

WARHAMMER 40,000 CODEX: CRAFTWORLDS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 124 – Warp Spiders, Special Rules, Flickerjump

Change the first sentence to read:

'Once per turn, when a unit comprised entirely of models with this special rule is chosen as the target of a shooting attack, it can immediately make a Warp Jump (pg 154), moving 2D6" instead of 6+2D6", so long as it is not Falling Back or charging.'

Page 149 – The Forge of Vault, Ranged Weapons, Distortion Weapons, Distort Scythe

Change the last sentence of this rule to read:

'Furthermore, a weapon with this special rule is assumed to have a Strength of 4 for the purposes of the No Escape rule and of determining if a hit has the Instant Death special rule.'

FAQs

Q: Do Wave Serpents taken as Dedicated Transports get +1 Ballistic Skill for being a part of the Aspect Host or Dire Avenger Shrine Formations?

A: Yes.

Q: Can Eldar Jetbikes assault after they have done a 2D6" move in the Assault phase?

A: No. They can either move 2D6" or declare a charge.

Q: Does the Runes of the Farseer special rule allow Deny the Witch even when the Farseer is not directly targeted or in range?

A: No.

Q: Can the Iyanden Supplement still be used with the new Codex: Craftworlds?

A: Yes.

Q: Can a unit of Aspect Warriors with an Exarch be joined by an Independent Character?

A: Yes.

Q: Does a unit of Striking Scorpions that Outflank via their Infiltrate ability gain the benefits of Shadowstrike?

A: No.

Q: Can Eldar Warp Spiders still move as Jet Pack Infantry in the Assault phase if they have Warp jumped in the Movement phase?

A: Yes.

Q: Is it intentional that an Eldar Autarch with a Warp jump generator does not receive the ability to Flickerjump with a unit of Warp Spiders?

A: Yes.

Q: Do Swooping Hawks that start the game on the table and SkyLeap on the first/subsequent turns re-enter the game via Deep Strike?

A: Yes – they are placed into Ongoing Reserves and will arrive by Deep Strike in your following turn.

Q: When used as a weapon, in what direction does the serpent shield fire?

A: As described in the serpent shield entry in the Appendix, it is treated as a hull-mounted weapon pointing forward.

Q: Does a Striking Scorpion Exarch armed with a scorpion's claw and a scorpion chainsword get to add +1 to their Strength from the chainsword after applying the x2 to their Strength from the scorpion's claw in addition to gaining +1 attack for having two close combat weapons?

A: No. A Striking Scorpion Exarch with a scorpion chainsword and scorpion's claw must choose which weapon they want to use in the Fight sub-phase. The other weapon grants them +1 Attack for having two close combat weapons, but no strength bonus. If the Exarch chooses to attack with the scorpion chainsword they will have +1 Attack and strike at Strength 4 and AP6. If they choose to attack with the scorpion's claw they will have +1 Attack and strike at Strength 6 and AP2.

Q: If Jain Zar uses Disarming Strike on a Khorne Daemonkin character with Kor'lath, the Axe of Ruin, and chooses the axe as the weapon they lose, does that prevent them from summoning a Bloodthirster of Unfettered Fury via the axe's Caged Fury special rule if the character is killed while disarmed?

A: Yes.

Q: Is Jain Zar's Silent Death meant to have the Melee type?

A: No.

Q: Should Karandras have the Stalker special rule?

A: No.

Q: Is the Seer Council listed in the Craftworld Warhost the same as the Seer Council Formation?

A: Yes, the Seer Council in the Craftworld Warhost is a Seer Council Formation as presented in the codex.

Q: Can the Autarch's The Path of Command special rule be used if the Autarch is in Reserve?

A: Yes.

Q: If a Warlock successfully manifests the Runes of Battle power Protect, is it only the Warlock who receives a 6+ save?

A: No. 'Protect is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and his unit receive a +1 bonus to their Armour Save (to a maximum of 2+).' The Warlock receives a 6+ Armour Save, and the unit they are joined to receives +1 to their Armour Save as well.

Q: Can you assault after using Battle Focus?

A: No. A unit that Ran in the Shooting phase cannot charge in the Assault phase.

Q: Am I right in thinking that the two Farseers joined to the Warlock Conclave in a Seer Council cannot manifest the same power in the same Psychic phase?

A: Yes, you are correct. They and the Warlocks are a single unit, and a unit cannot attempt to manifest the same power twice in the same Psychic phase.