

# WARHAMMER 40,000

# INDEX: YNNARI

## Official Update Version 1.1

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 38** – Using an Ynnari army in Warhammer 40,000  
Add the following to the end of the second paragraph:  
'Yvraine, the Visarch and/or the Yncarne can be included in such a Detachment even if a rule states that every unit in the Detachment must be from the same faction, and that faction cannot be Aeldari (e.g. the Battle Brothers matched play rule).'

**Page 43** – Fire and Fade  
Change the Command Point cost of this Stratagem to 'ICP'.

**Page 42** – Ynnead's Net  
Change this Stratagem to read:  
'Use this Stratagem at the start of your Charge phase. Select one **YNNARI BIKER** unit from your army. That unit can charge even if it Advanced this turn.'

### FAQs

*Q: Do YNNARI Hemlock Wraithfighters generate psychic powers from the Revenant discipline?*

A: Yes. Note that because the Hemlock Wraithfighter is not generating powers from the Runes of Battle, the second paragraph of its Psyker ability will not apply.

*Q: Do YNNARI Wraithseers generate psychic powers from the Revenant discipline?*

A: No. Wraithseers can only use the psychic powers detailed on their datasheet.