

WARHAMMER 40,000 – IMPERIAL ARMOUR

INDEX: FORCES OF THE ADEPTUS ASTARTES

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

All datasheets in this publication (excluding GREY KNIGHTS, ADEPTA SORORITAS and INQUISITION datasheets), as well as the Gabriel Angelos datasheet (available in the July 2019 issue of White Dwarf) and the following datasheets (available for download from the Forge World website): Astraeus Super-heavy Tank; Relic Sicaran Omega Tank Destroyer; Relic Sicaran Arcus Strike Tank; Carab Culln the Risen; Casan Sabius

Add the following ability:

'Angels of Death'

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Designer's Note: *The Bolter Discipline ability is described in the September update, and the Shock Assault ability can be found above. Combat Doctrines is a new ability exclusive to Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves and Deathwatch Detachments (or in Detachments of any of their successor Chapters) cannot currently make use of this ability.*

All GREY KNIGHTS datasheets in this publication

Add the following ability:

'Shock Assault: If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.'

Terrax-pattern Termite Assault Drill datasheet (available for download from the Forge World website)

Add the following ability if this unit is taken from the Space Marines Faction:

'Angels of Death'

This unit has the following abilities: And They Shall Know No Fear, Bolter Discipline, Shock Assault and Combat Doctrines.'

Designer's Note: *The Bolter Discipline ability is described in the September update, and the Shock Assault ability can be found above. Combat Doctrines is a new ability exclusive to Codex: Space Marines – units in Blood Angels, Dark Angels, Space Wolves and Deathwatch Detachments (or in Detachments of any of their successor Chapters) cannot currently make use of this ability.*

Page 4 – Additional Rules, Relic

Change the first paragraph to read:

'If your army is Battle-forged, no Detachment can contain more Relic units than it does non-Relic units of the same Battlefield Role. You can, however, include a single Relic Lord of War unit in your army even if it contains no non-Relic Lord of War units (you cannot include second and subsequent Relic Lord of War units unless they are taken in a Detachment that contains at least as many non-Relic Lord of War units).'

Page 9 – Relic Land Raider Proteus, Abilities

Add the following ability to this datasheet:

'Heavy Armour: A model with this ability has a 5+ invulnerable save.'

Page 14 – Relic Sicaran Venator Tank Destroyer, unit description

Change the unit description to read:

'A Relic Sicaran Venator is a single model. It is equipped with a neutron pulse cannon and a heavy bolter.'

Page 17 – Relic Spartan Assault 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.'

Page 18 – Relic Typhon Heavy Siege 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 dreadhammer siege cannon must target units which are more than 1" away).’

Page 19 – Relic Cerberus Heavy Tank Destroyer, Unit Description

Change ‘Heavy neutron laser array’ to read ‘Heavy neutron pulse array’ on this datasheet’s unit description.

Page 19 – Relic Cerberus Heavy Tank Destroyer, 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 heavy neutron pulse array must target units which are more than 1" away).’

Page 20 – Relic Fellblade Super-Heavy Tank, Steel Behemoth

Change the third sentence to read:

‘It can, except when firing Overwatch, also still fire its weapons if enemy units are within 1" of it (however its fellblade accelerator cannon and demolisher cannon must target units which are more than 1" away).’

Page 20 and 75 – Relic Fellblade Super-heavy Tank and Adeptus Astartes Wargear, demolisher cannon
Change Type characteristic to Heavy D6 and Abilities to ‘-’.

Page 20 – Relic Fellblade Super-heavy Tank, Wargear Options

Change the first wargear option to read:

‘• A Relic Fellblade may replace its two quad lascannon with two laser destroyers.’

Page 21 – Relic Falchion Super-heavy Tank Destroyer, Wargear Options

Change the first wargear option to read:

‘• A Relic Falchion may replace its two quad lascannon with two laser destroyers.’

Page 21 – Relic Falchion Super-Heavy Tank Destroyer, 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 volcano cannon must target units which are more than 1" away).’

Page 22 – Relic Mastodon Super-Heavy Siege Transport, 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 (but only its heavy flamers and lascannons can target units that are within 1" of it – its other ranged weapons must target other units).’

Pages 26 and 28 – Contemptor Mortis Dreadnought and Relic Contemptor Dreadnought, Wargear Options

Add the following to both models’ wargear options:

‘• This model may take a cyclone missile launcher.’

Page 27 – Chaplain Dreadnought

Add the following ability to this datasheet:

‘Dreadnought Character: This model may not be given any Relics.’

Page 27 – Chaplain Venerable Dreadnought, Wargear Options

Add the following to the list under the second bullet point:

‘– Heavy Plasma cannon’

Page 27 – Chaplain Venerable Dreadnought (excluding **DEATHWATCH**, **SPACE WOLVES**, **DARK ANGELS** and **BLOOD ANGELS** models, as well as models from their successor Chapters)

Add the **PRIEST** keyword

Add to this datasheet the row:

‘PRIEST This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **<CHAPTER>** units whilst their unit is within 6" of this model.’

Page 29 – Relic Deredeo Dreadnought, Atomantic Pavaise

Change the first sentence of this ability to read:

‘If equipped with an atomantic pavaise, all friendly **<CHAPTER>** units that are wholly within 6" of the Relic Deredeo Dreadnought gain a 5+ invulnerable save.’

Page 30 – Relic Leviathan Dreadnought, Wargear Options

Add the following bullet point:

‘• This model may take up to three hunter-killer missiles.’

Page 32 – Relic Javelin Attack Speeder, Gravitic Augur Haze

Change this ability to read:

‘Your opponent subtracts 1 from all hit rolls made for models that target this model at ranges greater than 8”.’

Page 32 – Relic Javelin Attack Speeder, Wargear Options
Add the following wargear option:

‘• A Relic Javelin may take up to two hunter-killer missiles.’

Page 36 – Fire Raptor Assault Gunship, Wargear Options
Add the following wargear option:

- This model may replace its two quad heavy bolters with two twin autocannon.'

Page 39 – Thunderhawk Transporter, Transport Section
Change the second bullet point to read:

'Up to two of the following: **RHINO, RAZORBACK, PREDATOR, WHIRLWIND, WHIRLWIND HYPERIOS, HUNTER, STALKER, VINDICATOR, RELIC WHIRLWIND SCORPIUS.**

Page 42 – Whirlwind Hyperios
Remove the **WHIRLWIND** keyword.

Page 43 – Relic Whirlwind Scorpis
Remove the **WHIRLWIND** keyword.

Page 43 – Rapier Carrier, Space Marine Gunners
Change this ability to read:
'When a Rapier Carrier is set up on the battlefield, its Space Marine Gunners are set up in unit coherency with it. From that point onwards the Space Marine Gunners are treated as one unit and the Rapier Carrier as another. The Space Marine Gunners may only be chosen as a target in the Shooting phase if they are the closest visible enemy unit to the firer.'

Page 43 – Rapier Carrier, Wargear Options
Change the wargear option to read:
'• A Rapier Carrier may replace its quad heavy bolter for either a laser destroyer or a quad launcher'

Page 45 – Lucius Pattern Dreadnought Drop Pod and Deathstorm Drop Pod, Immobile
Change this ability on both datasheets to read:
'After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.'

Pages 51 and 80 – Grey Knights Vortimer Pattern Land Raider Redeemer and Grey Knights Wargear, flamestorm cannon
Change Range characteristic to 12".

Page 54 – Sororitas Repressor
Change the Firing Ports ability to read:
'Up to 6 models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.'

Page 56 – Lord High Commander Carab Culln and Lugft Huron, Abilities

Add the following ability to both these models' datasheets:

'**Teleport Strike:** During deployment, you can set up this model in a teleportarium chamber instead of placing him on the battlefield. At the end of any of your Movement phases, he can teleport into battle – set him up anywhere on the battlefield that is more than 9" from any enemy models.'

Page 58 – Lord Asterion Moloc
Change this model's Wounds characteristic to read '7'.

Page 59 – Chaplain Ivanus Enkomi
Remove the Litanies of Hate ability.
Add the **PRIEST** and **MASTER OF SANCTITY** keyword.
Add to this datasheet the row:

'**PRIEST** This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **MINOTAURS** units whilst their unit is within 6" of this model.'

Page 60 – Chaplain Dreadnought Titus
Add the **PRIEST** keyword
Add to this datasheet the row:

'**PRIEST** This model knows the Litany of Hate (see below) and one litany from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite one litany it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly Howling Griffons units whilst their unit is within 6" of this model.'

Page 60 – High Chaplain Thulsa Kane

Remove the Litanies of Hate ability.

Add the **PRIEST** and **MASTER OF SANCTITY** keyword

Add to this datasheet the row:

'PRIEST' This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (see *Codex: Space Marines*). At the start of the battle round, this model can recite two litanies it knows that have not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.

Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly **EXECUTIONERS** units whilst their unit is within 6" of this model.'

Page 64 – Harath Shen, Master Apothecary of the Salamanders Chapter

Change this model's Save characteristic to read '3+'.

Page 69 – Hecaton Aiakos

Add 'storm bolter' to the list of weapons this model is equipped with.

Page 72 – Adeptus Astartes Points Values, Ranged Weapons

Add the following lines:

'Cyclone missile launcher | 50'

Page 75 – Adeptus Astartes Wargear, Ranged Weapons

Add the following profile:

'Cyclone missile launcher | When attacking with this weapon, choose one of the profiles below:

- Frag missile | 36" | Heavy 2D3 | 4 | 0 | 1 | -

- Krak missile | 36" | Heavy 2 | 8 | -2 | D6 | -'

Page 76 – Adeptus Astartes Wargear, Ranged Weapons

Change the hellfire plasma carronade's Type to read 'Heavy 5'.

Change the heavy neutron pulse array's Damage characteristic to read '3+D6'.

FAQs

Q: Are there any restrictions on which Chapter I can choose when replacing the <CHAPTER> Faction keyword on datasheets within this book?

A: Yes. You cannot choose for any of these units to be from the **LEGION OF THE DAMNED** or **GREY KNIGHTS** Chapters. They can be from any other Chapter though, including **BLOOD ANGELS**, **DARK ANGELS**, **SPACE WOLVES** and **DEATHWATCH**.

Q: There is no datasheet for Bran Redmaw – is there a datasheet I should use for this character?

A: Use the Space Marine Captain datasheet on page 12 of *Index: Imperium 1* to represent this character, using the Space Wolves wargear lists on page 131 rather than the standard Space Marine wargear lists where appropriate.

Q: There is no datasheet for Shadow Captain Korvydae – is there a datasheet I should use for this character?

A: Use the Space Marine Captain datasheet on page 12 of *Index: Imperium 1* to represent this character.

Q: There is no datasheet for Minotaurs Sergeant Hamath Kraatos – is there a datasheet I should use for this character?

A: Use this model to represent a Devastator Space Marine, using the Devastator Squad datasheet on page 51 of *Index: Imperium 1*.

Q: There is no datasheet for Veteran Sergeant Haas – is there a datasheet I should use for this model?

A: Use this model to either represent a Sergeant, using the Tactical Squad datasheet, or a Veteran Sergeant, using the Sternguard Veteran Squad datasheet, on pages 28 and 33 respectively of *Index: Imperium 1*.

Q: There is no datasheet for Dreadnought-Brother Halar – is there a datasheet I should use for this model?

A: Use the Dreadnought datasheet on page 35 of *Index: Imperium 1* to represent this model, and it has an additional wargear option; it may replace its assault cannon with a flamestorm cannon.

Q: Can a Stormraven Gunship transport a Relic Deredeo Dreadnought or a Relic Leviathan Dreadnought?

A: No. For the purposes of determining what **DREADNOUGHTS** a Stormraven Gunship can transport, compare the Wounds characteristic of the model to that of a Redeptor Dreadnought (13): a Stormraven Gunship cannot transport a **DREADNOUGHT** that has a Wounds characteristic equal to or higher than this.

Q: Can Wulfen embark onto any of the Space Marines Transports whose datasheets are in Imperial Armour – Index: Forces of the Adeptus Astartes?

A: **WULFEN** models can embark onto any **SPACE WOLVES TRANSPORT** vehicle described in this book so long as **TERMINATOR** models can also embark in that vehicle. In these cases, each **WULFEN** model takes the space of two other models.

Q: Which part of a Drop Pod or Dreadnought Drop Pod should I measure distances from and to, especially if the model has been assembled so it's doors can be opened or closed?

A: Measure all distances to and from any part of the model, including its doors. If this model has been assembled such that you can lower and raise its doors, then when this model is first set up in the battlefield choose whether the doors will be lowered or raised - you cannot raise or lower the doors thereafter during the battle.

Designer's Note: Choosing to set this model up in the 'raised doors position' simply represents the doors closing the instant after its passengers have disembarked.