

# WARHAMMER 40,000: ESCALATION

## 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 14-17 – 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 shown on the right of this page.

#### Page 15 – 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 18, 19 – Apocalyptic Blast Weapons Diagrams

Ignore the diagrams for Apocalyptic Blast marker (including the Apocalyptic Barrage template diagram) shown on these pages. Please refer to the rules for Blast Weapons in *Warhammer 40,000: The Rules* instead.

#### Page 19 – Apocalyptic Blast Weapons

Do not use the rules for Apocalyptic Blast Weapons (Apocalyptic Barrage, Massive Blast, Apocalyptic Blast and Apocalyptic Mega-blast) as presented here. Instead, use the rules for these Blast weapons as described in *Warhammer 40,000: The Rules*.

#### Page 18 – Apocalyptic Barrage

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

#### Page 34 – Lords of War in Warhammer 40,000

Replace the first three paragraphs with the following:

'The datasheets presented in this book describe units with the Lords of War Battlefield Role. These can be included in your army as described in the Choosing an Army section of *Warhammer 40,000: The Rules*. The Lords of War units presented in this book have the following Factions:

#### Lord of War Unit

Baneblade  
Banehammer  
Banesword  
Doomhammer  
Hellhammer  
Shadowsword  
Stormlord  
Stormsword  
Thunderhawk Gunship

#### Faction

Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Astra Militarum  
Space Marines,  
Blood Angels,  
Dark Angels,  
Grey Knights or  
Space Wolves  
Chaos Space Marines or  
Chaos Daemons  
Necrons  
Necrons  
Necrons  
Orks  
Eldar or Dark Eldar  
Tau Empire  
Tyranids

This book also includes *Altar of War: Escalation* (page 84) and Gauntlet Challenge Missions (page 92). These missions may use the Escalation mission special rule 'Impending Doom' and the Escalation Secondary Objective 'Through Attrition, Victory', which are described below.

Furthermore, if you are playing an *Altar of War: Escalation* or Gauntlet Challenge mission and your opponent has a Lords of War unit as part of their army, your Warlord can choose to roll on the Escalation Warlord Traits table shown right instead of one of the Warlord Traits normally available to your Warlord.'

**Page 35 – Force Organisation Chart**

Please ignore this Force Organisation Chart. Lords of War units can be taken in a Battle-forged army as part of a Combined Arms Detachment instead, as described in *Warhammer 40,000: The Rules*.

**Page 39, 52, 55, 60, 67, 71, 76, 80 Boxouts**

Please ignore the first sentence of the boxouts on all these pages, i.e. ignore the sentence that reads 'A <Lord of War unit> may only be chosen if your primary detachment is from *Codex: <Faction>*.'

**ERRATA**

None.

**FAQ**

None.

Last updated August 2014.