

WARHAMMER 40,000: FARSIGHT ENCLAVES

Official Update Version 1.0

Although we strive to ensure that our codexes and their supplements are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. 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.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the book, while the Amendments bring it up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your book, this is by no means necessary – just keep a copy of the update with your book.

ERRATA

Page 50 – Farsight's Commander Team.

Replace this rule with:

“When choosing a Farsight Enclaves army with Commander Farsight as its Warlord, you may take Farsight's Commander Team instead of Farsight's XV8 Crisis Bodyguard Team. The Commander Team is an HQ choice that does not take up a Force Organisation slot and consists of up to seven battlesuits chosen from those listed on pages 38-39. They must be equipped exactly as described; the Signature Systems rule above does not apply to them. They can take no other options. Each of the Commander Team models is Unique and has the Independent Character special rule.”

Page 50 – Divergent Destiny.

Change this rule to read “A Farsight Enclaves army cannot include Aun'Va or Commander Shadowsun.”

