



INDEX CARDS

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.

ERRATA

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'.

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.’

Rubic 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 ‘3+’.