

WARHAMMER 40,000

WAKE THE DEAD

Official Update 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 18 – Reiver Squad, Grapnel Launchers

Change the first sentence to read:

'When models with grapnel launchers move in the Movement phase, do not count any vertical distance they move against the total they can move (i.e. moving vertically is free for these models in the Movement phase).'