WARHAMMER 40,000 – IMPERIAL ARMOUR
INDEX: FORCES OF THE ASTRA MILITARUM

Official Update Version 1.7

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Pages 9, 114 and 120 – Plasma gun, Supercharged profile
Change the Damage characteristic to read '2'.

Page 10 – Gryphonne Pattern Chimera
Change the description to read:
'A Gryphonne Pattern Chimera is a single model equipped with a twin heavy bolter, a heavy bolter and two lasgun arrays.'

Page 10 – Gryphonne Pattern Chimera, Wargear Options
Add the following bullet point to this model's wargear options:
'• This model may replace its twin heavy bolter with an autocannon.'

Pages 15, 16 and 112 – Earthshaker cannon
Change the AP to read '-3'.

Pages 16, 17, 18 and 26 – Earthshaker Carriage Battery, Heavy Mortar Battery, Heavy Quad Launcher Battery, Medusa Carriage Battery
Change Artillery Battery to read:
'**Artillery Battery:** When this unit is set up on the battlefield, all models are set up in unit coherency. From that point onwards, all the **Artillery** models are treated as one unit and all the Guardsmen Crew are treated as another. Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.'

Pages 19, 20, 21 and 69 – Leman Russ Annihilator, Leman Russ Conqueror, Leman Russ Stygies and Death Korps Leman Russ Mars-Alpha Battle Tanks
Change Grinding Advance to read:
'**Grinding Advance:** If this model remains stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). Furthermore, hit rolls for this model's turret weapon do not suffer the penalty for moving and shooting a Heavy weapon. The following weapons are turret weapons: battle cannon, Conqueror battle cannon, Demolisher cannon, Eradicator nova cannon, Executioner plasma cannon, Exterminator autocannon, Punisher gatling cannon, Stygies Vanquisher battle cannon, twin lascannon and Vanquisher battle cannon.'

Pages 22, 23 and 29 – Malcador Annihilator, Malcador Defender and Stygies Thunderer Siege Tank
Change the name of the Grinding Advance ability to read 'Lumbering Advance'.

Page 22, 23, 29, 68, 112 and 117 – Malcador Annihilator, Malcador Defender, Stygies Thunderer Siege Tank, Death Korps Leman Russ Mars-Alpha Battle Tanks, Astra Militarum Wargear and Death Korps of Krieg Wargear, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to '-'.

Page 27 – Sabre Weapons Platform
Change the wargear options to read:
'• Any model may replace its twin heavy bolter with either one twin lascannon, one twin autocannon, two twin heavy stubbers or one defence searchlight.'

Page 27 – Sabre Weapons Battery, Defence Searchlight
Change this to read:
'If this model has a defence searchlight, at the start of your Shooting phase it may select a single enemy unit within 48" and line of sight. One friendly **<Regiment> Infantry** or **<Regiment> Sabre Weapons Battery** unit adds 1 to any hit rolls that target the chosen unit until the end of the Shooting phase. A single unit cannot benefit from multiple Defence Searchlights.'

Page 27 – Rapier Laser Destroyer, Imperial Guard Crew
Change this ability to read:
'When this unit is set up on the battlefield, all models are set up in unit coherency. From that point onwards, the Rapier Laser Destroyer is treated as one unit and all the Guardsmen Crew are treated as another. Guardsmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.'

Page 27 – Rapier Laser Destroyer, Guardsmen Crew
Change the Guardsmen Crew characteristics profile so that it reads:

M	WS	BS	S	T	W	A	Ld	Sv
'6"	4+	4+	3	3	1	1	6	5+'

Page 29 – Tarantula Battery, Automated Artillery
Change the penultimate sentence to read:
'If there are none of the specified types of unit in range or line of sight, the closest visible enemy unit of any kind must be targeted.'

Pages 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 42, 43 and 44 – Arkurian Pattern Stormblade, Arkurian Pattern Stormhammer, Arkurian Pattern Stormsword, Crassus Armoured Assault Vehicle, Dominus Armoured Siege Bombard, Gorgon Heavy Transporter, Macharius Heavy Tank, Macharius Omega, Macharius Vanquisher, Macharius Vulcan, Minotaur Artillery Tank, Praetor Armoured Assault Launcher and Valdor Tank Hunter
Add the following sentence to the Steel Behemoth ability on these datasheets:
'This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.'

Page 30 – Arkurian Pattern Stormblade, Description and Wargear Options
Change the description to read:
'An Arkurian Pattern Stormblade is a single model equipped with a plasma blastgun, a heavy bolter and adamantium tracks.'

Add the following to the wargear options:
'• This model may take either two sponsons or four sponsons – each sponson is equipped with a lascannon and either a twin heavy bolter or twin heavy flamer.'

Page 30 – Arkurian Pattern Stormblade, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its plasma blastgun must target units that are more than 1" away).'

Page 31 – Arkurian Pattern Stormhammer, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its stormhammer cannon and twin battle cannon must target units that are more than 1" away).'

Pages 32 and 114 – Stormsword siege cannon
Change the Type to read 'Heavy 2D6'.

Change the abilities text to read: 'Units attacked by this weapon do not gain any bonus to their saving throws for being in cover. Re-roll damage rolls of 1 for this weapon.'

Page 32 – Arkurian Pattern Stormsword, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its Stormsword siege cannon must target units that are more than 1" away).'

Page 33 – Crassus Armoured Assault Vehicle, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it.'

Page 34 – Dominus Armoured Siege Bombard, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its dominus triple bombard must target units that are more than 1" away).'

Page 35 – Gorgon Heavy Transporter, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its gorgon mortars must target units that are more than 1" away).'

Page 36 – Macharius Heavy Tank, Steel Behemoth
Change the second sentence to read: '
It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its macharius battle cannon must target units that are more than 1" away).'

Page 37 – Macharius Omega, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its omega pattern plasma blastgun must target units that are more than 1" away).'

Page 38 – Macharius Vanquisher, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its macharius vanquisher cannon must target units that are more than 1" away).'

Pages 39 and 113 – Macharius vulcan mega-bolter
Change this weapon's ability to read:
'If this model does not move during its Movement phase, in your next Shooting phase, change this weapon's Type to Heavy 30 until the end of the turn.'

Page 39 – Macharius Vulcan, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its macharius vulcan mega-bolter must target units that are more than 1" away).'

Pages 40 and 41 – Marauder Bomber and Marauder Destroyer, Abilities
Add the following ability:
'**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.'

Pages 42 and 114 – Twin earthshaker cannon
Change the AP to read '-3'.

Page 42 – Minotaur Artillery Tank, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its twin earthshaker cannon must target units that are more than 1" away).'

Page 43 – Praetor Armoured Assault Launcher, Steel Behemoth
Change the second sentence to read:
'It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its praetor launcher must target units that are more than 1" away).'

Page 44 – Valdor Tank Hunter, Steel Behemoth
Change the second sentence to read: '
It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however, its neutron laser projector must target units that are more than 1" away).'

Page 48 – Lightning Strike Fighter, Wargear Options
Add the following additional bullet point to this datasheet's Wargear Options:
'• If this model is equipped with four hellstrike missiles, it may replace its long-barrelled autocannon with two additional hellstrike missiles.'

Page 50 – Vendetta Gunship, Grav-chute Insertion
Change the first sentence to read:
'Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the Vendetta moves 20" or more, you must roll a D6 for each model disembarking.'

Page 55 – Death Korps of Krieg Army List
Add the following units to the list of those that can be from the **DEATH KORPS OF KRIEG**:

'• **Atlas Recovery Tank**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Centaur Light Carrier**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Cyclops Demolition Vehicle**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Earthshaker Carriage Battery**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Gorgon Heavy Transporter**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Malcador Annihilator**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Malcador Defender**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Malcador Heavy Tank**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Malcador Infernus**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Medusa Carriage Battery**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Stygies Destroyer Tank Hunter**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Arkurian Pattern Stormblade**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Gorgon Heavy Transporter**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Heavy Tank**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Omega**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Vanquisher**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Vulcan**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Minotaur Artillery Tank**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Trojan Support Vehicle**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Basilisks**
   Warhammer 40,000 – Index: Imperium 2
 • **Hydras**
   Warhammer 40,000 – Index: Imperium 2
 • **Baneblade**
   Warhammer 40,000 – Index: Imperium 2
 • **Shadowsword**
   Warhammer 40,000 – Index: Imperium 2
 • **Stormsword**
   Warhammer 40,000 – Index: Imperium 2'

Page 56 – Death Korps of Krieg Army List
Add the following:
'**Matched Play Rule: Command Squads**
If you are playing a matched play game, then in a Battle-forged army you can include a maximum of one **DEATH KORPS OF KRIEG COMMAND SQUAD** or one **DEATH KORPS DEATH RIDER COMMAND SQUADRON** in a Detachment for each **DEATH KORPS OF KRIEG OFFICER** in that Detachment.'

Page 56 – Wargear, Ranged Weapons
Add:
• Two bolt pistols*
  • Two laspistols*
  • Two hot-shot laspistols*'

Add the following footnote:
'*A model that takes one of these options cannot take an item from the *Melee Weapons* list.'

Page 56 – Wargear, Heavy Weapons
Change the fourth bullet point to read:
'• Twin heavy stubber'

Page 60 – Death Korps Grenadier Storm Squad
Add the following Characteristics profile for a Death Korps Grenadier Weapons Team:

M	WS	BS	S	T	W	A	Ld	Sv
'6"	3+	3+	3	3	2	2	6	4+'

Page 60 – Death Korps Grenadier Storm Squad, Wargear Options
Change the fourth bullet point to read:
'• Up to two Grenadiers may replace their hot-shot lasguns with either a heavy stubber or an item from the *Death Korps of Krieg Special Weapons* list.'

Add the following bullet point:
'• Two other Grenadiers may form a Death Korps Grenadier Weapons Team with a heavy flamer.'

Page 62 – Death Korps of Krieg Storm Chimera
Change the description to read:
'A Death Korps of Krieg Storm Chimera is a single model equipped with a turret autocannon, a heavy bolter and two lasgun arrays.'

Page 63 – Death Korps Combat Engineer Squad, Wargear Options
Add the following bullet point:
'• One Engineer may take a demolition charge.'

Pages 64 and 73 – Summary Execution
Change this ability to read:
'**Summary Execution:** The first time an **Astra Militarum** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **Commissars**, you can execute a model. If you do, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).'

Page 69 – Death Korps Leman Russ Mars-Alpha Battle Tanks, Grinding Advance
Change the second sentence of this ability to read:
'The following weapons are turret weapons: Conqueror battle cannon, battle cannon, Eradicator nova cannon, Exterminator autocannon, Vanquisher battle cannon, Demolisher cannon, Executioner plasma cannon, Punisher gatling cannon, twin lascannon and co-axial heavy stubber.'

Page 71 – Elysian Drop Troops Army List
Change the final sentence of the first paragraph to read:
'Models that have the **Aeronautica Imperialis** keywords on their datasheets replace them in all instances with **Elysian Drop Troops**.

Change the second sentence of the second paragraph to read:
'**Tauros** units on the list opposite will also benefit from the Aerial Drop ability.'

Add the following:
'**Matched Play Rule: Command Squads**
If you are playing a matched play game, then in a Battle-forged army you can include a maximum of one **Elysian Command Squad** in a Detachment for each **Elysian Officer** in that Detachment.'

Page 72 – Wargear, Ranged Weapons
Add:
'• Boltgun
  • Shotgun
  • Lasgun and auxiliary grenade launcher'

Page 74 – Elysian Drop Trooper Squad, Wargear Options
Change the fifth bullet point to read:
'The Sergeant may exchange his laspistol for a lasgun or a plasma pistol.'

Pages 74 and 120 – Plasma Pistol – Supercharged
Change the Damage characteristic of this profile to read '2'.

Pages 74, 75 and 120 – Breacher charge
Add the following to the end of the weapon's ability:
'Each breacher charge can only be used once per battle.'

Page 75 – Elysian Veteran Squad, Wargear Options
Change the last bullet point to read:
'The Sergeant may exchange his laspistol for a lasgun or an option from the *Elysian Drop Troops Ranged Weapons* list.'

Page 81 – Renegades and Heretics Army List
Add the following units to the list of those that can have the **Renegades and Heretics** keywords:
'• **Armageddon Pattern Medusa**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Earthshaker Carriage Battery**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Medusa Carriage Battery**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Heavy Tank**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Omega**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Vanquisher**
   Imperial Armour – Index: Forces of the Astra Militarum
 • **Macharius Vulcan**
   Imperial Armour – Index: Forces of the Astra Militarum'

Page 81 – Renegades and Heretics Army List
Change the first paragraph to read:
'There are a number of Astra Militarum datasheets that can also be used by Renegades and Heretics models – presented in the box on the left. Those that do replace the **<Regiment>** keyword on their datasheet in all instances with **Renegades and Heretics** and the **Imperium** keyword with **Chaos**. In addition, they lose they **Astra Militarum** Faction keyword. **Renegades and Heretics Transports** whose datasheets say that they can transport **Astra Militarum Infantry** models can instead transport an equivalent number of **Renegades and Heretics Infantry** models. If an Astra Militarum unit does not appear on the list, it cannot be from the **Renegades and Heretics**, and so cannot have the **Renegades and Heretics** Faction keyword.'

Page 82 – Renegades and Heretics Discipline, Creeping Terror
Change the second sentence to read:
'Choose an enemy unit within 12", if that unit takes a Morale test in this battle round, subtract D3 from its Leadership characteristic until the end of the battle round.'

Page 83 – Renegade Commander, Keywords
Add '**Character**'.

Page 83 – Malefic Lord, Keywords
Add '**<Chaos Covenant>**'.

Page 85 and 88 – Renegade Militia Squad and Renegade Disciple Squad
Change the Chaos Sigil ability to read:
'If this unit contains a model with a Chaos sigil, when taking a Morale test for this unit, roll one additional D6 and discard the highest result. If two of the highest results are the same, select one of those dice to discard.'

Page 86 – Renegade Mutant Rabble, Curse of Mutation
Change this ability to read:
'**Curse of Mutation:** The first time this unit is set up, roll a D6 and apply the following result. On a 1, remove D6 models in the unit as they are slain when their mutation runs amok. On a 2-3, add 2" to the unit's Move characteristic for the duration of the battle. On a 4-5, add 1 to the unit's Attacks characteristic in a turn in which it made a charge move. On a 6, add 1 to the unit's Toughness.'

Page 86 – Chaos Spawn, Keywords
Change '**Infantry**' to '**Beast**'.

Page 89 – Renegade Enforcer, Keywords
Add '**Character**'.

Page 90 – Renegade Marauder Squad
Add the following additional bullet point to this datasheet's unit description:
'• Each Brute is equipped with a close combat weapon.'

Page 91 – Renegade Ogryn Beast Handlers, Keywords
Add the following line:
'**(Chaos Mauler Hounds): Infantry, <Chaos Covenant>, Chaos Mauler Hounds**'

Page 91 – Renegade Ogryn Brutes, Avalanche of Muscle
Change this ability to read:
'**Avalanche of Muscle:** If this unit makes a charge move, add 1 to the Attacks characteristic of every model in the unit until the end of the turn.'

Page 94 – Keywords
Replace the first paragraph with:
'Throughout this section you will come across keywords that are within angular brackets, specifically **<Questor Allegiance>** and **<Household>**. These are shorthand for keywords of your own choosing, as described below.

<Questor Allegiance>
All Imperial Knights owe allegiance to either the Imperium of Man or the Machine Cult of the Adeptus Mechanicus. Even Freeblades, who no longer belong to a Noble house, maintain the oath of allegiance they swore long ago.

Imperial Knights datasheets have the **<Questor Allegiance>** keyword. When you include such a unit in your army, you must nominate whether that unit owes its allegiance to the Imperium or the Adeptus Mechanicus. If the former, then you replace the **<Questor Allegiance>** keyword in every instance on that unit's datasheet with **Questor Imperialis**; if the latter, you replace the **<Questor Allegiance>** keyword in every instance on that unit's datasheet with **Questor Mechanicus**.

For example, if you were to include a Cerastus Knight-Acheron in your army, and you decided it owed allegiance to the Adeptus Mechanicus, its **<Questor Allegiance>** keyword is changed to **Questor Mechanicus**.'

Pages 95-101 – Acastus Knight Porphyrion, Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator, Cerastus Knight-Lancer, Questoris Knight Magaera and Questoris Knight Styrix, Abilities, Knight Titan
Replace this ability with the following:
'**Super-heavy Walker:** This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. When this model Falls Back, it can move over enemy **Infantry** and **Swarm** models, though it must end its move more than 1" from any enemy units. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.'

Pages 95-101 – Acastus Knight Porphyrion, Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator, Cerastus Knight-Lancer, Questoris Knight Magaera and Questoris Knight Styrix, Keywords
Add '**Imperial Knights**' to the Faction keywords line.
Change '**Questor Imperialis**' to read '**<Questor Allegiance>**'.

Page 95 – Acastus Knight Porphyrion, Keywords
Add '**Acastus Class**' to the keywords line.

Pages 96-99 – Cerastus Knight-Acheron, Cerastus Knight-Atropos, Cerastus Knight-Castigator and Cerastus Knight-Lancer, Keywords
Add '**Cerastus Class**' to the keywords line.

Pages 100-101 – Questoris Knight Magaera and Questoris Knight Styrix, Keywords
Add '**Questoris Class**' to the keywords line.

Pages 100-101 and 125 – Reaper chainsword
Change the Strength characteristic of this weapon to '+6'.

Page 104 – Warhound Scout Titan, Damage Table
Change the table to read:

Remaining W	M	WS	BS	Void Shield
30-35+	24"	5+	2+	4+
20-29	18"	5+	3+	5+
10-19	12"	6+	4+	6+
1-9	8"	6+	4+	7+

Page 110 – Astra Militarum Points Values
Change the points per model value for the Leman Russ Conqueror to read '132'.

Page 116 – Death Korps of Krieg Points Values, Death Korps of Krieg Ranged Weapons
Add the following line:
'Twin heavy stubber | 8 points'

Page 117 – Death Korps of Krieg Points Values, Death Korps of Krieg Other Wargear
Change the second column header to read 'Points per Item'

Add the following line:
'Storm armour and mine plough | 10 points'

Page 118 – Death Korps of Krieg Ranged Weapons
Add the following line:

Weapon	Range	Type	S	AP	D	Abilities
Twin heavy stubber	36"	Heavy 6	4	0	1	-

Page 119 – Elysian Drop Troops Points Values, Elysian Drop Troops Other Wargear
Add the following line:
'Auxiliary grenade launcher | 0 points'

Page 120 – Elysian Drop Troops Wargear
Add a new table titled 'Elysian Drop Troops Other Wargear' with the following entry:
'**Auxiliary Grenade Launcher** | A model with an auxiliary grenade launcher increases the range of any frag grenades and krak grenades they use to 24".'

Page 121 – Renegades and Heretics Points Values
Change the models per unit value of the Renegade Command Squad to read '4-14'.
Change the models per unit value of Renegade Ogryn Brutes to read '3-12'.
Change the models per unit value of Renegade Plague Ogryns to read '3-9'.

FAQs

Q: The Death Korps of Krieg, Elysian Drop Troops and Renegades and Heretics Army Lists each detail numerous units that can be taken from Index: Imperium 2. *Do these units have to be taken from* Index: Imperium 2, *or can they be taken from* Codex: Astra Militarum *instead?*
A: If the unit appears in *Codex: Astra Militarum*, you must use the datasheet from there.

Q: Can Death Korps of Krieg, Elysian Drop Troops or Renegades and Heretics Detachments use any of the Regiment-specific rules (Doctrines, Orders, Stratagems, Warlord Traits, etc.) in Codex: Astra Militarum?
A: No. Instead these units use the bespoke abilities and Orders that are described in *Imperial Armour – Index: Forces of the Astra Militarum.*

Q: Can Death Korps of Krieg or Elysian Drop Troops be taken as a Detachment of Brood Brothers as part of a Genestealer Cult army? If so, do I replace any keywords or abilities?
A: Yes. In these cases, you replace the **Death Korps of Krieg** or **Elysian Drop Troops** keyword with **Brood Brothers** in all instances on these units' datasheets. Furthermore, if a unit has the **Brood Brothers** keyword then it cannot use the Cult of Sacrifice and Aerial Drop abilities.

Q: Does a Master of Ordnance's Master of Ballistics ability affect Earthshaker Platforms or Earthshaker Carriages?
A: No. It only affects **Basilisks**, **Wyverns**, **Manticores** and **Deathstrikes**.

Q: If I issue an order to an artillery battery's crew (for example, the crew of a Heavy Mortar or Earthshaker Carriage Battery), does the effect of the order also apply to their artillery piece?
A: No.

Q: There is no datasheet for a Death Korps of Krieg Hades Breaching Drill Squadron – is there a datasheet I should use for this unit?
A: Use the Hades Breaching Drill Squadron datasheet from *Imperial Armour – Index: Forces of the Astra Militarum.* Replace the unit's **<Regiment>** keyword with **Death Korps of Krieg**.

Q: There is no datasheet for a Ryza Pattern Leman Russ Vanquisher – is there a datasheet I should use for this unit?
A: Use the Leman Russ Stygies Vanquisher datasheet from *Imperial Armour – Index: Forces of the Astra Militarum.* Replace the unit's co-axial storm bolter with a co-axial heavy stubber (this is identical in terms of points and profile to a heavy stubber) and replace 'heavy stubber' with 'storm bolter' in the Co-axial weapon ability.

Q: The classic Shadowsword model from Forge World has two side sponsons, each with twin heavy bolters, but without lascannons – is there a datasheet I should use for this unit?
A: Use the Shadowsword datasheet from *Codex: Astra Militarum.* Replace the unit's option for two or four sponsons, each with a lascannon and twin heavy bolter or twin heavy flamer, with 'two sponsons, each with a twin heavy bolter'.

Q: If my Warlord is not a Renegade Commander, does that mean I cannot choose a Chaos Covenant for my Renegades and Heretics units?
A: That is correct – in order to choose a Chaos Covenant your Warlord must be a Renegade Commander.

Q: Can passengers disembark from an Elysian Drop Troops Valkyrie on the same turn it is set up on the battlefield, using the Aerial Drop ability?
A: Yes, but the Valkyrie counts as having moved more than 20" for the purposes of its Grav-chute Insertion ability.

Q: What datasheet should I use for Mukaali Riders?
A: It is an unfortunate truth that we can't continue indefinitely to sell and support every model we've ever made. As we make new models, and new books to explore their background and rules, we have to stop producing and featuring some older models. But just like many of you, we still treasure our collections of older miniatures, and we still want to be able to use them in games and forge glorious narratives on the tabletop! As such, the datasheet for Mukaali Riders can be found below, but it is intended for use in open play or narrative play games; it is not designed or approved for use in matched play games (the unit won't, for example, have any points values).

MUKAALI RIDERS

3 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Mukaali Rider	8"	4+	4+	3	4	3	1	6	4+	
Mukaali Sergeant	8"	4+	4+	3	4	3	2	7	4+	

This unit contains 2 Mukaali Riders and a Mukaali Sergeant. It can include up to 3 additional Mukaali Riders (**Power Rating +1 per model**). Each model is armed with a laspistol, hunting lance and frag grenades, and rides a mukaali that attacks with stomping feet.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Rider						
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24"	Assault D6	3	0	1	-
- Krak grenade	24"	Assault 1	6	-1	D3	-
Laspistol	12"	Pistol 1	3	0	1	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Hunting lance	Melee	Melee	+2	-2	D3	A model may only attack with this weapon on a turn in which it has made a charge move.
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Mukaali						
Stomping feet	Melee	Melee	5	0	1	After a model riding a mukaali makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.

WARGEAR OPTIONS	• The Mukaali Sergeant can replace their laspistol with a plasma pistol. • The Mukaali Sergeant can replace their hunting lance with a chainsword, power axe, power lance, power maul or power sword. • Up to two Mukaali Riders can each replace their hunting lances with one of the following: - Flamer - Grenade launcher - Meltagun - Plasma gun
ABILITIES	**Flanking Manoeuvres:** During deployment, you can set up this unit on the army's flank instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can race in to encircle the foe – set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" away from any enemy models.
FACTION KEYWORDS	**IMPERIUM, ASTRA MILITARUM, TALLARN**
KEYWORDS	**CAVALRY, MUKAALI RIDERS**