

# WARHAMMER 40,000 DATASLATE: OFFICIO ASSASSINORUM

## 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.

### FAQs

*Q: When a Culexus Assassin fires their animus speculum, can they gain dice through the Absorbed Warp Charge special rule from any Psykers embarked on a Transport within range?*

A: No.

*Q: A Culexus Assassin's Psychic Abomination special rule says that nearby Psykers only harness Warp Charge points on a 6, but some Psykers, like those in a Seer Council Formation, have special rules that let them harness Warp Charge points on a 3+. Which rule takes precedence?*

A: In these cases, the Culexus Assassin's Psychic Abomination special rule takes precedence.

*Q: Does the Culexus Assassin's Psychic Abomination special rule work whilst it is inside a Transport?*

A: No.

*Q: Does the Culexus Assassin's etherium negate Ballistic Skill bonuses (e.g. markerlight's pinpoint, the Hunter Contingent Detachment's Coordinated Firepower, etc.)?*

A: Yes.