



PARIAH NEXUS

Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 62 – Special Issue Ammunition

Change this rule to:

'When this model fires an absolver bolt pistol, auto bolt rifle, bolt carbine, bolt pistol, bolt rifle, boltgun, combi-flamer (boltgun profile only), combi-melta (boltgun profile only), combi-plasma (boltgun profile only), heavy bolt pistol, stalker bolt rifle, stalker pattern boltgun, storm bolter, vigil spear or a master-crafted version of the aforementioned weapons, you can choose one kind of ammunition from the table opposite, and apply the corresponding modifier.'

Page 62 – Aquila Kill Team

Change this rule to:

'When you add an **ADEPTUS ASTARTES** model (excluding a **SCOUT**, **STERNGUARD VETERAN** or **TACTICAL MARINE** model) to your command roster (and create its datacard) you can choose for it to have the **DEATHWATCH** Faction keyword instead of the **ADEPTUS ASTARTES** Faction keyword. If you do so, that model gains the **ADEPTUS ASTARTES** keyword (note that this is not a Faction keyword), and it gains the Special Issue Ammunition ability, but you must add the relevant additional point values opposite to the model's total points if it is equipped with any of the ranged weapons opposite.'

Page 64 – Death Denied Tactic

Change cost to 3CP.

Page 85 – Sternguard Veteran, Wargear Options

Change the first bullet point to:

'A Sternguard Sergeant may exchange their special issue boltgun for a storm shield or one item from the *Combi-weapons*, *Pistols* or *Melee Weapons* lists (pg 91). If it does, it may also be armed with a special-issue boltgun or one item from the *Combi-weapons* list. A model cannot be armed with more than one storm shield.'

Page 90 – Ranged Weapons

Add the following ranged weapon:

Name: Stalker pattern boltgun

Range: 30"

Type: Heavy 2

S: 4

AP: -1

D: 1

Abilities: -

Page 92 – Captain in Gravis Armour (Level 2)

Change points value to:

'108'

Page 110 – Lychguard, Dispersion Shield Ability

Change this rule to:

'Add 1 to saving throws made for a model armed with a dispersion shield (excluding invulnerable saves). In addition, it has a 4+ invulnerable save.'