WARHAMMER 40,000
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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 10 – Runes of Battle Discipline, Embolden/Horrify
Change the *Horrify* psychic power to read:
'Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership characteristic of that unit until your next Psychic phase.'

Pages 15, 28 and 114 – Melta bomb
Change the Range to read '4"'.

Page 29 – Wave Serpent, Serpent Shield
Change the second sentence to read:
'In addition, once per battle, in your Shooting phase, a Wave Serpent can discharge its serpent shield.'

Pages 29 and 115 – Twin starcannon
Change the Damage to read 'D3'.

Pages 32, 38 and 115 – Starcannon
Change the Damage to read 'D3'.

Page 47 – Haemonculus, Crucible of Malediction
Change the last sentence to read:
'If it does so, roll a D6 for each **Psyker** unit within 12" of this model; on a roll of 4+, the unit being rolled for suffers D3 mortal wounds.'

Page 54 – Wracks, Wargear Options
Change the second bullet point to read:
'• The Acothyst may take items from the *Weapons of Torture* list.'

Add the following bullet point:
'• The Acothyst may take a hexrifle, liquifier gun or stinger pistol.'

Pages 56 and 57 – Raiders and Venoms, Transport
Add the following sentence to both units' datasheets:
'This model cannot transport Hellions or Scourges.'

Page 58 – Reavers, Cluster Caltrops
Change this ability to read:
'Roll a D6 for each enemy unit within 1" of a model with cluster caltrops in a unit that Falls Back – on a 4+, that enemy unit suffers a mortal wound.'

Pages 60 and 120 – Necrotoxin missile
Change the Type to read 'Assault D6'.

Page 64 – Ravager, Night Shield
Change this ability to read:
'This model has a 5+ invulnerable save against ranged weapons.'

Page 64 – Ravager, Abilities
Add the following ability to this datasheet:
'**Hovering:** Distances and ranges are always measured to and from this model's hull, even though it has a base.'

Page 71 – Solitaire, Faction Keywords
Add '<**Masque**>'.

Page 76 – Army of the Reborn
Replace this paragraph with the following:
'If the Warlord of your army is either Yvraine, the Visarch or the Yncarne then – with the exception of <**Haemonculus Coven**> units, Urien Rakarth, Drazhar, Mandrakes and the Avatar of Khaine – any **Aeldari** unit can also be Ynnari. Any unit that is gains the **Ynnari** keyword. These cannot use any of the following abilities, and are not considered to have them: Ancient Doom, Battle Focus, Rising Crescendo, Power from Pain. Instead, **Ynnari Infantry** and **Ynnari Biker** units gain the Strength from Death ability, as described below. If your army is Battle-forged, **Ynnari** units can only be included in Detachments in which all units have the **Ynnari** keyword.'

Page 76 – Strength from Death
Change the last sentence of the first paragraph to read:
'That unit can immediately do one of the following, even if it has already done so in this turn (if the unit was destroyed as the result of a unit's action – e.g. making a shooting attack or fighting – the Soulburst action is resolved after the unit has completely resolved its current action, e.g. after it has completed all of its shooting attacks or after it has finished fighting, including making any consolidation moves):'

Page 76 – Revenant Discipline, Word of the Phoenix
Change the second sentence to read:
'If manifested, select one of the following friendly units within 18" of the psyker that has not made a Soulburst action this turn: an **Ynnari Infantry** unit, an **Ynnari Biker** unit or the Yncarne.'

Page 78 – The Visarch, Abilities
Add the following ability to this datasheet:
'**Forceshield:** The Visarch has a 4+ invulnerable save.'

Page 84 – Reanimation Protocols
Change the third sentence to read:
'When a model's reanimation protocols activate, set it up in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models.'

Page 86 – Imotekh the Stormlord
Change the Leadership value to read '10'.

Page 93 – Catacomb Command Barge, Keywords
Add '**Character**'.

Pages 96 and 128 – Voidblade
Add the following ability:
'Each time the bearer fights, it can make one additional attack with this weapon.'

Page 96 – Triarch Stalker, Abilities
Add the following ability:
'**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.'

Page 102 – Monolith, Damage Table
Change the values under 'BS' to read '3+', '4+' and '5+'.

Page 102 – Monolith, Portal of Exile
Change the first sentence to read:
'When an enemy unit (other than a **Monster** or **Vehicle**) finishes a charge move within 1" of this model, its portal of exile may activate.'

Page 104 – Tesseract Vault, Powers of the C'tan
Change the second sentence to read:
'It can use a number of different Powers of the C'tan equal to the number in the damage table above in each of your Shooting phases.'

Page 118 – Units table, Razorwing Flocks
Change the models per unit value to read '3-12' and the points per model value to read '14'.

Page 120 – Stinger pistol
Change the Abilities text to read:
'This weapon wounds on a 2+, unless it is targeting a **Vehicle**, in which case it wounds on a 6+.'

FAQs
CRAFTWORLDS

Q: Do units with the Battle Focus ability still suffer the -1 penalty to their hit rolls for moving and firing Heavy weapons?
A: Yes.

Q: If Eldrad Ulthran passes two Psychic tests and manifests two psychic powers in his Psychic phase, does he get +1 or +2 to the Psychic test when attempting to manifest his third power?
A: +1.

Q: Does Fuegan gain the bonuses granted by his Unquenchable Resolve ability if he suffers a wound which is subsequently ignored due to his Last to Fall ability?
A: No.

Q: If, in a matched play game, I use the Swooping Hawk's Skyleap ability to remove the unit from the battlefield during the third or subsequent battle round, does the Tactical Reserves rule mean they count as destroyed?
A: No. The unit must already have arrived on the battlefield before the end of the third battle round in order to be able to use the Skyleap ability.

However, if the unit used its Children of Baharroth ability to set up in the skies during deployment, and it had not arrived by the end of third battle round, then it would count as destroyed in a matched play game due to the Tactical Reserves rule.

DRUKHARI
Q: If an Archon suffers a mortal wound, does its Shadowfield cease to function?
A: No.

Q: Can I use the Dodge ability of Wyches or Hekatrix Bloodbrides in the Shooting phase when my unit is shot by an enemy unit firing Pistols if my unit is within 1" of the firing unit?
A: No.

*Q: If I shoot a haywire blaster at a **Vehicle** and roll a wound roll of 4, do I still inflict a mortal wound on that unit even though the wound roll might not be high enough to successfully wound it?*
A: Yes.

YNNARI
*Q: When an **Aeldari Psyker** become Ynnari and gains the **Ynnari** keyword, do they also gain access to powers from the Revenant Discipline?*
A: No. Only Yvraine and the Yncarne generate their psychic powers from this discipline.

*Q: If a transport is destroyed whilst an **Ynnari** unit is embarked inside, can that unit make a Soulburst action after it disembarks?*
A: No.

*Q: Can any **Ynnari** unit embark on any **Ynnari** transport?*
A: No. Whilst both units have gained the **Ynnari** keyword, the Transport ability on the transport's datasheet does not change. So, for example, an **Ynnari** Starweaver can still only transport '6 **<Masque> Infantry** models'.

NECRONS
Q: How many wounds do Necron models have when they return to a unit using Reanimation Protocols?
A: They are returned with their full complement of wounds.

Q: Can Necrons that have fled the battlefield return using Reanimation Protocols?
A: No. This ability only allows models that were slain to return, not models that have fled.

You may find it useful to place Necron models that flee to one side as a reminder that they cannot return using their Reanimation Protocols ability.

Q: Can Quantum Shielding be used to prevent damage caused by mortal wounds?
A: No. Mortal wounds are inflicted one at a time, and as quantum shielding can never prevent a single point of damage from being suffered, it cannot prevent mortal wounds.

Q: If I use the Time's Arrow C'tan Power on a unit whose models have different Wounds characteristics, what happens?
A: A model of the owning player's choice is removed if the roll exceeds the highest Wounds characteristic in the unit.