

WARHAMMER 40,000: PSYCHIC POWER CARDS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our products 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 products. 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 products. 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 product, while the Amendments bring the product 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 product, this is by no means necessary – just keep a copy of the update with your product.

ERRATA

Daemonology (Sanctic) Discipline

Primaris Power (*Banishment*)

The Warp Charge cost of this psychic power is 1, as stated in *Warhammer 40,000: The Rules*.

Last updated May 2014.