



INDEX CARDS

VERSION 1.4

This document collects amendments to the Index Cards printed for each Warhammer 40,000 faction, to reflect the most up-to-date digital rules available for free from *warhammer-community.com*. New and revised entries are marked in red. In addition to these amendments, note that digital rules available on *warhammer-community.com* and via the Warhammer 40,000 app also reflect all of the recommendations from the latest Balance Dataslate document, which can be viewed separately on *warhammer-community.com*.

ERRATA

ADEPTA SORORITAS

Mortifiers – Abilities, Anguish of the Unredeemed

Change to 'Each time this unit makes a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [SUSTAINED HITS 1] ability.'

Dominion Squad – Ranged Weapons, boltgun

Add '[ASSAULT, RAPID FIRE 1]'

ADEPTUS CUSTODES

Anathema Psykana Rhino – Core Abilities

Add 'Firing Deck 2'

Knight-Centura – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Knight-Centura – Wargear Options

Change sub-bullets to:

- 1 master-crafted boltgun and 1 close combat weapon
- 1 Witchseeker flamer and 1 close combat weapon

AELDARI

Army Rule Card – Strands of Fate, 4th paragraph

Add 'Once per phase,' to the start of this paragraph.

Autarch – Ranged Weapons, Reaper launcher – starswarm

Change Damage to '1'.

Autarch – Wargear Options

Change to:

'This model's shuriken pistol can be replaced with one of the following:

- 1 death spinner
- 1 Dragon fusion gun
- 1 fusion pistol
- 1 Reaper launcher

This model's star glaive can be replaced with one of the following:

- 1 Banshee blade
- 1 Scorpion chainsword

This model can be equipped with one of the following:

- 1 Howling Banshee mask
- 1 mandiblasters'

Autarch Wayleaper – Ranged Weapons, Reaper launcher – starswarm

Change Damage to '1'.

Autarch Wayleaper – Wargear Options

Change to:

'This model's shuriken pistol can be replaced with one of the following:

- 1 death spinner
- 1 Dragon fusion gun
- 1 fusion pistol
- 1 Reaper launcher

This model's star glaive can be replaced with one of the following:

- 1 Banshee blade
- 1 Scorpion chainsword

This model can be equipped with one of the following:

- 1 Howling Banshee mask
- 1 mandiblasters'

Corsair Voidreavers – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

Corsair Voidreavers – Unit Composition, wargear lists

Change to:

'Every model is equipped with: shuriken pistol; close combat weapon; Aeldari power sword.'

Corsair Voidscarred – Ranged Weapons, fusion pistol

Change Damage to 'D3'.

Corsair Voidscarred – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

Corsair Voidscarred – Unit Composition, wargear lists

Change to:

- **Every Corsair Voidscarred and Voidscarred Felarch is equipped with:** shuriken pistol; Aeldari power sword; close combat weapon.
- **A Shade Runner is equipped with:** shuriken pistol; close combat weapon; paired Hekatarii blades.
- **A Soul Weaver is equipped with:** shuriken pistol; Aeldari power sword; close combat weapon; channeller stones.
- **A Way Seeker is equipped with:** shuriken pistol; Executioner; close combat weapon; witch staff.

Dark Reapers – Unit Composition, 3rd line

Change to 'Every model is equipped with: Reaper launcher; close combat weapon.'

Detachment Rule Card – Ynnari section, last paragraph

Change to:

'No **DRUKHARI** models included in your army in this way can be given Enhancements. You cannot include units with any of the following keywords in your army using these rules: **PHOENIX LORDS; AVATAR OF KHAINE; SOLITAIRE; HAEMONCULUS COVENS.**'

Dire Avengers – Unit Composition, 3rd line

Change to 'Every model is equipped with: Avenger shuriken catapult; close combat weapon.'

Skyweavers – Unit Composition

Change to '2-4 Skyweavers.'

Solitaire – Abilities, Blitz

Change to:

'**Blitz:** Once per battle, in your Movement phase, this model can use this ability before it makes a Normal move. If it does, until the end of the turn, add 2D6" to this model's Move characteristic and add 3 to the Attacks characteristic of this model's Solitaire weapons.'

Spiritseer – Abilities, Tears of Isha

Change to:

'While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.'

Storm Guardians – Wargear Options, 1st and 2nd bullets

Change to:

- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 Aeldari flamer.
- Up to 2 Storm Guardians can each have their shuriken pistol replaced with 1 Guardian fusion gun.'

Stratagems Card – Phantasm Stratagem, Target section

Change to:

'**TARGET:** One **AELDARI** unit from your army (excluding **AIRCRAFT**).'

Striking Scorpions – Wargear Options, 1st bullet

Change to:

- The Striking Scorpion Exarch's shuriken pistol can be replaced with 1 Scorpion's claw.'

Support Weapons – Unit Composition

Change to '1 Support Weapon'.

Vypers – Unit Composition

Change to '1 Vyper'.

War Walkers – Unit Composition

Change to '1 War Walker'.

Wave Serpent – Ranged Weapons, twin starcannon

Change Attacks to '2'.

Wave Serpent – Abilities, Wave Serpent Shield

Change to:

'**Wave Serpent Shield:** Once per battle, in your Shooting phase, you can select one enemy unit that is within 12" of and visible to this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and must take a Battle-shock test.'

Wraithguard – Abilities, War Construct

Delete the final sentence of this ability.

AGENTS OF THE IMPERIUM

Army Rule Card – Assigned Agents

Add 'If every model from your army has the **AGENTS OF THE IMPERIUM** Faction keyword, you can ignore the Select Detachment Rules step when mustering your army.'

Rogue Trader Entourage – Keywords section

Delete 'RETINUE'.

ASTRA MILITARUM

Aegis Defence Line

Add Deployment section, to read:

'When this model is set up, it will consist of 1 platform section, up to 5 shield sections, up to 2 broken shield sections and up to 2 end sections. All sections must be connected to each other to form a continuous defence line; the 2 broken shield sections can be placed either at the end of the defence line, or in the middle of it such that both are within ½" of each other (in this case, these 2 sections count as being connected to each other). All of the sections that have been set up are then treated as a single model for all rules purposes.'

Astra Militarum Infantry Armoury Card, asterisk note

Change to:

'* If this weapon is equipped by a **MILITARUM TEMPESTUS** model, it has a Ballistic Skill characteristic of 3+.'

Astra Militarum Vehicle Armoury Card, exterminator autocannon, weapon abilities

Change to:

'[**RAPID FIRE 4, TWIN-LINKED**].'

Cadian Castellán – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

Cadian Castellán – Unit Composition, 2nd line

Change to 'This model is equipped with: laspistol; chainsword; close combat weapon.'

Death Korps of Krieg – Wargear Options

Change 2nd bullet to:

‘For every 10 models in this unit, 1 Death Korps Trooper’s lasgun can be replaced with one of the following:

- 1 lasgun and 1 vox-caster (that model’s lasgun cannot be replaced)
- 1 plasma gun’

Add the following bullet:

‘▪ 1 Death Korps Trooper equipped with a lasgun can be equipped with 1 Death Korps medi-pack (that model’s lasgun cannot be replaced).’

Infantry Squad – Unit Composition

Add the following:

‘**Designer’s Note:** Each Heavy Weapons Team model in this unit counts as 2 models for the purposes of wargear options.’

Kasrkin – Keywords section

Add ‘REGIMENT’.

Ogryn Bodyguard – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	6	0	1

Ogryn Bodyguard – Unit Composition, 2nd line

Change to ‘This model is equipped with: ripper gun; close combat weapon; huge knife.’

Ratling Snipers – Keywords section

Add ‘RATLING’.

Taurox Prime – Ranged Weapons, Taurox missile launcher (frag)

Change Strength to ‘4’.

Ursula Creed – Abilities, Tactical Genius

Change to:

‘**Tactical Genius:** Once per battle round, one REGIMENT unit from your army within 12” of this model can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.’

BLACK TEMPLARS

Castellan – Keywords section

Add ‘LIEUTENANT’.

High Marshal Helbrecht – Keywords section

Add ‘CHAPTER MASTER’.

Marshal – Keywords section

Add ‘CAPTAIN’.

Primaris Crusader Squad – Ranged Weapons, bolt pistol

Change Range to ‘12”’.

Primaris Crusader Squad – Wargear Options, 2nd bullet

Change to:

‘▪ Any number of Primaris Neophytes can each have their bolt pistol and Astartes chainsword replaced with 1 Neophyte firearm and 1 close combat weapon.’

Primaris Sword Brethren – Melee Weapons

Add twin lightning claws profile:

	RANGE	A	WS	S	AP	D
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	5	-2	1

Primaris Sword Brethren – Wargear Options

Change 1st bullet to:

‘Any number of Primaris Sword Brothers can each have their Astartes chainsword replaced with 1 power weapon.’

Add 6th bullet to read:

‘▪ For every 5 models in this unit, 1 Primaris Sword Brother’s heavy bolt pistol and Astartes chainsword can be replaced with 1 twin lightning claws.’

Primaris Sword Brethren – reverse of card

Add Attached Unit section, to read:

‘If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, it can be attached to this unit instead.’

Primaris Sword Brethren – Unit Composition, 2nd line

Change to ‘4-9 Primaris Sword Brothers’

BLOOD ANGELS

Baal Predator – Core Abilities

Add ‘Deadly Demise D3’.

Brother Corbulo – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD’

Captain Tycho – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD’

Commander Dante – Leader, Bullet list

Add new bullet to read:

- ASSAULT INTERCESSORS WITH JUMP PACKS’

Death Company Intercessors – Ranged Weapons, Astartes grenade launcher (krak)

Change AP to ‘-2’.

Death Company Dreadnought – Keywords section

Add ‘DREADNOUGHT’.

Death Company Marines with Jump Packs – Death Company

Change to:

‘If a CHAPLAIN model from your army with the Leader ability can be attached to ASSAULT INTERCESSORS WITH JUMP PACKS or an ASSAULT SQUAD WITH JUMP PACKS, it can be attached to this unit instead.’

Furioso Dreadnought – Keywords section

Add ‘SMOKE’ and ‘DREADNOUGHT’.

Gabriel Seth – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- COMPANY HEROES
- STERNGUARD VETERAN SQUAD

Librarian Dreadnought – Keywords section

Add 'SMOKE' and 'DREADNOUGHT'.

Sanguinary Guard – Attached Unit

Change to:

'If a CAPTAIN model from your army with the Leader ability can be attached to ASSAULT INTERCESSORS WITH JUMP PACKS or an ASSAULT SQUAD WITH JUMP PACKS, it can be attached to this unit instead.'

Sanguinary Priest – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

Sanguinary Priest with Jump Pack – Leader, Bullet list

Add new bullets to read:

- ASSAULT INTERCESSORS WITH JUMP PACKS

CHAOS DAEMONS

Be'lakor – Keywords section

Add 'PSYKER' and 'FLY'.

Blue Horrors – Abilities, Cackling Horrors

Change to:

'While an enemy unit is within 6" of this unit, if this unit contains one or more BLUE HORROR models, worsen the Leadership characteristic of models in that enemy unit by 1.'

Burning Chariot – Keywords section

Add 'FLY'.

Daemon Prince of Chaos, Daemon Prince of Chaos with Wings, Soul Grinder – Keywords section

Add 'DAEMON'.

Draught of Terror Stratagem – When and Target sections

Change to:

'WHEN: Your Shooting phase or the Fight phase.'

TARGET: One LEGIONES DAEMONICA unit from your army that has not been selected to shoot or fight this phase.'

Great Unclean One – Ranged Weapons, putrid vomit

Change Ballistic Skill to 'N/A'.

Warp Surge Stratagem – Effect section

Change to:

'EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced.'

CHAOS SPACE MARINES

Chaos Lord in Terminator Armour – Wargear Options, 2nd bullet

Change to:

'This model's exalted weapon can be replaced with one of the following:

- 1 chainfist
- 1 power fist

Chaos Predator Destructor – Ranged Weapons, Predator autocannon

Add '[RAPID FIRE 2]'.

Chaos Rhino – Core Abilities

Add 'Firing Deck 2'.

Chaos Terminator Squad – Invulnerable Save

Change to '4+'.

Chosen – Wargear Options, 2nd bullet

Change to:

'For every 5 models in this unit, up to 2 models can each have their boltgun replaced with 1 combi-weapon.'

Cultist Mob – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1

Cultist Mob – Wargear Options

Change to:

- The Cultist Champion's autopistol can be replaced with 1 bolt pistol.
- Any number of models can each have their autopistol and brutal assault weapon replaced with 1 Cultist firearm and 1 close combat weapon.
- For every 10 models in this unit, 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 flamer and 1 close combat weapon.
- For every 10 models in this unit, 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 heavy stubber and 1 close combat weapon.
- For every 10 models in this unit, 1 Chaos Cultist's autopistol and brutal assault weapon can be replaced with 1 Cultist grenade launcher and 1 close combat weapon.'

Legionaries – Ranged Weapons, Havoc autocannon

Change Ballistic Skill to '4+'.

Legionaries – Wargear Options, 1st bullet, 1st sub-bullet

Change to:

- 1 plasma pistol and 1 Astartes chainsword*.

Legionaries – Wargear Options, 7th bullet, 1st sub-bullet

Change to:

- 1 plasma pistol and 1 Astartes chainsword'.

Raptors – Melee Weapons

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Raptors – Wargear Options, 3rd bullet, all sub-bullets

Add 'and 1 close combat weapon' to the end of each of these sub-bullets.

Traitor Guardsmen – Wargear Options, 1st bullet

Change to:

- Up to 3 Traitor Guardsmen can each have their lasgun replaced with one of the following (to a maximum of 2 of each per unit):'

DARK ANGELS

Asmodai – Leader section

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

Azrael – Leader section

Add new bullet to read:

- COMPANY HEROES

Belial – Leader section, 3rd bullet

Change to:

- DEATHWING TERMINATOR SQUAD

Deathwing Command Squad – Wargear Options

Add new bullet to read:

- 1 Deathwing Command Terminator's power fist can be replaced with 1 power weapon.

Deathwing Strikemaster – Leader section, 2nd bullet

Change to:

- DEATHWING TERMINATOR SQUAD

Ezekiel – Leader section

Add new bullets to read:

- ASSAULT INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD

Ravenwing Talonmaster – Core Abilities

Delete 'Leader'.

Ravenwing Black Knights – Ranged Weapons, Astartes grenade launcher (krak)

Change AP to '-2'.

DEATH GUARD

Death Guard Chaos Lord – Ranged Weapons, plague bolt pistol

Add '[PISTOL]'.

Death Guard Cultists – Ranged Weapons, heavy stubber

Change Ballistic Skill to '5+'.

Death Guard Daemon Prince with Wings – Core Abilities

Add 'Deep Strike'.

Death Guard Helbrute – Abilities, Infused with the Blessings of Nurgle

Change the last sentence to 'Until the start of your next turn, that enemy unit is always considered to be within Contagion Range of this model.'

Death Guard Sorcerer in Terminator Armour – Abilities, Putrescent Vitality

Change to:

'Putrescent Vitality (Psychic): At the start of the Fight phase, you can roll one D6: on a 1, this PSYKER's unit suffers D3 mortal wounds; on a 2+, until the end of the phase, each time an attack is allocated to a model in this PSYKER's unit, subtract 1 from the Damage characteristic of that attack.'

Malignant Plaguecaster – Ranged Weapons, plague bolt pistol
Add '[PISTOL]'.

Plague Marines – Ranged Weapons, plague bolt pistol
Add '[PISTOL]'.

Plague Surgeon – Ranged Weapons, plague bolt pistol
Add '[PISTOL]'.

DEATHWATCH

Corvus Blackstar – Transport

Change to:

'This model has a transport capacity of 12 ADEPTUS ASTARTES INFANTRY models or one KILL TEAM unit. Each JUMP PACK, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION or MOUNTED model takes up the space of 3 models.'

Deathwatch Veterans – Attached Unit

Change to:

'If a CHARACTER unit from your army with the Leader ability can be attached to a STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can be attached to this unit instead.'

Fortis Kill Team – Ranged Weapons, storm bolter

Delete this weapon profile.

Kill Team Cassius – Melee Weapons, Long Vigil melee weapon

Change Attacks to '3', Strength to '5' and AP to '-2'.

Kill Team Cassius – Ranged Weapons, heavy flamer

Change Strength to '5' and AP to '-1'.

Hellfire Rounds Stratagem – Effect section

Change to:

'EFFECT: Until the end of the phase, ranged weapons (excluding Devastating Wounds weapons) equipped by models in your unit have the [ANTI-INFANTRY 2+] and [ANTI-MONSTER 5+] abilities.'

Proteus Kill Team – Melee Weapons, Terminator thunder hammer

Change Attacks to '3'.

Proteus Kill Team – Ranged Weapons, twin boltgun

Change Attacks to '2'.

Proteus Kill Team – Attached Unit

Change to:

'If a CHARACTER unit from your army with the Leader ability can be attached to a STERNGUARD VETERAN SQUAD or VANGUARD VETERAN SQUAD, it can be attached to this unit instead.'

Spectrus Kill Team – Abilities, Spectrus Doctrines

Change to:

'Spectrus Doctrines: At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.'

Spectrus Kill Team – Ranged Weapons, special-issue bolt pistol

Change Attacks to '1'.

Spectrus Kill Team – Wargear Options

Add the following bullets:

- One model can replace its bolt sniper rifle with 1 bolt carbine.
- Any number of models can each replace their bolt sniper rifle with 1 las fusil.
- Any number of models can each replace their combat knife with 1 bolt carbine and 1 close combat weapon.'

DRUKHARI

Haemonculus – Core Abilities

Add 'Leader'.

Lelith Hesperax – Keywords section

Add 'SUCCUBUS'.

Urien Rakarth – Keywords section

Add 'HAEMONCULUS'.

Voidraven Bomber – Keywords section

Add 'FLY'.

Wyches – Ranged Weapons, splinter pistol

Change '[ANTI-INFANTRY 4+]' to '[ANTI-INFANTRY 3+]':

GENESTEALER CULTS

Army Rule Card – Cult Ambush, 1st and 2nd paragraphs

Change to:

'If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 3 to the result if it is a **BATTLELINE** unit. On a 4+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength and with all of its wounds remaining, and you can place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

If an enemy model (excluding **AIRCRAFT** models) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers that is still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit on the battlefield more than 9" horizontally away from all enemy models and with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).'

Atalan Jackals – Abilities, Demolition Run

Change to:

'Once per battle round, after this unit ends a Normal move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.'

Nexos – Abilities, Cult Infiltration

Change to:

'**Cult Infiltration:** At the start of each player's Command phase, if this model is on the battlefield, you can select one **of your** Cult Ambush **markers** that is on the battlefield and move it up to 6".'

GREY KNIGHTS

Brotherhood Chaplain – Core Abilities

Add 'Leader'.

Grey Knights Land Raider Crusader – Profile line

Change Move characteristic to '12"'.

Grey Knights Land Raider Redeemer – Profile line

Change Move characteristic to '12"'.

Death from the Warp Stratagem – Effect section

Change to:

'**EFFECT:** Until the end of the turn, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability and each time a model in your unit makes an attack, add 1 to the Hit roll.'

Kaldor Draigo – Abilities, One With the Warp

Change to:

'**One with the Warp (Psychic):** Once per battle, when this model's unit declares a charge in the same turn it was set up **on the battlefield using the Deep Strike or Teleport Assault ability**, add 3 to the Charge roll.'

IMPERIAL KNIGHTS

Army Rule Card – Code Chivalric, 2nd paragraph

Change to:

'If, at the start of any of your Command phases, your selected Oath's Deed is completed, your army becomes Honoured for the rest of the battle and you gain 3CP (you can only gain CP in this way once per battle, and CP gained in this way are an exemption to the Core Rules that limit the maximum number of CP you can gain per battle round to 1).'

Army Rule Card – Code Chivalric, Lay Low the Tyrant, Oath Ability

Change to:

'**Oath Ability:** Each time this model is selected to shoot or fight, re-roll a single Hit roll of 1 and re-roll a single Wound roll of 1.'

Squires' Duty Stratagem – Effect section

Change to:

'**EFFECT:** Until the end of the phase, when resolving attacks that target that enemy unit, improve the Strength and Armour Penetration characteristics of weapons equipped by those **ARMIGER** models by 1. If your army is Honoured, until the end of the phase, add 1 to the Damage characteristic of those weapons as well.'

LEAGUES OF VOTANN

Appraising Glare Enhancement – 2nd sentence

Change to:

'Until the start of your next Command phase, while an enemy unit is within range of that objective marker, it counts as having one more Judgement token than it actually has (to a maximum of 2).'

Hearthkyn Warriors – Unit Composition, 2nd bullet

Change to '9 Hearthkyn Warriors'.

Uthâr the Destined – Abilities, Ancestral Fortune

Change to:

'Once per turn, you can change one Hit roll or one Wound roll made for this model to a 6.'

ORKS

Battlewagon – Ranged Weapons, killkannon

Add the [BLAST] ability.

Big Mek in Mega Armour – Keywords section

Add 'MEGA ARMOUR'.

Burna Boyz – Ranged Weapons, kustom mega-blasta

Remove the [BLAST] ability.

Burna-bommer – Ranged Weapons, twin big shoota

Change Range to '36"'.

Deffkilla Wartrike – Keywords section

Add 'CHARACTER'.

Gorkanaut – Ranged Weapons, twin big shoota

Change Range to '36"'.

Gorkanaut – Transport section

Add additional sentence to read:

'It cannot transport GHAZGHKULL THRAKA.'

Gretchin – Abilities, Runtherd

Change to:

'While this unit contains one or more Gretchin models, each time an attack targets this unit, Runtherd models in this unit have a Toughness characteristic of 2.'

Meganobz – Keywords section

Add 'MEGA ARMOUR'.

Megatrakk Scrapjet – Ranged Weapons, twin big shoota

Change Range to '36"'.

Megatrakk Scrapjet – Unit Composition, 2nd line

Change to:

'This model is equipped with: rokkit kannon; 2 twin big shootas; wing missiles; nose drill.'

Morkanaut – Ranged Weapons, twin big shoota

Change Range to '36"'.

Morkanaut – Transport section

Add additional sentence to read:

'It cannot transport GHAZGHKULL THRAKA.'

Nob on Smasha Squig – Keywords section

Add 'BEAST SNAGGA'.

Stompa – Ranged Weapons, twin big shoota

Change Range to '36"'.

Stratagems Card – Mob Rule, Effect section

Change to:

'EFFECT: Until the start of your next Command phase, while a friendly ORKS INFANTRY unit is within 6" of that MOB unit, that ORKS INFANTRY unit can still be selected as the target of your Stratagems even if it is Battle-shocked.'

Trukk – Transport section

Change to:

'This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR model takes up the space of 2 models. It cannot transport JUMP PACK or GHAZGHKULL THRAKA models.'

Warboss in Mega Armour – Keywords section

Add 'MEGA ARMOUR'.

Wurrboy – Keywords section

Add 'BEAST SNAGGA'.

SPACE WOLVES

Army Rule Card – Champions of Russ, Restrictions, 2nd bullet

Change to:

'Your army cannot include any of the following units:

TACTICAL SQUAD; ASSAULT SQUAD; ASSAULT SQUAD WITH JUMP PACKS; DEVASTATOR SQUAD; COMMAND SQUAD; APOTHECARY.'

Blood Claws – Attached Unit

Change to:

'If a CHARACTER unit from your army with the Leader ability can be attached to an ASSAULT INTERCESSOR SQUAD or ASSAULT SQUAD, it can be attached to this unit instead.'

Canis Wolfborn – Unit Composition, 2nd line

Change to:

'This model is equipped with: bolt pistol; crushing teeth and jaws; Wolf claws.'

Cyberwolf – Core Abilities

Add 'Leader'.

Grey Hunters – Ranged Weapons, grav-gun

Change Damage to '2'.

Grey Hunters – Wargear Options

Add bullet to read:

'1 Grey Hunter's bolt pistol can be replaced with 1 plasma pistol.'

Long Fangs – Faction Keywords section

Change to:

'FACTION KEYWORDS: ADEPTUS ASTARTES, SPACE WOLVES'.

Space Wolves Venerable Dreadnought – Profile line

Change to:

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

Skyclaws – Attached Unit

Change to:

'If a CHARACTER unit from your army with the Leader ability can be attached to ASSAULT INTERCESSORS WITH JUMP PACKS or an ASSAULT SQUAD WITH JUMP PACKS, it can be attached to this unit instead.'

Stormfang Gunship – Ranged Weapons, helfrost destructor (focused)

Change Ballistic Skill to 'N/A'.

Wolf Guard – Attached Unit

Change to:

‘If a **CHARACTER** unit from your army with the Leader ability can be attached to a **STERNGUARD VETERAN SQUAD** or **VANGUARD VETERAN SQUAD**, it can be attached to this unit instead.’

Wolf Guard Battle Leader in Terminator Armour – Melee Weapons, twin lightning claws

Change Weapon Skill characteristic to ‘2+’.

Wolf Guard Battle Leader on Thunderwolf – Melee Weapons, twin lightning claws

- Change Weapon Skill characteristic to ‘2+’.
- Change Strength characteristic to ‘5’.

Wolf Guard Pack Leader in Terminator Armour – Melee Weapons

- Change chainfist Attacks characteristic to ‘3’.
- Change power fist Attacks characteristic to ‘3’.
- Change power weapon Attacks characteristic to ‘4’.
- Change thunder hammer Attacks characteristic to ‘3’.
- Change twin lightning claws Attacks characteristic to ‘5’ and Strength characteristic to ‘5’.

Wolf Guard Terminators – Melee Weapons table

Add close combat weapon profile:

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

Wolf Guard Terminators – Unit Composition

Change to:

- 1 Wolf Guard Terminator Pack Leader
- 4-9 Wolf Guard Terminators

The Wolf Guard Terminator Pack Leader is equipped with: storm bolter; **close combat weapon**; power weapon.

Every Wolf Guard Terminator is equipped with: storm bolter; **close combat weapon**; power fist.’

Wolf Guard Terminators – Wargear Options

Change 7th sub-bullet of 1st bullet to read:

- 1 storm shield*

Change 2nd bullet to read:

‘For every 5 models in this unit, one Wolf Guard Terminator can replace its storm bolter with one of the following:

- 1 assault cannon
- 1 heavy flamer
- 1 storm bolter and 1 cyclone missile launcher (this model’s storm bolter cannot be replaced)’.

Wolf Lord on Thunderwolf – Melee Weapons, twin lightning claws

Change Weapon Skill characteristic to ‘2+’.

Wolf Scouts – Profile line

Change Wounds characteristic to ‘2’.

Wulfen – Melee Weapons, wulfen hammer

Change Strength characteristic to ‘6’ and change Damage characteristic to ‘2’.

T’AU EMPIRE

Devilfish – Ranged Weapons, accelerator burst cannon

Change AP to ‘-1’.

Longstrike – Ranged Weapons, accelerator burst cannon

Change AP to ‘-1’.

Razorshark Strike Fighter – Ranged Weapons, accelerator burst cannon

Change AP to ‘-1’.

Stealth Battlesuits – Unit Composition, 2nd line

Change to:

‘The Stealth Shas’vre is equipped with: burst cannon; battlesuit fists; homing beacon.

Every Stealth Shas’ui model is equipped with: burst cannon; battlesuit fists.’

Sun Shark Bomber – Ranged Weapons

Add missile pod profile:

	RANGE	A	BS	S	AP	D
Missile pod	30"	2	4+	7	-1	2

Sun Shark Bomber – Unit Composition, 2nd line

Change to:

‘This model is equipped with: missile pod; 2 seeker missiles; 2 twin ion rifles; armoured hull.’

Sun Shark Bomber – Wargear Options

Change to:

- This model’s missile pod can be replaced with 1 twin missile pod.’

THOUSAND SONS

Army Rule Card – Temporal Surge

Add additional sentence to read:

‘If it does, that unit is not eligible to declare a charge this turn.’

Exalted Sorcerer on Disc of Tzeentch – Abilities, Binding Tendrils

Change to:

‘**Binding Tendrils (Psychic)**: At the end of your Movement phase, you can select one enemy unit within 18” of and visible to this Psyker and roll one D6: on a 1, this Psyker’s unit suffers D3 mortal wounds; on a 2+, until the start of your next Movement phase, **that enemy unit is bound**. While a unit is bound, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit.’

Rubic Marines, Scarab Occult Terminators – Ranged Weapons, Warpsmite

Add ‘[PSYCHIC]’.

Thousand Sons Defiler – Ranged Weapons, twin lascannon

Change Strength to ‘12’.

Thousand Sons Land Raider – Ranged Weapons, twin inferno heavy bolter

Change Range to ‘36” and Damage to ‘2’.

Thousand Sons Rhino – Core Abilities

Add ‘Firing Deck 2’.

Thousand Sons Rhino – Keywords section

Add ‘DEDICATED TRANSPORT’.

WORLD EATERS

Favoured of Khorne Enhancement – 2nd sentence

Change to:

‘Once per battle round, when you make a Blessings of Khorne roll, before doing anything else, the bearer can use this Enhancement.’

World Eaters Rhino – Core Abilities

Add ‘Firing Deck 2’.

Lord Invocatus – Abilities, Road of Eight Bloody Steps

Change to:

‘**Road of Eight Bloody Steps:** At the start of the battle, before any moves are made using the Scouts ability, you can select up to two friendly **WORLD EATERS INFANTRY** units within 6" of this model. Until the end of the battle, all models in the selected units have the Scouts 6" ability.’

World Eaters Rhino – Transport section

Change to:

‘This model has a transport capacity of 12 **WORLD EATERS INFANTRY** models. It cannot transport **EIGHTBOUND**, **EXALTED EIGHTBOUND** or **TERMINATOR** models.’

World Eaters Predator Destructor – Ranged Weapons,

Predator autocannon

Add ‘[**RAPID FIRE 2**]’.

World Eaters Terminator Squad – Melee Weapons, power fist

Change WS to ‘3+’.