

WARHAMMER 40,000

INDEX: OFFICIO ASSASSINORUM

Official Update Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; 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.

Erratas

Page 94 – Operative Requisition Sanctioned
Change the Operative Requisition Sanctioned Stratagem to read:



OPERATIVE REQUISITION SANCTIONED
Officio Assassinorum Stratagem
The ultimate fusion of stealth and lethality, an operative of the Officio Assassinorum is a great asset to any Imperial commander.
You can only use this Stratagem if your Warlord has the IMPERIUM Faction keyword (excluding FALLEN) and your army does not contain any OFFICIO ASSASSINORUM units. Use this Stratagem during deployment. Add 1 OFFICIO ASSASSINORUM unit of your choice to your army. Remember that in a matched play game, you must pay reinforcement points for any new unit added to your army. You can only use this Stratagem once per battle.

Page 95 – Supreme Deception
Change this Stratagem to read:
'Use this Stratagem at the start of any battle round after the first. Choose one CALLIDUS ASSASSIN from your army (this can be one that is not on the battlefield). That model's Reign of Confusion ability is considered to be in effect until the end of that battle round. You can only use this Stratagem once per battle.'

FAQs

Q: When a unit Falls Back from an Eversor Assassin, when are attacks made using the Sentinel Array ability?
A: Attacks are made when your opponent declares the unit will Fall Back, but before any models are moved. As such, the Eversor can only fire Pistol weapons, as it will still be within 1" of that enemy unit.