WARHAMMER 40,000
CODEX: ADEPTUS MECHANICUS
Official Update Version 1.2

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 83 – Onager Dunecrawler, Damage table
Change the first value under 'Remaining W' to '6-11+'.

Pages 84-88 – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Abilities, Super-heavy Walker
Change to read:
'**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **Infantry** and **Swarm** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.'

Pages 84-88 – Knight Errant, Knight Paladin, Knight Warden, Knight Gallant and Knight Crusader, Keywords
Add '**Imperial Knights**' to the Faction keywords line.
Add '**Questoris Class**' to the keywords line.

Pages 84-87 and 91 – Reaper chainsword
Change the Strength characteristic of this weapon to '+6'.

Page 84 – Knight Errant, Power Rating
Change to '22'

Pages 85-86 – Knight Paladin and Knight Warden, Power Rating
Change to '23'

Page 87 – Knight Gallant, Power Rating
Change to '20'

Page 87 – Knight Gallant, Profile line
Change the Attacks characteristic to '5'

Page 87 – Knight Gallant, Damage table
Change the first value under 'WS' to '2+'.
Change the second value under 'WS' to '3+'.
Change the third value under 'WS' to '4+'.

Page 88 – Knight Crusader, Power Rating
Change to '25'

Page 95 – Graia: Refusal to Yield
Change the first sentence of rules text to read:
'Roll a D6 each time a model with this dogma is slain or flees – on a 6 that model refuses to yield; either that model is not slain (and has 1 wound remaining), or that model does not flee.'

Page 96 – Scryerskull
Change the last clause of the last sentence to read:
'or, in your Shooting phase, shoot with an **Adeptus Mechanicus** unit from your army without the penalties to your hit rolls from the Dawn Raid, Low Visibility or Cover of Darkness rules.'

Page 98 – Stratagems, Rotate Ion Shields
Change the Command Point cost to '1CP/3CP'

Change the rules text to read:
'Use this Stratagem when an enemy unit targets an **Imperial Knights Vehicle** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **Dominus Class** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit's invulnerable save is improved by 1 (to a maximum of 3+).'

Page 99 – Forge World Warlord Traits, Masterwork Bionics
Change the title of this Warlord Trait to 'Superior Bionics'.

Page 102 – Units
Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Knight Crusader	1	285
Knight Errant	1	285
Knight Gallant	1	285
Knight Paladin	1	285
Knight Warden	1	285

WEAPON	POINTS PER WEAPON
Avenger gatling cannon	75

FAQs

Q: Do I need to spend reinforcement points to return units when using the Fresh Converts Stratagem?
A: No.

Q: If you have a Detachment which receives the Mars forge world dogma, and another Detachment which receives a different forge world dogma, what happens when rolling for Canticles of the Omnissiah? With Mars' dogma you roll two dice when determining Canticles and units with that dogma benefit from both results, but what happens for the other Detachment?
A: In such cases you would roll dice separately for the Canticles, rather than rolling for both together. The first Canticle rolled for would apply to all of your units with the Canticles of the Omnissiah ability, while the second would apply only to those units in Mars Detachments.

Q: When is the Litany of the Electromancer Canticle resolved?
A: Immediately – i.e. at the start of the battle round when the Canticle is chosen/rolled for.

Q: Does a weapon that ignores cover ignore the benefit bestowed by the Shroudpsalm Canticle?
A: Yes.

Q: Can the Refusal to Yield dogma be used to prevent a unit from being slain due to a 1 being rolled to hit when it uses its plasma weapon?
A: Yes.

Q: How do the Chorister Technis Warlord Trait and Glory to the Omnissiah dogma interact – when do I re-roll the first dice?
A: Roll the first dice, then (if you wish) re-roll it. Then roll the second dice.

Q: How do the Gloria Mechanicus Stratagem and Glory to the Omnissiah dogma interact – which Canticle can you change with this Stratagem?
A: Choose one Canticle to change.

Q: When using the Binharic Override Stratagem, when do the new Battle Protocols you choose come into effect?
A: Immediately.

Q: When using the Cognis Overwatch Stratagem, do I apply any relevant modifiers to the firing model's Ballistic Skill?
A: Yes, as long as the weapon is a cognis weapon. Note that modifiers to hit rolls do not apply.

Q: When using the Monitor Malevolus Warlord Trait, can you re-roll a dice that determines how many mortal wounds are inflicted on an enemy unit (i.e. is this classed as a damage roll?)
A: No, such a roll is not classed as a damage roll.

Q: Does the Static Psalm-code Warlord Trait affect the range of the Master of Machines ability?
A: No.