WARHAMMER 40,000
CODEX: ASTRA MILITARUM
Official Update 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 86 – Grinding Advance
Change the second sentence to read:
'If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times).'

Pages 90 and 101 – Commissar Yarrick, Lord Commissar and Commissar, Summary Execution
Change to read:
'**Summary Execution:** The first time an **Astra Militarum** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **Commissars**, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).'

Page 95 – Master of Ordnance, Master of Ballistics
Change to read:
'**Master of Ballistics:** You can re-roll any hit rolls of 1 made for friendly **<Regiment> Basilisks**, **Wyverns**, **Manticores** or **Deathstrikes** when they target enemy units over 36" away in the Shooting phase, if they are within 6" of this model.'

Page 102 – Ogryn Bodyguard, Bodyguard
Change the first sentence to read:
'Roll a D6 each time a friendly **Astra Militarum Infantry Character** (excluding **Ogryns**) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the Astra Militarum character does not lose a wound but one model with this ability suffers a mortal wound.'

Page 104 – Nork Deddog, Loyal to the End
Change the first sentence to read:
'Roll a D6 each time a friendly **Astra Militarum Infantry Character** (excluding **Ogryns**) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the Astra Militarum character does not lose a wound but Nork Deddog suffers a mortal wound.'

Page 117 – Valkyries, Grav-chute Insertion
Change the first sentence to read:
'Models may disembark from this vehicle at any point during its move, but if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.'

Page 133 – Mordian: Parade Ground Doctrine
Add the following sentence:
'These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.'

Page 134 – Aerial Spotter
Change the second sentence to read:
'Select a **Basilisk** or **Wyvern** model from your army.'

Page 135 – Take Cover!
Change the first sentence of this stratagem to read:
'Use this Stratagem in your opponent's Shooting phase when your opponent selects one of your **Astra Militarum Infantry** units as a target.'

Page 136 – Ambush
Change the second sentence to read:
'Choose up to three **Tallarn** units to be set up in ambush instead of placing them on the battlefield (only one of these units can have the **Vehicle** keyword).'

Add the following sentence:
'The units are considered to have moved their maximum distance.'

Page 136 – Send in the Next Wave!
Add the following sentence:
'This unit costs reinforcement points in a matched play game.'

Page 138 – The Dagger of Tu'Sakh
Add the following sentence at the start of the rules text:
'**Infantry Officer** model only.'

Page 140 – Draconian Disciplinarian
Add the following sentence:
'If a Commissar has this Warlord Trait, then their Summary Execution ability takes precedence, but if the re-rolled Morale test is also failed then D3 additional models are slain and the test is then considered to have passed.'

Page 140 – Master of Command
Add the following sentence:
'If your Warlord is a Commissar, it can issue an order to any <Regiment> Infantry unit (irrespective of what regiment that unit is from – e.g. Militarum Tempestus, Cadian, etc.)'

Page 142 – Points Values, Other Wargear
Add the following entry:

Wargear	Points per item
Storm shield	0

FAQs

Q: When do I pay the Command Point cost for the Vortex Missile Stratagem?
A: After you've had a result of 8 or more for the Hour is Nigh ability, allowing you to fire the Deathstrike missile, but before resolving the shot.

Q: If I have, for example, a Tallarn unit of Leman Russ Battle Tanks with three tanks, can I use the Ambush Stratagem once to place all three models in ambush?
A: Yes. The same is true for any other Tallarn vehicle squadron (Basilisks, Hellhounds, etc.).

Q: If I issue an order to a unit with an Officer who has the Laurels of Command, and I roll a 4+ to issue another order to the same unit, do I resolve the first order before issuing the second?
A: Yes.

Q: Can I use Laurels of Command to issue the same order twice to the same unit?
A: No, the second order issued must be a different order.

BROOD BROTHERS

Q: Can an Astra Militarum Detachment that is included in an army alongside a Genestealer Cults Detachment using the Brood Brothers rule gain a Regimental Doctrine, and can the units in such a Detachment use any of the regiment-specific Stratagems, Warlord Traits, Orders, Relics, etc.?
A: No, Brood Brothers Detachments cannot use any regiment-specific rules.

Note that when included in an army alongside a Genestealer Cults Detachment, all Astra Militarum units should replace their <Regiment> keyword with Brood Brothers in every instance on their datasheets. Full rules for using Brood Brothers detachments will be described in *Codex: Genestealer Cults*.

Q: Can an Astra Militarum Detachment that is included in an army alongside a Genestealer Cults Detachment using the Brood Brothers rule include any Astra Militarum named characters?
A: No.