

WAR ZONE DAMOCLES:

MONT'KA

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.

ERRATA

Page 45 – Psykana Division, Special Rules, Encouraging Presence

Add the following sentence at the beginning of this rule: 'Any Commissars taken as part of this Formation must each be attached to a different Wyrdvane Psyker unit.'

Page 77 – Skysweep Missile Defence, Special Rules, Command Override

Change this rule to read:

'Sky Ray Gunships within 12" of the Formation's Devilfish in the Shooting phase can fire any number of their remaining seeker missiles, at their full Ballistic Skill, even if they have moved at Combat Speed or Cruising Speed.'

Page 82 – The Eight, Special Rules, Independent Character

Replace the Independent Character special rule with the following:

'**Take to the Field as One:** When you deploy the Eight, you can deploy them as a single unit, even though Independent Characters cannot normally join a Monstrous Creature. If you do this, all models in the unit lose the Independent Character special rule. Furthermore, no Independent Characters can join this unit.'

Page 85 – Farsight Enclaves Signature Systems, Earth Caste Pilot Array, rules

Replace the first sentence with the following: 'XV104 Riptide Battlesuits only.'

Page 86 – Dawn Blade Contingent, Command Benefits, Killing Blow

Change the last sentence of this rule to read:

'You can re-roll failed To Wound and Armour Penetration rolls for units from this Detachment against that unit for the rest of your turn.'