

WARHAMMER 40,000

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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

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'.

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

Page 76 – Army of the Reborn
Replace this paragraph with the following:
'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 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 – 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 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
Add '**CHARACTER**' to this unit's Keywords line.

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 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. 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.

YNNARI

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 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.