

# WARHAMMER 40,000: STRONGHOLD ASSAULT

## Official Update for 7th Edition, Version 1.1

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

### AMENDMENTS

#### Page 13 – Destroyer Weapons

Do not use the rules for Destroyer weapons or the Destroyer Weapons table as presented here. Instead, use the rules for Destroyer weapons as described in the Special Rules section in *Warhammer 40,000: The Rules*. Please ignore the example shown on the bottom left of this page.

#### Page 14 – Apocalyptic Blast Weapons Diagram

Please ignore the diagram shown on this page. Instead refer to the rules for Blast weapons as described in the Special Rules section of *Warhammer 40,000: The Rules*.

#### Page 14 – Apocalyptic Mega-blast

Do not use the rules for Apocalyptic Mega-blasts as presented here. Instead, use the rules for Apocalyptic Mega-blasts as described in the Special Rules section of *Warhammer 40,000: The Rules*.

#### Page 15, 16, 17, 48

Please ignore the Updated Building Rules and refer instead to the Buildings section of *Warhammer 40,000: The Rules*.

#### Page 28 – Wall of Martyrs Vengeance Weapons Battery, Terrain Type

Replace with the following:

**'Terrain Type: Small Impassable Building (Armour Value 14)'**

#### Page 31 – Void Shield Generator, Terrain Type

Replace with the following:

**'Terrain Type: Medium Impassable Building (Armour Value 13) with battlements.'**

#### Page 41 – Choosing an Army for Siege War Missions

Replace the first paragraph with the following:

'If you are playing a Siege War mission, you and your opponent may include Siege War Defender or Attacker Detachments as part of a Battle-forged army, depending on your role in the mission. All units chosen as part of a Siege War Attacker or Defender Detachment must have the same Faction (or have no Faction). These Detachments do not have any Command Benefits, but otherwise work as any other Detachment, as described in *Warhammer 40,000: The Rules*.'

#### Page 41 – Siege War Force Organisation Charts

Please ignore references to Primary and Allied Detachments.

#### Page 42, 44, 46 – The Armies

Replace the second and third paragraphs on all these missions with the following:

'The Attacker may include Siege War Attacker Detachments in his army, as described on page 41.

The Defender may include Siege War Defender

Detachments in his army, as described on page 41.'

### ERRATA

#### Page 31 – Projected Void Shields:

Add the following to the end of this rule:

'If a weapon uses a template or blast marker and it hits one or more units protected by a Void Shield Zone, ignore the number of hits it would normally cause to the unit(s) and instead roll to penetrate the void shield once using the weapon's normal rules and profile for each template or blast marker that hits.'

### FAQ

None.

Last updated December 2015.