WARHAMMER 40,000

INDEX CARDS
VERSION 1.1

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

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

Army Rule Card – Strands of Fate, 4th paragraph
Add 'Once per phase,' to the start of this paragraph.

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'.

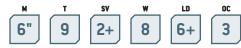**Hellblaster Squad – Ranged Weapons, plasma incinerator –standard**
Remove the **[HAZARDOUS]** ability.

Primaris Chaplain – Keywords section
Add '**INFANTRY**'.

SPACE WOLVES

Space Wolves Venerable Dreadnought – Profile line
Change to read:

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

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 '3+'.