

WARHAMMER 40,000

APOCALYPSE

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.

ERRATA

Page 26, Nominating Commanders

Change the second sentence to read:

'This must be either a **CHARACTER** unit or the unit with the highest Leadership characteristic.

DESIGNER'S COMMENTARY

Apocalypse Command Assets

With 400 Command Asset cards, the combination of tactical ploys, strategic assets and sneaky tricks you can employ in your Apocalypse battles is almost limitless. The Command Assets available to each player fall into one of two broad categories.

The first are those that can be included in any Command Asset deck, irrespective of what units your army includes – these all have 'Apocalypse' written on the top. The other type of Command Asset cards are 'Faction-specific' – that is, they can only be included in your army if it includes units that have a specific Faction keyword, such as **ADEPTUS ASTARTES**, **ORKS**, **NECRONS** etc.

Of the Faction-specific type of Command Asset cards, there are some that have more than one effect. Typically, the first effect will only be of use if the units in your army come from a specified sub-faction (for example, **ULTRAMARINES**, **GOFFS** or **MEPHRIT**). Whilst some units have these Faction keywords listed on their datacards, they are more typically chosen by you, as the datacards more commonly list keywords like **<CHAPTER>**, **<CLAN>**, **<DYNASTY>** etc. The second effect of these Faction-specific Command Asset cards typically grants a re-roll, or a general purpose rule that can be used to affect any unit from that Faction (even if it is from a different sub-faction).

If you have chosen a sub-faction keyword for your units that does not feature in any of the Command Asset

cards, (for example, you chose to replace the **<Chapter>** keyword with **HOWLING GRIFFONS**), then when you are building your Command Asset deck, you can select one of the sub-factions that are featured in the Command Asset cards and use those cards for that game (you simply replace the appropriate keyword on the selected sub-faction's Command Asset cards in all instances with your chosen sub-faction keyword). If you are using a successor Chapter of Space Marines, then this should be the Command Assets of its parent Chapter (so, in the above example, the Howling Griffons are successors of the Ultramarines, so you would use the **ULTRAMARINES** Command Asset cards for them), but if this is unknown (or if you are using a Chapter, Clan, Dynasty etc. of your own creation), then you should choose to use the Command Assets of the sub-faction that best suits the fighting style and battlefield strategies of your warriors. This must always be a Command Asset from that unit's main Faction, though – you can't, for example, select the Command Asset cards that belong to an Ork sub-faction (Goffs, Blood Axes etc.) for a Space Marine Chapter of your own invention.

Questor Traitoris and Chaos Knights

Between the time of writing Warhammer 40,000 Apocalypse and the release of *Codex: Chaos Knights*, the Faction keyword for this Faction's datasheets have changed from **QUESTOR TRAITORIS** to **CHAOS KNIGHTS**. Wherever you see '**QUESTOR TRAITORIS**' in the Apocalypse Field Manual or on a Command Asset, you should substitute it with '**CHAOS KNIGHTS**'.