

WARHAMMER 40,000

INDEX: IMPERIUM 2

Official Update Version 1.2

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

Page 10 – Astra Militarum Army List

Add the following rule:

'Matched Play – Command Squads

If you are playing a matched play game, a Battle-forged army can include a maximum of one <REGIMENT> Command Squad (pg 15) in a Detachment for each <REGIMENT> OFFICER in that Detachment. Similarly, if you are playing a matched play game, a Battle-forged army can include a maximum of one Militarum Tempestus Command Squad (pg 51) in a Detachment for each Tempestor Prime (pg 50) in that Detachment.'

Pages 13 and 41 – Tank Commander and Knight

Commander Pask, Wargear Options

Add the following bullet point:

- This model may take a hunter-killer missile.'

Page 46 – Lord Commissar, Weapons

Change the Damage of the Power sword to read '1'.

Page 51 – Militarum Tempestus Command Squad,

Wargear Options

Change the first and second bullet points to read:

- One model may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.
- One other model may either replace its hot-shot lasgun with a hot-shot laspistol and a medi-pack, or take a hot-shot laspistol and a medi-pack in addition to their hot-shot lasgun.'

Page 57 – Ratlings

Change the Movement characteristic to read '5"'.

Change the Shoot Sharp and Scarper rule to read:
'Shoot Sharp and Scarper: Immediately after making a

shooting attack (other than firing Overwatch), this unit can move as if it were the Movement phase (though it cannot Advance as part of this move).'

Page 76 – Sicarian Infiltrators

Change the Attacks value on the Sicarian Infiltrator profile line to read '2'.

Change the Attacks value on the Sicarian Princeps profile line to read '3'.

Page 78 – Onager Dunecrawler, Damage Table

Change the first value under Remaining W to read '6-11+'.

Pages 82, 87 and 153 – Thermal cannon

Change this weapon's Type to read 'Heavy D6' and Abilities to read 'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

Page 96 – Celestine

Add the following to the end of the unit description:

'Only one of this unit may be included in your army.'

Change the first sentence of the Sainly Blessings ability to read:

'At the start of each of your turns, you can pick a friendly ADEPTA SORORITAS unit within 6" of Celestine that has the Acts of Faith ability and perform an Act of Faith with it.'

Page 98 – Imagifier, Simulacrum Imperialis

Change the first sentence of this ability to read:

'Roll a D6 at the start of each of your turns; on a 4+ you can pick a friendly <ORDER> unit within 6" of this model that has the Acts of Faith ability and perform an Act of Faith with it.'

Pages 99 and 157 – Hand flamer

Change the Type to read 'Pistol D3'.

Page 99 – Battle Sisters Squad, Wargear Options

Add the following wargear option:

- The Sister Superior may take a weapon from the *Melee Weapons* list.'

Page 100 – Celestian Squad, Wargear Options

Add the following wargear option:

- The Celestian Superior may take a weapon from the *Melee Weapons* list.'

Page 101 – Retributor Squad

Change the Retributor Superior's Leadership characteristic to read '8'.

Page 101 – Retributor Squad, Wargear Options

Add the following wargear option:

- The Retributor Superior may take a weapon from the *Melee Weapons* list.'

Page 102 – Dominion Squad, Wargear Options

Add the following wargear option:

- The Dominion Superior may take a weapon from the *Melee Weapons* list.'

Page 102 – Dominion Squad, Vanguard

Add the following sentence in between the first and second sentences of this ability:

'This unit cannot end this move within 9" of any enemy models.'

Page 120 – Inquisitor, Wargear Options

Change the first and second bullet points to read:

- This model may replace its bolt pistol with an item from the *Inquisition Pistol Weapons* or *Inquisition Ranged Weapons* lists.
- This model may replace its chainsword with one item from the *Inquisition Melee Weapons* list.'

Page 122 – Acolytes

Change the Wounds characteristic to read '1'.

Page 123 – Jokaero Weaponsmith, Abilities

Add the following ability to this datasheet:

'**Authority of the Inquisition** (pg 117)'

Page 127 – Venerable Land Raider

Add '**TRANSPORT**' to this datasheet's keywords.

Page 136 – Void Shield Generator

Ignore the damage table.

Change the Projected Void Shields rule to read:

'**Projected Void Shields:** All units wholly within 6" of a Void Shield Generator receive a 5+ invulnerable save against any attacks made in the Shooting phase (unless the firing model is also within 6" of the Void Shield Generator).'

Page 137 – Skyshield Landing Pad

Add the following ability:

'**Wrecked Landing Pad:** If a Skyshield Landing Pad is destroyed, do not remove the model. Instead, all of its other abilities cease to apply, and it is treated as ruins (see the Battlefield Terrain section of the *Warhammer 40,000* rulebook) for the rest of the battle.'

Page 144 – Demolisher cannon

Change the Abilities text to read:

'When attacking units with 5 or more models, change this weapon's Type to Heavy D6.'

Page 156 – Ranged Weapons table, Storm bolter

Change the points per weapon value to read '2'.

Page 157 – Twin multi-melta

Change the Abilities text to read:

'If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.'

Page 166 – Adeptus Custodes Wargear, Ranged Weapons table, Multi-melta

Change the Type to read 'Heavy 1'.

FAQs

ASTRA MILITARUM

Q: If an Astra Militarum unit equipped with Assault weapons Advances in their Movement phase and subsequently has the 'Forwards, for the Emperor!' order issued to them, is the -1 penalty for Advancing and firing Assault weapons waived?

A: No.

Q: Are 'Officio Prefectus' and 'Militarum Auxilla' Regiments? I.e. could I choose for my Company Commander to replace his <REGIMENT> keyword with MILITARUM AUXILLA?

A: No.

Q: Can a Tank Commander or Knight Commander Pask issue a Tank Order to themselves?

A: No.

ADEPTA SORORITAS

Q: If I can use more than one Act of Faith during the same turn, how do I resolve them? Do I resolve them one at a time and do I need to declare which ones I will attempt before rolling to see if they are performed?

A: You roll for and resolve Acts of Faith one at a time.

There is no need to declare which Acts of Faith you will choose in advance.

Q: Does Celestine's ability to return to the battle via Miraculous Intervention require the controlling player to have reinforcement points for it?

A: No.

OFFICIO ASSASSINORUM

Q: If a unit of Dark Reapers (which have the Inescapable Accuracy ability) shoots at a Culexus Assassin (which has the Etherium ability), what roll do the Dark Reapers require to successfully hit the Assassin?

A: 3+.

This is because while the Dark Reapers treat their Ballistic Skill as 6+ because of the Etherium ability, they always score a hit on rolls of 3+ because of their Inescapable Accuracy ability, which is irrespective of their Ballistic Skill characteristic or any modifiers.

THE INQUISITION

Q: Can I use the Dominate psychic power to fire a model's plasma weapon on its supercharged profile in the hope of killing or injuring it?

A: Yes.

VARIOUS

Q: If a psyker manifests a psychic power that affects the nearest enemy unit (e.g. Smite) and that unit happens to be either a Culexus Assassin or a Sisters of Silence unit with the Abomination/Psychic Abomination ability, what happens? Does that psychic power then affect the next nearest unit instead?

A: No, the power simply has no effect.