WARHAMMER 40,000 CODEX: MILITARUM TEMPESTUS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

AMENDMENTS

Page 60 – Allied Formations Ignore this paragraph.

ERRATA

Page 59 – Grav-chute Commandos Replace the word 'platoon' in this rule with 'detachment'.

Page 61 – Militarum Tempestus Vehicle Equipment Add the following option:

Page 64 – Militarum Tempestus Command Squad Add the following option:

Page 65 – Militarum Tempestus Scions Add the following option:

'- A Tempestus Scion with a vox-caster may replace his hot-shot lasgun with a hot-shot laspistol...... free'

Page 70 – Hot-shot Volley Gun Delete the Gets Hot special rule from this weapon.

Page 72 – Tempestor Prime Change the Tempestor Prime's Initiative Value to 4

FAQs

None.

Last updated May 2014.