

# WARHAMMER 40,000 CODEX: ORKS

## Official Update for 7th Edition, Version 1.1

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

None.

### ERRATA

#### Page 94 - Bigbomm

Add the following to the rules for bigbomm:

'A Deffkopta with a bigbomm can make a bombing run even though it is a Jetbike. When resolving a Deffkopta's bombing run, follow the rules for bombing runs in *Warhammer 40,000: The Rules*, but ignore the rule's first sentence (which references Flyers and Flying Monstrous Creatures).'

#### Reference – Profiles, Ranged Weapons

Replace the deffstorm mega-shoota's profile with the following.

	Range	S	AP	Type
Deffstorm mega-shoota	36"	6	4	Heavy 3D6

### FAQS

None.

Last updated December 2015.