

# WARHAMMER 40,000

## GATHERING STORM: FRACTURE OF BIEL-TAN

### 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 124 – Strength from Death

Change the second sentence of the first paragraph to read:

'You cannot pick a unit that has one or more models in base contact with an enemy model, that is Falling Back or that has Gone to Ground.'

Change the final sentence of the third bullet point to read:

'A unit that uses a Soulburst action to make a charge in the Fight sub-phase does so at the end of the current Initiative step.

- If they join a combat that has already been resolved, resolve the remaining Initiative steps for the models in the charging unit (for example, if a unit used a Soulburst action to charge into a resolved combat at the end of Initiative step 6, the charging unit then makes any attacks that are resolved at Initiative step 5 or lower).
- If they join a combat that has yet to be resolved, only resolve the remaining Initiative steps for the models in the charging unit when that combat is resolved (for example, if a unit uses a Soulburst action to charge into an unresolved combat at the end of Initiative step 4, when that combat is resolved, the charging unit can only make attacks that are resolved at Initiative step 3 or lower).

Units that use a Soulburst action to charge in the Fight sub-phase cannot use any abilities that are used at the start of the Fight sub-phase (for example issuing a challenge).'

##### Page 128 – Shield of Ynned

Change the rules text to read:

'*Shield of Ynned* is a  **blessing**  that targets the Psyker. Whilst this power is in effect, all friendly units within 7" of the Psyker have a 6+ invulnerable save (unless they already have an invulnerable save).'

#### FAQs

##### STRENGTH FROM DEATH AND SOULBURSTS

###### When to use a Soulburst

*Q: When do you check range for Strength from Death?*

A: At the beginning of an attack (when you choose a unit to shoot their weapons, when a unit manifests a psychic power, or at the beginning of each Initiative step in the Fight sub-phase), note which units are within range to benefit from Strength from Death.

*Q: What happens when Strength from Death triggers for both players at once?*

A: In the case of simultaneous Soulbursts, the player whose turn it is decides in what order the players make Soulburst actions, and they may choose to make all of their Soulbursts first if they wish.

*Q: Can a unit that destroys another unit in the Fight sub-phase benefit from Strength from Death?*

A: Yes, unless the unit has one or more models in base contact with an enemy unit.

*Q: What happens with a multi-unit attack, such as a nova power, that triggers Strength from Death before completely resolving?*

A: In the case of nova powers, templates or blasts, resolve that attack completely before taking any Soulburst actions.

*Q: Can a Deep Strike Mishap which results in the unit being destroyed trigger Strength from Death?*

A: No.

*Q: If an Independent Character attached to a unit is destroyed, can that trigger Strength from Death?*

A: Yes.

*Q: If a unit Falls Back off the battlefield, can that trigger Strength from Death?*

A: No.

###### How to use a Soulburst

*Q: If a unit uses a Soulburst action to trigger an action it could normally take in the current phase, and it has not already acted in that phase, is it eligible to take its normal action after the Soulburst action? For example, if a unit uses Soulburst to shoot in the Shooting phase before they have taken their normal shooting action, can they shoot again?*

A: Yes, unless they would normally not be able to. For example, being locked in combat after executing a Soulburst charge move will prevent the unit from making another charge move.

*Q: If my unit can only fire Snap Shots, does that apply even when they make a Soulburst shooting attack?*

A: Yes.

*Q: Using a Soulburst, can a unit make a charge when they would normally be prohibited from doing so (e.g. after arriving from Deep Strike, after Running, after Regrouping, etc.)?*

A: No (with the exception that a unit that is locked in combat but no longer has any models in base contact with an enemy model may do so).

*Q: Using a Soulburst, can a unit Run and make a shooting attack in the same turn?*

A: Yes.

*Q: Using a Soulburst, can a unit that charged earlier in the turn shoot or Run?*

A: Yes, as long as the unit has no models in base contact with an enemy model. They are considered to have moved for the purposes of firing their weapons.

*Q: If I use a Soulburst to allow a unit to shoot twice in a turn, can they target a different unit?*

A: Yes. Note that if they declare a charge later in the turn, it must target at least one of the units they targeted with their shooting attacks.

*Q: If one of my units destroys a unit with a shooting attack, can I then use a Soulburst to charge a different unit with that unit?*

A: No – follow the normal rules for eligible targets of the charge.

### **THE TRIUMVIRATE OF YNNEAD**

*Q: Can I include characters from the Triumvirate of Ynnead in an Aeldari Combined Arms Detachment or an Allied Detachment?*

A: Yes (although you cannot include the Yncarne in an Allied Detachment as there is no Lord of War slot).

*Q: Can I include characters from the Triumvirate of Ynnead in an Aeldari Formation?*

A: Only when they are listed on the Formation datasheet.

### **YVRINE**

*Q: Can Yvraine generate psychic powers after she reaches Mastery Level 4?*

A: Yes. She will no longer gain Mastery Levels once she reaches Mastery Level 4, but if more Aeldari Psykers are slain within 7" of her she can continue to generate psychic powers.

*Q: If Yvraine has Psychic Focus and generates a psychic power from a different discipline, does she lose Psychic Focus?*

A: Yes.

### **THE VISARCH**

*Q: Does the Visarch have to be the closest model to Yvraine to trigger Warden of Yvraine?*

A: No. However, there must be at least one model from their unit within 6" of Yvraine in order for her to be eligible to use Look Out, Sir.

*Q: Should the Visarch have an invulnerable save? Should he have grenades?*

A: No to both questions.

### **THE YNCARNE**

*Q: Can the Yncarne use the Inevitable Death special rule when locked in combat?*

A: Yes.

*Q: If the Yncarne uses Inevitable Death in my opponent's turn, can it charge in my turn?*

A: Yes (following the normal restrictions).

*Q: Can the Yncarne generate powers from the Daemonology (Malefic) discipline?*

A: No.

### **TRANSPORTS**

*Q: How do the models/units with mixed Factions work? Can units that share at least one Faction start the game embarked on a Transport?*

A: Ynnari models have two Factions (except in the case of Yvraine, the Visarch and the Yncarne, who only have one). You must consider both of their Factions to determine their levels of Alliance and which Transports they may be embarked on at the beginning of the game. For example, an Eldar/Ynnari unit shares the same Factions as other Eldar/Ynnari, but is of different Factions from (though Battle Brothers with) Dark Eldar/Ynnari and Harlequins/Ynnari. An Eldar/Ynnari unit can therefore only begin the game embarked if it is embarked on an Eldar/Ynnari vehicle.

Note that Yvraine and the Visarch can begin the game embarked on Ynnari vehicles (regardless of those vehicles' other Factions).

*Q: Can a unit embarked on a Transport use a Soulburst action?*

A: No.

*Q: If a unit is embarked on a Transport, and the Transport is wrecked, is the disembarking unit allowed to perform a Soulburst action?*

A: Yes (as long as they pass their Pinning test).

*Q: If a unit is embarked on a Transport, and the Transport explodes, are the survivors from that unit allowed to perform a Soulburst action?*

A: No.

*Q: Can Transports purchased as part of a Ynnari Detachment make Soulbursts (e.g. using the United in Death special rule)?*

A: No. Vehicles cannot make Soulburst actions.

*Q: Can Yvraine begin the game embarked upon a Raider taken as part of a Dark Eldar Combined Arms Detachment (whether or not she is taken as part of the Combined Arms Detachment)?*

A: No. She has the Ynnari Faction, and she and non-Ynnari Dark Eldar are Battle Brothers but not of the same Faction.

## **REBORN WARHOST**

*Q: When do you check if the Reborn Warhost has the 7 units it needs for the Warhost of Ynnead rule? When choosing your army, or each time you would use the rule during the battle?*

A: When choosing your army.

*Q: Does the additional unit chosen from the Warhost of Ynnead rule also need to be within 7" of the destroyed unit?*

A: Yes.

*Q: When creating a Reborn Warhost Detachment, may I take the named Harlequin Troupes from Death Masque instead of a standard Harlequin Troupe?*

A: Only when doing so as part of a Harlequins Formation (as described in *Death Masque*) that can itself be taken as part of a Reborn Warhost.

*Q: In the Reborn Warhost, can you pick a Kabalite Warrior unit (Troops), and upgrade it to Kabalite Trueborn (Elites), using an Elites slot of the Detachment while doing so?*

A: Yes. The same is true of Wyches/Bloodbrides. A unit upgraded in this way no longer qualifies as one of your minimum two Troops choices.

## **OTHER**

*Q: Can a Farseer from a Seer Council have the Lost Shroud?*

A: No, as the Lost Shroud prevents the Farseer from joining the Seer Council before deployment.

*Q: Can I use my Corsairs/other Eldar units from Forge World in the Ynnari Faction?*

A: Not unless specifically stated otherwise. You can only use the units listed in the Formations and Detachment in *Fracture of Biel-Tan*.

*Q: Should Black Guardians be able to take Warlock Leaders in their squads?*

A: No.

*Q: Can a Ynnari unit that lost Power from Pain or Battle Focus regain it from another ability during the game? Can a Ynnari unit gain Power from Pain or Battle Focus by any means?*

A: No, to both questions.