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 94 – Company Champion
Change the unit description to read:
‘A Company Champion is a single model armed with a bolt pistol, Blade of Caliban, frag grenades, krak grenades and combat shield.’

Pages 106 and 130 – Reiver Squad and Armoury of the Rock, 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).’

Page 136 – Hunt the Fallen
Change the first sentence of the rules text of this Stratagem to read:
‘Use this Stratagem at the start of the first battle round, before the first turn begins.’

Page 137 – Speed of the Raven
Add the following sentence:
‘In addition, that unit does not suffer the penalty to hit rolls for Advancing and firing Assault weapons.’

Page 142 – Points Values, Elites
Remove the entry for the Chapter Champion

FAQs

Q: Can an enemy model be affected by the Mind Wipe psychic power more than once per battle?
A: Yes.

Q: If an Armorium Cherub has been removed after reloading a weapon, can a model use its Narthecium ability to return it to the unit?
A: No.