

# WARHAMMER 40,000: THE RULES

## Official Update Version 1.1

Although we strive to ensure that our rulebooks are perfect, sometimes mistakes do creep in. 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 rulebooks. 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 rulebook, while the Amendments bring the rulebook 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 rulebook, this is by no means necessary – just keep a copy of the update with your rulebook.

### AMENDMENTS

None.

### ERRATA

#### Page 46 - Charge Move, Moving Charging Models

Change the first bullet point to read:

'If possible, a charging model must end its charge move in unit coherency with another model in its own unit that has already moved. If it is not possible for a charging model to move and maintain unit coherency, move it as close as possible to another model in its own unit that has already moved instead.'

#### Page 89 - Skimmers, Special Rules

Change this sentence to read:

'Skimmers that are not also Heavy vehicles or are immobilised have the Jink special rule.'

#### Page 96 - Super-heavy Walkers, Movement and Shooting.

Replace the first sentence with the following:

'Super-heavy Walkers can move 12" in the Movement phase. If moving into or within difficult terrain, double the result of the highest dice roll when making a Difficult Terrain test - this is the maximum distance in inches that the model can move.'

#### Page 165 - Hammer of Wrath, second paragraph

Add the following sentence:

'If a model with this special rule charges a Walker, the hit is resolved against the Front Armour Facing unless the Walker is immobilised, in which case it is resolved

against the Armour Value of the facing the charging model is touching.'

#### Page 166 - Independent Character, Independent Characters and Infiltrate

Change this sentence to read:

'An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment, and vice versa.'

#### Page 169 - Precision Shots, rules text

Replace the first sentence with the following:

'If a model with this special rule, or attacking with a weapon with this special rule, rolls a 6 To Hit with a shooting attack, that shot is a 'Precision Shot'.

#### Page 169 - Precision Strikes, rules text

Replace the first sentence with the following:

'If a model with this special rule, or attacking with a weapon with this special rule, rolls a 6 To Hit with a melee attack, that hit is a 'Precision Strike'.

#### Page 177 - Stub Guns and Shotguns, Heavy Stubber

Replace the profile with the following:

	Range	S	AP	Type
Heavy stubber	36"	4	6	Heavy 3'

### FAQs

*Q: Do passengers disembarking from an immobile vehicle such as a Drop Pod that has just arrived from Deep Strike Reserve have to take a leadership test to see if they can fire normally (or if they have to fire Snap Shots)?*

A: No.

*Q: If I have both the Tank Hunters and Rending special rules, and I roll a 6 to penetrate an enemy vehicle but subsequently roll low on my additional D3 (failing to penetrate the enemy vehicle), can I choose to re-roll only the D3 or do I re-roll the original D6 and hope to get another 6?*

A: Re-roll the original D6.

Last updated December 2015.