



## GOLD CORRECTIONS (07/2015)

### ADEPTUS MECHANICUS

1. Hydra stat corrections (move 15cm, armor save 5+) added.
2. Hellhound to hit roll is corrected to 4+.
3. Chimera and chimera variant armor save changed to 4+.
4. Cerebus AA value is corrected to 100 (from 40).
5. Hydra stats have to be corrected as per IG stats.
6. Hellhound to hit roll is 4+.
7. Chimera armor save is 4+.
8. Tarantula support units are robotic, no morale value.

### ADEPTUS MINISTORUM

1. Exorcist company: price is 450 points but awards 6 VP (it should be 5VP)
2. Justifier Squadron: price is 300 points but awards 4 VP (it should be 3VP)

3. Sisters Repentia Special card squadron is incorrectly formatted on table. (Fixed)
4. Celestial detachment and Archangel detachment has incorrect break point value. Changed from 5 to 3.
5. Rhino company has a morale value of 3, it should be 2. (like the detachment value)
6. Repressor. No picture or description. Stats listed in Summary of Unit Table.
7. Mammoth: No picture or description. Stats listed in Summary of Unit Table.
8. Chimera and Laud hailer armor save changed to 4+. (from 3+).

## CHAOS

1. Khorne Engines price reduced to 250 per formation
2. Cannon of khorne has the daemon engine ability removed allowing first fire.
3. Iron warrior Warsmith added missing command ability.
4. Iron Warrior vindicator company reduced cost to 500 (5VP).
5. Lord of Battles, description edited. As command it can first fire. Restriction to first fire is eliminated.
6. Banelords may first fire. Command unit ability added and cost is now 700 points. Restriction to first fire is eliminated.
7. Chaos fliers cost: Hell talon cost reduced to 250 per model.
8. Cultist rider CAF upgraded to +2.
9. Missing chaos terminator HQ stats. Should reflect marine counterparts in stats.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit	TSM	Notes
Chaos Terminator HQ	10 cm	4+/6+f	+7	Storm Bolter	35 cm	2	4+	-1	Command, Elite, HQ, Inspirational

10. Chaos Marine Bikes should be +3 CAF not +2 as listed. VP should be 2
11. Missing Command Chaos Marine Bike Stats: as Chaos Marine Bike with a +1 bonus to CAF (+4 instead of +3 for CSM Bike) and gain Command and HQ abilities.

Unit Name	Move	Save	CAF	Weapon	Range	Attack	To hit	TSM	Notes
						Dice			
Chaos Marine Bike HQ	30 cm	6+	+2	Bolter	15cm	1	6+	0	

12. On the Chaos Marine List, the "Drop Pods" Special Formation adds +5 to the formation's BP. This value should be +7 for Chaos Marines, as their Companies do not have any Rhinos to replace.
13. The Thousand Sons break points and victory point values are incorrect. The corrected break points are 5+6 (5 for the two TS formations and 6 for the automatons). The corrected VP values are 4+2 (4 for the TS and 2 for the automatons).
14. Chaos dreadnaughts also have PD (1).
15. Chaos titans will have the front reactor location removed from the frontal template.

## ELDAR

1. Tempest Squadron Cost is now 550 (6VP); Tempest Host 1000 (10VP)
2. Saim-Hann Wind rider cost 750 (8VP); unique unit which has more formations than the standard jetbike host.. No tempest hosts may be taken if this unique unit is fielded. Super heavy vehicles (includes tempest support formation), and titans (includes revenants) count as special formations (not support formations).
3. Doomweaver cannot use pop-up attacks (omission).
4. Revenant titan costs 500 for TWO revenants. 3 VP for each. Wing save on template +3 (not 2+) and holofield is 3+ on charge; 4+ on advance; 5+ on first fire.
5. Howling Banshees wording change to: "This attack is only effective against Infantry, Cavalry, and non-robotic Light Artillery units that do not have a Fixed armor save." ( instead of "This attack is ineffective against targets with an Armor Save.").
6. Striking Scorpion wording change to: "Lacking power to be effective versus armored targets, they only gain this benefit against Infantry, Cavalry, and non-robotic Light Artillery units that do not have a fixed armor save, against anything else they only roll 1d6 + CAF in Close Combat". (instead of "Unfortunately they do not have sufficient penetrating power to be effective versus armored targets such as vehicles, so when engaged with vehicles or larger units, they only roll 1D6 + CAF in Close Combat.")
7. Master Mime is now a unique special formation (only one can be fielded). Except if the enemy is chaos and the limit is 25% of force maximum.

8. Warp hunter does not scatter if the first roll is a "hit". If the first roll scatters roll the second scatter die and apply results.
9. If you select a craftworld list, it may not ally with other craftworlds (use the generic/standard list to mix and match).
10. Correction on eldar titan damage table in the wing damage section: "4-6 roll" for damage on weapon (not reactor).
11. Saim hann revenant scout titan squadron should be 500 points (3VP each).
12. Dark Eldar Spectre assault transport should be 2VP.
13. Warp Hunter template blocks line of sight.
14. 14. Eldar Titan templates have the reactor site removed from the frontal template.

## IMPERIAL GUARD

1. All instances of the rhino as command vehicle as to be changed to a chimera except in the case of stormtroopers or other special formation. There is no added cost to this change. Players can still use the rhinos if they wish, however there cost stays the same.
2. Stormtrooper stats were omitted. Storm Trooper 10cm; -, +1; Hell Guns; 50cm; 1; 5+; 0; Elite, Special

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit	TSM	Notes
Stormtrooper	10 cm	-	+1	Hell Guns	50 cm	1	5+	0	Elite, Special

Detachment cost: 300 Company  
cost: 850

3. Chimera stats changed: 20cm move; 4+ armor; +1 CAF; multi-laser 25cm range; 1 attack die; 4+ to hit; 0 TSM; transport 2; turret.

Unit Name	Move	Save	CAF	Weapon	Range	Attack Dice	To hit	TSM	Notes
Chimera	20cm	4+	+1	Multi-laser	25 cm	1	4+	0	Transport 2, Turret

Chimera variant armor save is also 4+.

4. Transport appear as support formations. Players can mechanize (or not) according to these alternatives:

3 chimera APC - 75 points; +2 break point, +1VP

- 5 chimera APC - 125 points; +3 break point; +1 VP
- 3 chimera variants (any) - 125 points; +2 break point; +1 VP
- 5 chimera variants (any) - 200 points; +3 break point; +2 VP
- 1 Gorgon Heavy APC – 75 points; +1 break point; +1 VP
- 3 Valkyre Light Transports – 150 points; +2 break point; +2 VP
- 5 Valkyre Light Transports – 250 points; +3 break point; +3 VP

Companies with integrated transport are listed but considered optional.

- 5. Option for titan missing (warlord special formation).
- 6. Salamander versus hellhound to hit on the flame template are inverted (hellhounds hit better).
- 7. Wording for IG colonel which reads: "... they may change the orders of one Imperial Guard detachment that is within 25 cm..." is changed to "... they may change the orders of one IG or PDF detachment that is within 25 cm..."
- 8. Corrections on hydra AA statline. Armor save lowered to 5+, move lowered to 15cm.
- 9. Tarantula and support units with robotic should not have a morale value.

## ORKS

- 1. Braincrusha squadron price increase to 250, +3 VP
- 2. Freebooterz special formation cost increased to 50.
- 3. Soopa gun cost increased to 150 (+2 VP).
- 4. Deathskull Shootas cost increase to 200, +2 VP
- 5. Evil sunz spleenrippa squadron cost increased to 125, still 1VP
- 6. Evil sunz bowel burna cost increase to 100, +1 VP
- 7. Renegade mekboyz. This does not count toward the total of mekboy formations in army. The provision for allowing 5 mekboy formations for having this formation is REMOVED. Out of the 8 vehicles one of EACH type (there are 5 different types) MUST be taken and the last three can be of any type. This formation is UNIQUE. Optional one formation per 5000 points.
- 8. Deathskull clan may take ANY support formation, even if it is a clan specific formation (up to a maximum of TWO clan specific formations).
- 9. Lifta droppa. If the weapon hits a unit classified as super heavy it rolls on the super heavy damage table (generic table). If the result is "destroyed" then the super heavy may be lifted and dropped on eligible targets. If any other result other than "destroyed" is rolled the super heavy is UNDAMAGED, but cannot act that turn if it hasn't already.

Another super heavy unit that is target of a "lifted and dropped" super heavy rolls on the damage table except if its save is better than the heavy being dropped on it.

10. Wierdboy towers. Only one per clan (wierdboy and dethskulls). Note that the rules allow for duplicate clans, so one tower per clan (even duplicates) can be fielded.
11. Shock attack guns. If the unit hits a flier or floater the unit is destroyed only on a roll of "hit + double". Any other result HAS NO EFFECT. Snotlings can't fly....
12. Mekboy repair cards. If they affect vehicles it only effects one squadron of 3-5 vehicles.
13. The gibletgrinda is 1+ armor all around, not the skullhamma (reductions in flank armor apply)
14. Flakwagons cost increased to 150, +2 VP
15. Great gargant battle cannon stats to be added: range 75cm to hit 5+, TSM -2. Attack dice 1.

## SPACE MARINES

1. Marine HQ CAF bonus: +1 to the CAF of the troop type they lead.
2. Battle Company Cost reduced to 800 (formally 850), VP 8
3. Veteran Company Cost increased to 950 and detachment to 350. Veterans now have a -1 save modifier. VP is 10
4. All Dreadnaught types gain Elite and PD(1). Variable weapon load-outs included.
5. Typhoon and Tornado formations are 5 models for 200. Break point is 3.
6. Razorbacks. They replace rhinos in detachment. Cost 150 points for 6 razorbacks. Add +3 to break point and +2 to VP. If the detachment has no rhinos to replace then cost is 200. Break point +3, VP +2.
7. Librarian. Powers are now: Purge (combination of purge psyker and destroy daemon). Mind Blast (unchanged) and Force Dome (this was the most favored power).

Purge: The Librarian may psychically assault nearby psykers or daemons. Pick a target within 50cm and roll 2d6. Opponents roll 1d6, except if the target is of exceptional psyker power (such as greater daemons, Eldar Farseer, Slann Great Mage, Eldar Avatar, or special characters) in which case they roll 3d6. If the Librarian's score is higher the target is destroyed (no save). If the target's roll is higher there is no affect. However if the targets roll is DOUBLE or more the Librarian's roll the Librarian is slain and removed due to psychic feedback.

Mind Blast: remains the same

Force Dome: The librarian projects a dome of pure psychic force that protects one support sized formation within 25cm. The protected formation gains a fixed save of 4+. The dome of force is too small to protect, super heavies, knights, titans and praetorians.

8. Land raider Helios support formation cost reduced to 350.
9. Special characters may opt for either the rhino transport OR the jump pack ability (no rhino)
10. Drop Pods. Replace rhinos. Break point unchanged. Company only. Cost 150 points. +2 VP.
11. Marine Bike Commander should be added. Stats the same as bike, except CAF +3 and HQ, command ability added.
12. Attack bike squadron cost is too low compared to the standard bike squadron. Cost increased to 200.
13. Morale Value of Grey Knights corrected to 1 (was 2).
14. Veteran Company VP should be 10 (cost 950)
15. Marine Bike Commander is incorrect. Should be +3 CAF.
16. Attack Bike Cost for detachment is raised to 225.
17. Black Templar scout detachment VP should be 3 (cost 250).
18. Ashigaru detachment morale is missing, should be 3.
19. Land raider company VP is 7 (cost)
20. Veteran detachment VP is 4 (cost 350).

## SLAAN/NECRON

1. True Slann Frog Mech weapon systems have 2 attack dice.
2. True Slann Mage in Tadpole card has a cost of 200 points but it indicates 3 VP awarded (it should be 2VP)
3. Dragonking Assault Titan costs should be 2500 (25VP).
4. exodus spawnband indicates it is made by a warchief and command newt + special cards (it should be 3 warrior detachments)
5. Dragons regulator card indicates it is composed by "3 Saurus Regulaar Detachments" (Regulaar has a wrong double a).

6. Saurus guard temple have "HQ, Special" abilities on the data sheet but in the description of the unit is just have "Command, HQ"..
7. Dracon megadon indicates on the data sheet that flamers have a TSM modifier "none". Should be
8. Heavy Destroyer company should be formed by 3 heavy destroyer phalanx.

## SQUATS

1. increase cost of biker squads from 200 to 250 points
2. increase cost of guild biker company from 600 to 700 points (to reflect new cost of bikes), remove the "unique".
3. increase cost of Colossus from 500 to 600 points
4. increase cost of Cyclops from 450 to 500 points
5. increase cost of Leviathan from 350 to 400 points (no change for the IronBreaker company)
6. increase cost of the DoomAnvil Squadron from 1400 to 1600 points (break point should be "each", morale: "-" and VP "each")
7. Edited some of the company compositions for better clarity (no change in composition just wording).
8. Reworded for better clarity the process of firing and inflicting damage from the Cyclops. No rule changes, only rewording.
9. Goliath superheavy artillery company should be 6VP
10. Air attack corps should be 9VP
11. Hellworm battle cars add +3VP
12. Ironhammer squadron should be 4VP
13. ironshield squadron should be 3VP
14. land raider squadron should be 4VP
15. land train battle cars should be 3VP
16. ram squadron should be 4VP
17. retributor squadron should be 4VP
18. thunderfire should be 3VP



19. gyrocopter wing should be 3VP
20. goliath mega-cannon should be 3VP
21. Squat Land Train Berserker battlecar needs to specify that it comes with a detachment of berserker troops
22. . Update to Behemoth picture.

## TAU

1. Kroot Headhunters wording change; "This attack is only effective against Infantry, Cavalry, and nonrobotic Light Artillery that do not have a fixed save". (from "This attack is ineffective against targets with an Armour save").
2. Entries with AA Seeker Missiles, need the AA ability added.
3. Tau rulebook editing changes listed below:
  - p.4 – in the Ta'lissera box has an extra "the" that should be deleted after "(instead of the normal 50%) and"
  - p.6 – Tau deflector shields. I think that if a shot bypasses the deflector shields the tau unit still gets and armor save, but that should be made more explicit in the text
  - p.6 – Guided Missile box in the middle. The line "(gaining the +1 to hit bonus into the bargain)" should be "in" not "into"
  - P.7 – Orbital Insertion section. "At the start of the game the Tau player decided is" should be "decides if" (or "decides whether"
  - p.10 – Gun drones, last sentence. "The unit is pinned and may not fire this turn..." does this mean pinned the same as close combat, or something else?
  - P.11 – pathfinder, in the middle "Tau pathfinders may make an infiltration..." Should be "...may infiltrate..."
  - P.12 – top line of second column. "weapons carried by Stingwings is..." should be "are" not "is"
  - p.13 – Kroot shaper, 1<sup>st</sup> line, needs an "and" between "Kroot" and "are"
  - p.14 – Crisis battlesuits. Rewrite the 2<sup>nd</sup> sentence as "They are equipped with jetpacks and several weapon systems" (or "a variety of weapon systems.")

p.17 – in the last paragraph of both the Moray and the Manta it specifies how the Burst Cannon turrets work. In both cases it uses the phrase “the Burst Cannon on the Moray/Manta are”. In both cases you should remove the reference to the other ship

4. Battlesuit Cadre VP should be 9 (13)VP.

## Titan Legions

1. Frontal template for Imperial/chaos titans no longer have the reactor location. Replaced with "leg", save 2+.

2. Cerebus AA upgrade to:

Revised cerberus AA Gun:

- Who Can use it: Reaver, Warlord / Cost 100 / Location: carapace

- Stats: Range:100cm / Attack Dices: 4 / To-Hit: 5+ / TSM: -1 / Notes: Always on First Fire

3. Plasma weapons will come in two types Those with their own generator (higher cost, but no restrictions) and linked to the titans hull reactor (original version, lower price).

Cost for plasma weapons with their own reactor

Plasma cannon - 150 points

Plasma destructor 225 points

Cost for plasma weapons linked to titans reactor.

Plasma Cannon - 100 points

Plasma destructor -125

4. Weapons cost revisions

Close combat weapons cost depends on the hull (size) or the titan:

Warlord: free

Reaver: x2 the listed cost

Warhound: x3 the listed cost

Changes in descriptions to close combat weapons to make them all equally viable:

a.Chain fist- no change, perhaps the most used one.

b.Power fist/claw- add the ability to re-roll on or both dice, second roll is final. This makes it help to win the combat. No change in other abilities.

c.Laser burner- The laser burner fires as its opponent closes for close combat. It unerringly strikes its target (within the shields, so they offer no protection) d6 times. Each hit scatters normally and once a location is determined roll immediately on the damage table (no modifiers).

- d. Power ram- add +2 to CAF to simulate the headlong charge with the ram. All else remains the same.
- e. wrecker- unchanged.

Variant heads are free on warlords except those listed below.

Doomburner 75  
Gatling blaster 50  
Laser blaster 50  
Melta cannon 50  
Quake cannon 100  
Turbo laser destructor 75  
Vulcan megabolter 50  
Volcano cannon 100  
Plasma blast gun 75  
Inferno gun 50  
Deathstrike cannon 75  
Hellstrike cannon 50

Rocket launcher 75  
Barrage missile 100  
Harpoon missile 75  
Vortex 150  
Warp missile 125  
Cerebus AA/multilasers 100 (with recommended upgraded stats and AA ability)  
Carapce Multi-lasers (no AA ability) 25  
Landing pad 50  
Corvus pod 150  
Corvus head 100  
Devotional Bell 50  
Fire control 75  
Trident 50

## Tyranids

1. Genestealers cost increased to 175
2. Hierophant "chassis" cost increased to 525, lower move to 20cm
3. Hierodule "chassis" increase cost to 400
4. Biocannons, remove AA abilities, can fire at standard penalty at fliers.
5. Zoanthrope, gains AA ability. TSM depends on range from target.

- 0-25cm: tsm -6

- 26-50cm: tsm -4
- 51-75cm: tsm -2

6. Regeneration card; this card will regenerate as much wounds as the unit initial wound number (on a dominatrix, card will regenerate a maximum of 4 wounds). On Bio-Titans, still regenerate 1D6 wounds.

7. The rules for the ripper tentacles on bio titans are incorrect and will be reworded to:

"A bio-titan armed with ripper tentacles increases the difficulty for infantry and non super heavy vehicles to engage it in close combat. Each functioning ripper tentacle that the bio-titan is armed with increases the probability of a hit by 1. This means that versus non-elite infantry and vehicles the number needed to hit would be 2+ for one tentacle (standard to hit is 3+) or 1+ for two or more ripper tentacles (this means an automatic hit most cases). For elite units the value would be 3+ (standard value to hit is 4+) when armed with one ripper tentacle (2+ when armed with two ripper tentacles and 1+ when armed with three or more ripper tentacles). The element hit must make an unmodified armor save as per the standard rules in the core rule book (page 47)."

8. Hierodule brood base cost is 1200.

9. Heirophant brood base cost is 1575

