



EMPEROR'S CHILDREN

FACTION PACK: VERSION 1.0

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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FAQs and Errata2



EMPEROR'S CHILDREN

UPDATES & ERRATA

Page 73 – Rapid Evisceration, On to the Next Stratagem

Change to:

'WHEN: End of the Fight phase.

TARGET: One **EMPEROR'S CHILDREN** unit from your army that destroyed an enemy unit this phase, and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **EMPEROR'S CHILDREN** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.'

Page 88 – Tormentors, Melee Weapons, power sword

Change Strength characteristic to '5'.

Page 89 – Infractors, Melee Weapons, power sword

Change Strength characteristic to '5'.

Page 92 – Heldrake, Profile

Change Save characteristic to '3+'.

FAQS

Q: While using the *Coterie of the Conceited Detachment*, if my **WARLORD** is not on the battlefield, can I use the *Unbound Arrogance Stratagem*?

A: Yes, your pledge to Slaanesh would increase from 0 to 1.

Q: Can the same enemy unit be affected by Noise Marines' *Terrifying Crescendo* ability more than once, for multiple subtractions to its *Battle-shock* and *Leadership* tests?

A: Yes.