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

Official Update Version 1.1

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 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 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.'

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.'

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.'

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 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 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
• 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
• 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, 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**, 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'.

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 86 – Renegade Mutant Rabble, Curse of Mutation
Change the last sentence to read:
'On a 5 or 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 91 – Renegade Ogryn Beast Handlers, Keywords
Add the following line:
'(**Chaos Mauler Hounds**): **Infantry**, **<Chaos Covenant>**, **Chaos Mauler Hounds**'

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 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: 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: 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: 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: 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.