

WARHAMMER 40,000

CODEX SUPPLEMENT:

IRON HANDS

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 60 – March of the Ancients

Add the following sentence:

'You can only use this Stratagem once per battle.'

FAQs

Q: When using the Ironstone and the Duty Eternal Stratagem, in which order do I resolve the damage reduction?

A: As described under Modifying Characteristics in the *Warhammer 40,000* Rulebook, you would apply division to the characteristic before applying subtraction. Therefore you would halve the damage from Duty Eternal, then subtract 1 from the damage from the Ironstone.

*Q: When using Iron Father Feirros' Signum Array ability, if I select a friendly **IRON HANDS VEHICLE** that has lost enough wounds so that its normal Ballistic Skill characteristic is reduced as a result of its damage table, what would its Ballistic Skill be as a result of the Signum Array?*

A: 2+. The Signum Array ability changes the Ballistic Skill characteristic of that **VEHICLE** to 2+.

*Q: If I nominate an **IRON HANDS DREADNOUGHT** to be my Warlord and I then use the March of the Ancients Stratagem for that **DREADNOUGHT** to gain the **CHARACTER** keyword, can it now have a Warlord Trait?*

A: Yes.