WARHAMMER 40,000

CODEX: WORLD EATERS

VERSION 1.1

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. 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. 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).

UPDATES & ERRATA

Page 69 – Summoned by Slaughter Stratagem
Change to:
'**WHEN:** Any phase, when the last model in a unit is destroyed, before removing it from play. (If that unit is a **TRANSPORT**, any units embarked within that **TRANSPORT** model must disembark first.)
TARGET: One **BLOODLETTERS** unit from your army that is in Reserves.
EFFECT: Set your unit up anywhere on the battlefield wholly within 9" of that destroyed model and more than 6" horizontally away from all enemy units, then remove the destroyed model from play.
RESTRICTIONS: You cannot use this Stratagem more than once per battle round.'

Page 71 – Warp Stalkers Stratagem, Effect section
Change to:
'**EFFECT:** Until the end of the phase, each time a model in your unit makes a Normal, Advance, Fall Back or Charge move, it can move through enemy models (excluding **MONSTERS** and **VEHICLES**). When doing so, it can move within Engagement Range of such models but, unless that move was a Charge move, it cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.'

Pages 82 and 84 – Khorne Berzerkers and Jakhals, Icon of Khorne
Change to:
'**Icon of Khorne:** If the bearer's unit contains one or more Icons of Khorne, each time the bearer's unit destroys an enemy unit, you gain 1 Bloodshed point. Each time you make a Blessings of Khorne roll, roll one additional D6 for each Bloodshed point you have, after which, all your Bloodshed points are lost.

FAQS

Q: *Can a World Eaters Helbrute's Frenzy ability trigger more than once per phase?*
A: Yes.

Q: *Can a World Eaters Helbrute's Frenzy ability allow it to fight (and therefore Pile In) when it is not within Engagement Range?*
A: No, unless it is the Fight phase and it would be able to end a Pile-in move within Engagement Range of one or more enemy units.

Q: *Can a World Eaters Helbrute's Frenzy ability allow it to fight in the Shooting phase, and shoot in the Fight phase?*
A: Yes, but it must have one or more eligible targets to be able to do so. In most cases, this will mean it cannot shoot in the Fight phase, as it does not benefit from the Big Guns Never Tire rule in the Fight phase.

Q: *If a World Eaters Helbrute's Frenzy ability is triggered, can I still select that unit to shoot or fight that phase?*
A: Yes.

Q: *While using the Khorne Daemonkin Detachment, can I select a* **CHARACTER** *with the Disciple of Khorne Enhancement to be my* **WARLORD***?*
A: No.

Q: *While using the Khorne Daemonkin Detachment, if I attach a Lord on Juggernaut with the Disciple of Khorne Enhancement to a unit of Bloodcrushers or Flesh Hounds, does that unit benefit from the Blessings of Khorne ability, even though only the Lord on Juggernaut has that ability?*
A: Yes.