

WARHAMMER 40,000 CODEX: IMPERIAL AGENTS

Official Update for 7th Edition, Version 1.1

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 46 – Faction and Allies

Add the following to the end of the first paragraph:
'Transports from this Faction can transport Astra Militarum, Militarum Tempestus and Inquisition units as if they were all of the same Faction.'

Page 65 – Sororitas Command Squad, Act of Faith

Change this to read:

'**Endless Crusade:** One use only. This Act of Faith can be used in your Movement phase. If successful, all models in the unit gain the Fleet, Crusader and Move Through Cover special rules until the end of the turn.'

FAQs

Q: Imperial Agents seems to replace existing material but Games Workshop has indicated that players can use either the new or older material. As Imperial Agents lacks certain things present in older material, such as Servo Skulls, which do we use?

A: If you have bought and own the existing and still currently available digital Codex: Adepta Sororitas and Codex: Inquisition, you can use those over the rules presented in Imperial Agents if you wish.