

WARHAMMER 40,000 CODEX: INQUISITION

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.

FAQs

Q: If a unit is embarked in a Transport from which it must immediately disembark – such as a Drop Pod or Tyrannocyte – arrives from Reserves within 12" of Inquisitor Coteaz, can I use the I've Been Expecting You special rule to shoot both the unit and its Transport, or can I only shoot the Transport?

A: You can shoot at both.

Q: Regarding Inquisitor Coteaz's I've Been Expecting You special rule – if you destroy a Transport, can you shoot at the unit that was inside as well?

A: No, unless the unit had to immediately disembark once the Transport was deployed, as above.

Q: In Codex: Inquisition, the psyoculum grants the bearer and his unit Ballistic Skill 10 when shooting Psykers – does this apply before or after you count your Ballistic Skill as 1 for firing Snap Shots at, for example, a Swooping Hive Tyrant?

A: The rules for firing Snap Shots take precedence in this case; the unit's Ballistic Skill is increased to 10, but when firing Snap Shots, their Ballistic Skill still counts as being 1.

Q: Do Inquisitors suffer Perils of the Warp on any double results when attempting to manifest Daemonology (Sanctic) powers?

A: Yes.

Q: Can we get a clarification on what counts as a plasma weapon for an Ulumeathi Plasma Syphon in Codex: Inquisition, please?

A: All plasma weapons as defined in *Warhammer 40,000: The Rules* (plasma pistols, plasma guns and plasma cannons), the secondary weapon of a combi-plasma, and plasma grenades are all plasma weapons. Any other weapon whose name has the word 'plasma' in it (such as a Tau Empire plasma rifle) is also a plasma weapon for the purposes of an Ulumeathi Plasma Syphon.

Q: If you take the Inquisitorial Detachment as your Primary Detachment, are Inquisitorial Henchmen Warbands scoring units?

A: Yes – all units in *Codex: Inquisition* are scoring units (unless they are Falling Back), irrespective of whether the detachment they are part of is your primary detachment or not.

Q: If I use psychotroke grenades against a Super-heavy Walker (an Imperial Knight, for example), a roll of 2 limits the model to one attack – does it affect Stomp attacks in any way?

A: It does not affect the model's ability to Stomp.