WARHAMMER 40,000

INDEX CARDS
VERSION 1.2

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.

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

ADEPTUS MECHANICUS

Archaeopter Transvector – Transport section, 2nd sentence
Change to 'It cannot transport JUMP PACK or KATAPHRON models.'

Kastelan Robots – Wargear Options, 1st bullet, 2nd sub-bullet
Change to '1 twin Kastelan phosphor blaster and 1 close combat weapon'.

Onager Dunecrawler – Ranged Weapons
Delete the heavy phosphor blaster profile.

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
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**]'.

Kasrkin – Keywords section
Add '**Regiment**'.

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.*'

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.'

Taurox Prime – Ranged Weapons, Taurox missile launcher (frag)
Change Strength to '4'.

Urusula 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 0CP, 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'.

Death Company Intercessors – Ranged Weapons, Astartes grenade launcher (krak)
Change AP to '-2'.

Death Company Dreadnought – Keywords section
Add 'DREADNOUGHT'.

Furioso Dreadnought – Keywords section
Add 'SMOKE' and 'DREADNOUGHT'.

Librarian Dreadnought – Keywords section
Add 'SMOKE' and 'DREADNOUGHT'.

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'.

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*'.

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
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'.

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
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'.

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.'

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"'.

Stratagems Card – 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.'

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.'

Stratagems Card – 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
Enhancements Card – Appraising Glare, 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.'

NECRONS
Catacomb Command Barge – Profile line
Change Leadership characteristic to '6+'.

Cryptothralls – Abilities, Systematic Vigour
Change to:
'Each time a Cryptothrall model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 3+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.'

Obelisk – Abilities, Gravitic Pulse, 2nd sentence
Change to:
'Until the end of the turn, subtract 2" from the Move characteristic of models in that unit and subtract 2 from Advance and Charge rolls made for that unit.'

Overlord – Profile line
Change Leadership characteristic to '6+'.

The Silent King – Core Abilities
Change to:
'CORE: **Deadly Demise D6+3** (Szarekh model only)'.

Transcendent C'tan – Abilities
Add Faction section to read:
'FACTION: **Reanimation Protocols**'.

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"'.

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 MARINES

Adeptus Astartes Armoury Card
Add flamer profile:

	RANGE	A	BS	S	AP	D
Flamer **[IGNORES COVER, TORRENT]**	12"	D6	N/A	4	0	1

Add grav-gun profile:

	RANGE	A	BS	S	AP	D
Grav-gun **[ANTI-VEHICLE 2+]**	18"	2	3+	5	-1	2

Add meltagun profile:

	RANGE	A	BS	S	AP	D
Meltagun **[MELTA 2]**	12"	1	3+	9	-4	D6

Add plasma gun profile:

	RANGE	A	BS	S	AP	D
Plasma gun – standard **[RAPID FIRE 1]**	24"	1	3+	7	-2	1
Plasma gun – supercharge **[HAZARDOUS, RAPID FIRE 1]**	24"	1	3+	8	-3	2

Assault Squad – Melee Weapons
Add close combat weapon profile:

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

Assault Squad – Wargear Options, 4th bullet
Change sub-bullets to:
'■ 1 plasma pistol and 1 Astartes chainsword
■ 1 flamer and 1 close combat weapon
■ 1 meltagun and 1 close combat weapon
■ 1 plasma gun and 1 close combat weapon'

Assault Squad with Jump Pack – Melee Weapons
Add close combat weapon profile:

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

Assault Squad with Jump Pack – Wargear Options, 4th bullet
Change sub-bullets to:
▪ 1 plasma pistol and 1 Astartes chainsword
▪ 1 flamer and 1 close combat weapon
▪ 1 meltagun and 1 close combat weapon
▪ 1 plasma gun and 1 close combat weapon

Ballistus Dreadnought – Keywords section
Add 'Dreadnought'.

Bike Squad – Wargear Options, 3rd bullet
Change sub-bullets to:
'▪ 1 flamer*
▪ 1 grav-gun*
▪ 1 meltagun*
▪ 1 plasma gun*
▪ 1 plasma pistol'

Captain – Wargear Options, 1st bullet
Add the following sub-bullet:
'▪ 1 plasma pistol'.

Captain in Gravis Armour – Core Abilities
Add 'Leader'.

Captain in Gravis Armour – Profile
Change Move characteristic to '5'.

Captain on Bike – Wargear Options, 1st bullet
Add the following sub-bullet:
'▪ 1 thunder hammer'

Captain with Jump Pack – Wargear Options, 1st bullet
Add the following sub-bullet:
'▪ 1 plasma pistol'

Chaplain with Jump Pack – Ranged Weapons, grav-pistol
Change Damage to '2'.

Command Squad – Ranged Weapons, grav-gun
Change Damage to '2'.

Command Squad – Wargear Options, 5th bullet
Add the following sub-bullet:
'▪ 1 plasma gun'

Contemptor Dreadnought – Keywords section
Add 'Dreadnought'.

Hellblaster Squad – Ranged Weapons, plasma incinerator –standard
Remove the [HAZARDOUS] ability.

Librarian with Jump Pack – Core Abilities
Add 'Deep Strike'.

Lieutenant – Wargear Options, 1st bullet
Add the following sub-bullet:
'▪ 1 grav-pistol'.

Primaris Chaplain – Keywords section
Add 'Infantry'.

Redemptor Dreadnought – Keywords section
Add 'Dreadnought'.

Reiver Squad – Wargear Options, 1st bullet
Change to:
'▪ All models in this unit can each have their combat knife replaced with 1 bolt carbine and 1 close combat weapon.'

Scout Squad – Melee Weapons, power weapon
Change Strength to '5'.

Techmarine – Ranged Weapons, grav-pistol
Change Damage to '2'.

Techmarine – Wargear Options, 1st bullet
Add additional sub-bullet to read:
'▪ 1 grav-pistol'.

Vanguard Veteran Squad – Ranged Weapons, grav-pistol
Change Damage to '2'.

Vanguard Veteran Squad with Jump Packs – Ranged Weapons, grav-pistol
Change Damage to '2'.

SPACE WOLVES

Canis Wolfborn – Unit Composition, 2nd line
Change to:
'**This model is equipped with:** bolt pistol; crushing teeth and jaws; Wolf claws.'
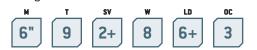
Cyberwolf – Core Abilities
Add 'Leader'.

Grey Hunters – 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

Stormfang Gunship – Ranged Weapons, helfrost destructor (focused)
Change Ballistic Skill to 'N/A'.

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 Scouts – Profile line
Change Wounds 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

Cabal of Sorcerers Army Rule – Temporal Surge
Add additional sentence to read:
'If it does, that unit is not eligible to declare a charge this turn.'

Rubric 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'.

TYRANIDS

Barbgaunts – Abilities, Disruption Bombardment, 1st sentence
Change to:
'In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks made by this unit's bio-cannons. Until the end of your opponent's next turn, that enemy unit is disrupted.'

Gargoyles, Hormagaunts, Termagants – Keywords section
Add 'BATTLELINE'.

WORLD EATERS

Enhancements Card – Favoured of Khorne, 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'.

World Eaters Predator Destructor – Ranged Weapons, Predator autocannon
Add '[RAPID FIRE 2]'.

World Eaters Terminator Squad – Melee Weapons, power fist
Change WS to '3+'.