

Page 62 - Onslaught
This psychic power is used at the beginning of the first friendly turn of each game cycle on a friendly unit within 12". That unit gets the Draw Back special rule until the end of the game cycle.

Page 62 - Aura of Despair
This psychic power is used at the beginning of the Broodlord's Assault phase. If successful, all enemy units within 12" of the Broodlord suffer a -1 penalty to their Leadership until the end of the game cycle. If an enemy unit is within range of several Broodlords using this power, the modifiers are cumulative.

Page 62 - Hypnotic Gaze
This psychic power is used during the Broodlord's Assault phase, after any pile-in moves have been made, but before any attacks are made. If successful, select one model in base contact with the Broodlord. Both players roll a D6 and add the Leadership of their respective models. If the Broodlord rolls equal to or higher than the target's score, that model may not attack in the ensuing close combat. This power cannot affect models that do not have a Leadership value.

Page 82 - Bonesword
No armour saves may be taken against wounds inflicted in close combat by a Tyranid with a bonesword. In addition, if a model suffers one or more unsaved wounds in close combat from a Tyranid with a bonesword, it must immediately pass a Morale check (terror) or suffer instant death. If the Tyranid creature that inflicted the wound is armed with a pair of boneswords then the Morale check must instead be passed on 3D6.

Page 84 - Regeneration
At the start of the model's turn, as long as the model with the regeneration biomorph is still alive, roll a D6 for each Wound suffered. For every 6 that is rolled, the model recovers a single lost Wound.

Page 84 - Toxic Miasma
If a non-vehicle enemy model is in base contact with a Tyranid with the toxic miasma biomorph at the end of its turn, it must pass a Toughness test with a -1 modifier applied to its Toughness or suffer a wound - saves (but not cover saves) may be taken as normal.

Page 84 - Wings
Models equipped with wings move in the same way as Flying Infantry, as described in the Warhammer 40,000 rulebook.

CODEX: DARK ELDAR

Page 28 - Hellions
Hellions are Flying Infantry.

Page 29 - Reaver Jetbike
The Reaver jetbike adds 1 to the Reaver's Toughness against Shooting attacks and increases his armour save to 5+ (bonuses included in the profile above). In addition, Reaver Jetbikes
have an inbuilt splinter rifle. Lastly, Reaver jetbikes are so incredibly fast that they may move up to 36" when moving flat-out.

Page 29 - Grav-talon
A grav-talon can be used in the same way as blade vanes, inflicting D3 S4 AP- hits (see above). In addition, if the target unit suffers one or more unsaved wounds from a grav-talon, it must immediately pass a pinning test or becomes shaken. The test is modified by the number of inflicted wounds up to a maximum of 3, as normal.

Page 31 - Murderous Assault
The Klaivex marks his chosen toe with an imperious gesture He may nominate an enemy Independent Character at the beginning of each round of combat. The Klaivex has Preferred Enemy when attacking that model. He does not lose this ability when he attacks a different target.

Page 32 - Scourges
Scourges are Flying Infantry.

Page 42 - Flips Belts
The Harlequins have the Move Through Cover terrain special rule.

Page 42 - Veil of Tears
The Shadowseer is a psyker and always has the Veil of Tears power. This is a passive power and it is available permanently. The unit has the Veiled (2) shooting special rule.

Page 45 - Aerial Assault
See the Warhammer 40,000 rulebook.

Page 46 - Supersonic & Aerial Assault
See the Warhammer 40,000 rulebook.

Page 47 - Void Mine
The Void Mine is a Bomb and follows the rules as described in the Warhammer 40,000 rulebook.

Page 48 - Baron Sathonix
Baron Sathonix' unit type is Flying Infantry.

Page 48 - Master of the Skies: Sathonyx and any unit of Herons he joins may re-roll failed dangerous terrain tests. Also, when using their Hit and Run rule, they can re-roll both the
Initiative test and the dice to determine how far they move during the Draw Back movement.

Page 50 - Shade Stalker
Kheradruakh always starts the game in reserve. When Kheradruakh becomes available he is placed, using the Deep Strike (Ambush) rule.

Page 51 - Low Orbit Raid
All Raider, Venoms and Ravagers in the same army as Duke Sliscus are equipped with Retrofire Jets without further point costs.

Page 55 – The Dais of Destruction
Vect may ride into battle upon the Dais of Destruction; a special Raider dedicated transport with three Dark Lances and sophisticated force shields that give it Armour 13 on all sides. The Dais of Destruction must begin the game carrying 9 models in addition to Vect himself. The Dais of Destruction has the Aerial Assault special rule as explained in the Warhammer 40,000 rulebook. Other than this, it is treated exactly like a Raider (see page 44).

Page 58 - Phantasm Grenade Launcher
Add: "In addition, the model that is equipped with the phantasm grenade launcher itself counts as equipped with a grenade launcher as explained in the Warhammer 40,000 rulebook."

Page 60 - Archangel of Pain
Once per game, in its Shooting phase, a model with an Archangel may choose to release it. This is an action with the types Shooting, Disembarked and Disengaged. All enemy units within 3D6" of the bearer must pass a Morale check (terror) or have their WS and Initiative reduced to 1 until the end of the turn.

Page 60 - Crucible of Malediction
Once per game, in its Shooting phase, a model with a Crucible of Malediction may choose to open it. This is an action with the types Shooting, Disembarked and Disengaged. Every psyker within 3D6" of the bearer must pass a Morale check (ability) or be removed from play.

Page 62 - Vexator Mask
Enemy units in contact with a model with a vexator mask must pass a Morale check (terror) before they make any of their attacks. If they fail, they may not attack the bearer this round, though they may attack other models as normal.

Page 62 - Webway Portal
Once per game, in its Shooting phase, a model with a webway portal may choose to activate it. This is an action with the types Shooting, Disengaged and Disembarked. Place a spare small blast marker or a similarly sized counter in base contact with the bearer when he activates the portal. From then on, the marker is an entry point. The portal counts as impassable terrain and cannot be destroyed. After activation, the model that had the portal may freely move away, leaving the portal in place. Vehicles may not enter play via a webway portal.

Page 63 - Enhanced Aethersails
A model with enhanced aethersails can move an additional 2D6" during a Flat out move.

Page 63 - Grisly Trophies
A friendly unit within 6" of a vehicle with grisly trophies may re-roll any failed Morale check.

Page 63 - Torment Grenade Launchers:
Any enemy unit that is within 6" of one or more vehicles with torment grenade launchers suffers a -1 penalty to its Leadership. Enemy units must pass a Morale check (terror) if they wish to assault such a vehicle - if this test is failed, they may not assault that turn.

Page 63 - Retrofire Jets
A vehicle fitted with retrofire jets can Deep Strike. However, troops on board may not disembark that turn.

Page 63 - Shock Prow
Vehicle with a shock prow can execute Ramming moves. It counts its front armour value as D3 higher than usual when ramming enemy vehicles (roll each time a ramming attempt is made). This bonus doesn't help against Defensive fire.

Page 84 - The Court of the Archon
You can choose any model as the squad leader.

Page 90 - Beastmaster
Choose a Beastmaster as the squad leader of the unit.

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Page 26 - Ghosthelm
A Farseer has an invulnerable save of 3+ against Perils of the Warp attacks.
.
Page 26 - Spirit Stones:
A Farseer with spirit stones has Mastery Level 2.

Page 27 - Singing Spear
The spear can be used in close combat, . It counts as two-handed witchblade. It can be used as a shooting weapon with the following profile:

	Range	S	AP	Type
Singing Spear	12"	7	-	Assault 1

Page 28 - Farseer Psychic Powers
Unless otherwise noted, these powers work as described in the Psychic Powers section of the Warhammer 40,000 rulebook

Page 28 - Doom
This is a modifying power. Doom is used at the start of the Farseer's Movement phase and do not require the Eldar psyker to have line of sight to target. The Farseer can target any non-vehicle unit within 24". All hits caused upon that unit gain a re-roll to wound until the end of the unit's next turn.

Page 28 - Eldritch Storm
This is a psychic shooting attack with the following profile:

	Range	S	AP	Type
Eldritch Storm	18"	3	-	Assault 1, Large Blast, Indirect, Pinning

Vehicles touched by the template suffer a hit with 2D6+3 armour penetration and are spun around to face in a direction determined by the scatter dice — if a hit is rolled the Eldar player may choose its facing.

Page 28 - Fortune
This is a modifying power. Fortune is used at the start of the Farseer's Movement phase and do not require the Farseer to have line of sight to target. Nominate one Eldar unit with a model within 6" of the Farseer. This unit re-rolls any failed saves it makes until the end of the unit's next turn or the end of the current turn if the unit acts in the same turn as the Farseer.

Page 28 - Guide
This is a modifying power. Guide is used at the start of the Farseer's Movement phase and do not require the Farseer to have line of sight to target. Nominate one Eldar unit with a model within 6" of the Farseer. This unit re-rolls any failed to hit rolls made for Shooting actions until the end of the unit's next turn or the end of the current turn if the unit acts in the same turn as the Farseer.

Page 28 - Mind War
This is a psychic shooting attack. Instead of targeting a unit, the Farseer targets a single model. If he is accompanied by a unit that shoots in that turn, the model must be part of the target unit. Both players roll a D6 and add the Leadership of their respective models. For each point the Farseer wins by, the target suffers a wound, with no armour, rigid or cover saves allowed.

Page 28 - Warlock powers
A Warlock's power is a passive power and available permanently, so he does not need to take a Psychic test to use it.

Page 28 - Destructor
Destructor is a psychic shooting attack with the following profile
Template 5 4 Assault 1

Page 28 - Embolden
The Warlock and his squad may re-roll any failed Morale check.

Page 31 - War Shout
In the first round of an assault, any enemy unit she or her squad is fighting must pass a Morale test (terror) or count as having WS1 for the rest of that assault phase.

Page 35 - Swooping Hawk Grenade Pack
Any time a Swooping Hawk unit uses its Deep Strike ability, it may immediately use a bomb with the profile below. The blast marker can be placed anywhere on the table. Work out hits and damage as normal.
4 6 Bomb, Large Blast, Pinning

Page 35 - Swooping Hawk Wings:
A model with Swooping Hawk wings has the unit type Flying Infantry.

Page 35 - Skyleap
Clarification: Resolve the Reserve rolls as normal and ignore the example given in the special rule.

Page 35 - Haywire Grenades
See the Warhammer 40,000 rulebook.

Page 35 - Intercept
In assaults, they never require worse than 4+ to hit a vehicle without a WS characteristic.

Page 36 - Warp Jump Generator: A model with warp jump generators has the unit type Jump Infantry. In addition, it has the Draw Back special rule. If you roll a double for the distance of the Draw Back move, one member of the unit has been claimed by the Warp and is removed as a casualty.

Page 38 - Pathfinders
Ranger squads that have been upgraded to Pathfinders replace Stealth with the Scouts and Stealth (2) special rules.

Page 38 - Ranger Long Rifle
The Ranger long rifle is a sniper rifle with Poison (2+) instead of Poison (4+). In addition, the rifle has Rending (5+) instead of Rending (6+) if used by a Pathfinder.

	Range	S	AP	Type
Ranger Long Rifle	36"	X	6	Heavy 1, Sniper

Page 40 - Eldar Jetbike
These are fitted with twin-linked shuriken catapults, increase the rider's Toughness by 1 point against Shooting attacks, and in addition confer a 3+ armour save to the rider. See the Warhammer 40,000 Rulebook for details of the Eldar jetbike unit type.

Page 44 - Star Engines
A model with star engines can move an additional 12" during a Flat out move.

Page 44 - Vectored Engines:
When a vehicle with vectored engines suffers its first 'Damaged - Immobilised' result on the Vehicle Damage table, it is treated as 'Crew - Shaken' instead.

Page 45 - Support platform
Support platforms are artillery and are deployed with one crew marker per model. Replace the profile given in the Codex with the following profile:

				Armour				
	WS	BS	S	F	S	R	I	A
Support Platform	3	3	3	10	10	10	4	1

Each support platform is equipped with a shuriken catapult and one of the following weapons.

If a Warlock is purchased for the unit, one of the artillery model's profile is updated with the following profile.

				Armour				
	WS	BS	S	F	S	R	I	A
Warlock Support Platform	4	4	3	10	10	10	4	1

The shuriken catapult of the model is replaced with a witchblade and a shuriken pistol. The model has a 4+ invulnerable save and is a psyker. It uses Ld 8 for its Psychic tests. The model can be upgraded with the Warlock options listed the unit's army list entry.

Page 45 - Vibro Cannon
A Vibro cannon has the following profile:

	Range	S	AP	Type
Vibro Cannon	36"	5	-	Heavy 1, Rail, Indirect, Pinning, Vibro

Vibro: A target with an Armour Value that is hit by a vibro cannon always suffers a single glancing hit; do not roll for armour penetration,

Page 46 - Page 47 - Wraithsight:
This is a universal special rule. At the start of their turn, roll a D6 for each unit with this special rule that is not within 6" of a friendly psyker. On a roll of a 1, the unit is stunned until it regains its combat-readiness in its Consolidation phase. In addition, every model in the unit has WS 0 as long as the unit is stunned.

Page 48 - Flips Belts
The Harlequins have the Move Through Cover terrain special rule.

Page 48 - Veil of Tears
The Shadowseer is a psyker and always has the Veil of Tears power. This is a passive power and it is available permanently. The unit has the Veiled(2) shooting special rule.

Page 49 - Eldrad
Eldrad Ulthran is a psyker and has Mastery Level 2 due to the spirit stones.

Page 53 - The Spear of Twilight:
It is a singing spear that ignores armour saves (see page 27). Note that Yriel is no psyker and cannot use the Channel power of the weapon.

Page 57 - The Fire Axe
The Fire Axe is a monstrous close combat weapon that confers +1S to his attacks.

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Page 25 - Advanced stabilisation system
During its Movement phase, the battlesuit may choose to use the Slow and Purposeful universal special rule for the remainder of the turn though if it does it may not make a draw back move in the Consolidation phase.

Also, if one model in a team has advanced stabilisation then all models in the team must be similarly equipped, and if one model makes use of the system, all must do so. The unit may still take drones.

Page 26 - Blacksun filter
This advanced optical filter enables the user to double the distance rolled for determining if they can see units with the Veiled (1) special rule. Only models equipped with the blacksun filter gain any extra benefit. E.g., if a Broadside team leader has the filter and his team doesn't then only the team leader may fire at ranges above the normal 2D6 x 3" visibility distance.

Page 26 - Bonding knife
If the squad leader of a unit is equipped with a bonding knife, it counts as 'bonded' for the duration of the game. If the initial squad leader is destroyed, any replacement squad leader of a bonded team may try to regroup the unit even if it is not a character.

Page 26 - Command and control node
All friendly units within 12" of the bearer may use the directed hits special rule even when firing through intervening unit.

Page 26 - Iridium armour plates
The model's Armour Save is increased to 2+, but the model and any unit it is with only move D6" during their draw back move.

Page 26 - Multi-tracker
A multi tracker grants the model multi-targeting (2).

Page 27 - Positional relay
From the second game cycle onwards, as long as the bearer is on the table at the beginning of the turn in which this device is used, a single unit that is being held in reserve passes all its Reserve rolls on 2+, though no other units may be assigned Reserve dice.

Page 27 - Smart missile system
Smart missiles are not affected by the Veiled (1) special rule. They have the following profile.

	Range	S	AP	Type
Smart Missile System	24"	5	5	Heavy 4, Indirect

Page 27 - Stealth field generator
A model equipped with a stealth field generator has the Veiled (2) shooting special rule. Any drones controlled by a model with a stealth field generator will also be shielded at no further cost in points.

Page 27 - Stealth armour & XV8 Crisis battlesuit
Clarification: Model in those armours are Jet Pack Infantry. They cannot use their Draw Back move in the turn they arrive via deep strike.

Page 28 - Target lock
The model can always divide its fire without spending a Shooting action to perform that action.

Page 28 - Bonding knife
If the squad leader of a unit is equipped with a bonding knife, it counts as 'bonded' for the duration of the game. If the initial squad leader is destroyed, any replacement squad leader of a bonded team may try to regroup the unit even if it is not a character.

Page 29 - Photon grenades
Photon grenades are defensive grenades as described in the Warhammer 40,000 rulebook.

Page 29 - Markerlight
Replace
"# To allow the firing unit to automatically pass a Target Priority test when shooting at the marked unit, declared before the test is made
To allow the firing unit to ignore the offsets of the Night Fighting rule when shooting at the marked unit."
with
"# To allow the firing unit to ignore the offsets of the Veiled (1) rule when shooting at the marked unit."

Page 30 - Blacksun filter
This advanced optical filter enables the user to double the distance rolled for determining if they can see units with the Veiled (1) special rule.

Page 30 - Decoy launchers
Whenever an Damaged - Immobilised result is rolled on the Vehicle Damage table for a glancing hit, the Tau player may force his opponent to re-roll the dice, though the second result stands, even if it is worse.

Page 30 - Disruption pod
The vehicle has a 5+ cover save against weapons fired from 12" or more.

Page 30 - Gun Drones
Replace the second paragraph with
"While attached, the Gun Drones may fire like an embarked unit on a open-topped transport. If the vehicle is damaged, they are treated as passengers as well."

Page 30 - Landing gear
Landing gear has no in-game effect.

Page 30 - Seeker Missile
Any model equipped with a markerlight may request a seeker missile salvo as detailed in the markerlight rules. Up to two seeker missiles may be fitted to a single vehicle, and one or both launched in a single turn, each using different markerlight hits. Each is a one shot weapon.

The missiles are indirect weapons and do not need a line of sight from the vehicle they are mounted on to the vehicle The missile is assumed to move in a straight line between the model carrying the missile and the target itself for the purposes of deciding whether the shot strikes the front, side or rear. The missiles have no maximum range.

Ordinarily, the vehicle carrying the seeker missiles has no control over them and cannot launch them itself. The mechanism is remote and responds only to markerlight users. Firing a seeker missile is a Free action of the vehicle. Each missile can target a different unit and can be fired regardless whether the vehicle can perform Shooting actions or not.

Page 31 - Sensor spines
The vehicle has the Skilled Driver terrain special rule.

Page 31 - Target lock
The model can always divide its fire without spending a Shooting action to perform that action.

Page 31 - Drone
Ignore the rules regarding claiming objectives and victory points.
Add: "Drones are never squad leaders except the unit consist of only drones. Drones are never characters."

Page 31 - Shield Drones
Shield Drones have the Shielded special rule, as described in the Warhammer 40,000 rulebook.

Page 33 - Inspiring Presence
The Ethereal and all friendly Tau units (not Kroot, Vespid or drones) with a line of sight to him may re-roll any Morale checks for casualties and regrouping. If the Night Fighting rules are in use then roll to determine the distance the unit can see. This includes passed Morale checks. Any Tau unit joined by an Ethereal caste member becomes Fearless.

Page 33 - Price of Failure
If a friendly Ethereal is removed as a casualty then every unit of Tau on the tabletop (not Kroot, Vespids or Drones) must take a Morale check (casualties) at the start of their next turn if they are not in close combat. If a unit fails the test it is shaken. In addition, every Tau that takes the test will benefit from the Preferred Enemy universal special rule, with the enemy unit(s) that incapacitated the Ethereal as their preferred enemy. This applies whether the Morale check is passed or failed, and lasts until the end of the game.

Page 37 - Fieldcraft
Kroot units have the Stealth rule if they are in jungle or wood terrain. In addition, they ignore the difficult, dangerous and dense rule of jungles and woods.

Page 39 - Vespid Stingwings
Vespid Stingwings are Flying Infantry.

Page 39 - Skilled Flyers
Vespid Stingwings have the Skilled Flyer special rule, as described in the Warhammer 40,000 rulebook.

Page 42 - Ultimate Priece of Failure
Should Aun'Va be removed as a casualty then every unit of Tau on the tabletop (not Kroot, Vespids or Drones) must take a Morale check (casualties) at the start of their next turn if they are not in close combat. If a unit fails the test it is shaken. In addition, every Tau that takes the test will benefit from the Preferred Enemy universal special rule in relation to the whole enemy army (or armies) that incapacitated Aun'Va, and in addition gains the Furious Charge universal special rule. This applies whether the Morale check is passed or failed, and lasts until the end of the game.

Page 46 - Advanced target lock.
This is a normal target lock.

Page 47 - Command-link drone:
Any Tau units (including Vespid units with a Strain Leader, but not Kroot units) within 18" may use her Leadership for any Morale check for casualties, pinning and regrouping.