

Version 1.0

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*.

FRRATA

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'.

AELDARI

Skyweavers – Unit Composition Change to '2-4 Skyweavers'.

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'.

ASTRA MILITARUM

Kasrkin — Keywords section Add 'REGIMENT'.

BLACK TEMPLARS

Primaris Sword Brethren – Wargear Options, 1st bullet

Change '1 master-crafted power weapon' to '1 power weapon'.

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.'

BLOOD ANGELS

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

Change AP to '-2'.

CHAOS DAEMONS

Be'lakor – Keywords section Add '**Psyker**' and '**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.'

CHAOS SPACE MARINES

Cultist Mob — Melee Weapons

Add close combat weapon profile:

RANGE	A	WS	S	AP	D
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.'

Chaos Terminator Squad - Invulnerable Save

Change to '4+'.

Raptors — Melee Weapons

Add close combat weapon profile:

RANGE	A	WS	S	AP	D
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.

DARK ANGELS

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

Change AP to '-2'.

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DEATHWATCH

Hellfire Rounds Stratagem - Effect section

Change to read:

'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.'

DRUKHARI

Haemonculus — Core Abilities

Add 'Leader'.

Lelith Hesperax – Keywords section

Add 'Succubus'.

Urien Rakarth - Keywords section

Add 'HAEMONCULUS'.

LEAGUES OF VOTANN

Hearthkyn Warriors - Unit Composition, 2nd bullet

Change to '9 Hearthkyn Warriors'.

NECRONS

Catacomb Command Barge - Profile line

Change Leadership characteristic to '6+'.

Overlord - Profile line

Change Leadership characteristic to '6+'.

ORKS

Burna Boyz - Ranged Weapons, kustom mega-blasta

Remove the [BLAST] ability.

Gorkanaut – Transport section

Add additional sentence to read:

'It cannot transport GHAZGHKULL THRAKA.'

Morkanaut — Transport section

Add additional sentence to read:

'It cannot transport GHAZGHKULL THRAKA.'

Nob on Smasha Squig - Keywords section

Add 'BEAST SNAGGA'.

Wurrboy – Keywords section

Add 'BEAST SNAGGA'.

SPACE MARINES

Captain in Gravis Armour - Core Abilities

Add 'Leader'.

Hellblaster Squad - Ranged Weapons, plasma incinerator - standard

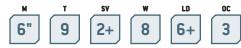
Remove the [HAZARDOUS] ability.

Primaris Chaplain - Keywords section

Add 'INFANTRY'.

SPACE WOLVES

Space Wolves Venerable Dreadnought – Profile line Change to read:



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]'.

TYRANIDS

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

WORLD EATERS

World Eaters Terminator Squad – Melee Weapons, power fist Change WS to $^{\prime}3+^{\prime}.$

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