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 40 – The Mind Ascendant**
Ignore the last sentence of this effect.

**Page 65 – Terrors of the Warp**
Replace this rule with the following:
‘If a Psycer suffers Perils of the Warp while using a Psychic Choir Power, they must roll on the Terrors of the Warp table after rolling on the Perils of the Warp table.’

**Page 72 – 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. Ignore the examples on the right hand side of the page.

**Page 91 – Temporal Distort**
Ignore the second sentence of this power’s rule.

**Page 128 – Inferno Unbound**
Replace this result with the following:

5-6 **Inferno Unbound:** The Formation may make an additional attack in the Shooting phase with the profile given below. Nominate any one model in this formation to make the attack.

<table>
<thead>
<tr>
<th>Range</th>
<th>S</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>24&quot;</td>
<td>D6+4</td>
<td>5</td>
<td>Assault X, Soul Blaze, Inferno Unbound</td>
</tr>
</tbody>
</table>

**Inferno Unbound:** X is equal to the number of models in the Formation that are within 24" of the target and have line of sight to the target.”

**Page 144 – The Deathly Skein**
Replace this power with the following:
‘The Deathly Skein is a blessing that targets a single Farseer from this Formation that is within 24". Whilst this power is in effect, all friendly models that target an enemy unit that is within 12" of this Farseer re-roll failed To Hit and To Wound rolls.’

**Page 144 – Foresee Peril**
Replace this special rule with the following:

‘**Foresee Peril:** As long as a Farseer Council includes at least three members, they do not suffer Perils of the Warp.’

**ERRATA**
None.

**FAQ**
None.

Last updated May 2014.