

WARHAMMER 40,000

CHAPTER APPROVED 2017

Official Update 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 63 – Skyshield Landing Pad

Add the following ability:

'Landing Pad: Enemy models can move within 1" of a Skyshield Landing Pad (and can move on top of it) as if it were a terrain feature. In addition, they do not need to Fall Back in order to move away from it if they start their turn within 1" of it, and being within 1" of a Skyshield Landing Pad in the Shooting phase does not prevent an enemy unit from shooting.'

Page 67 – Matched Play Mission Rules, Targeting Characters

Change the first sentence to read:

'An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firer and it is the closest enemy model to the firer.'

Page 89 – Relic, Blade of Admonition

Add the following sentence:

'A Geminae Superia may not wield the Blade of Admonition.'

Pages 116-119 – Updated Points Values

Insert the following new tables:

ASTRA MILITARUM NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Sly Marbo	1	65

CHAOS DAEMONS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Feculent Gnarlmaus	1-3	85

CRAFTWORLDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Dark Reapers	3-10	12
Parseer	1	110
Spiritseer	1	65
Warlock	1	55
Warlock Conclave	2-10	45

DARK ANGELS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Ravenwing Dark Talon	1	180

TYRANIDS UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Biovores	1-3	50
Hive Tyrant with Wings	1	190

Page 116 – Space Marines Named Characters

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Roboute Guilliman	1	400

Page 118 – Astra Militarum Units

Add the following entries to this table:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Commissar	1	15
Lord Commissar	1	30

Page 120 – Adeptus Astartes Units

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Fire Raptor Gunship	1	280

Page 121 – Eyrine Cults Units

Amend this table as follows:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Chaos Fire Raptor Assault Gunship	1	280

Page 122 – Death Korps of Krieg Units

Add the following entries to this table:

UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include wargear)
Death Korps Commissar	1	15
Death Korps Death Rider Commissar	1	35

FAQs

Q: Can I use the Martyrdom Stratagem when any model from the Celestine unit is slain?

A: No. Only when the entire unit has been destroyed.

Q: The Uplinked Markerlight Stratagem can be used after an enemy unit has been hit by a markerlight. Does this include high intensity markerlights?

A: No.

Q: I choose my Overlord on a Catacomb Command Barge to be my Warlord, and give him the Enduring Will trait. He then gets shot by a lascannon that hits, wounds, isn't saved and causes 4 points of damage. How do I apply Quantum Shielding and Enduring Will?

A: Resolve the Quantum Shielding ability first. If any damage is suffered, the Enduring Will trait then applies.

Q: Does the Targeting Characters matched play mission rule (which says I can only shoot an enemy CHARACTER with a Wounds characteristic less than 10 if it is both visible to the firer and it is the closest enemy unit to the firer) overrule the ability of weapons such as mortars that say 'This weapon can target units that are not visible to the bearer/firer'?

A: No. Such weapons still ignore the requisite for the target to be visible, so can target **CHARACTERS** with a Wounds characteristic of less than 10, provided it is the closest enemy unit to the firer (excluding other Characters with a wounds characteristic less than 10).