

# WARHAMMER 40,000 – IMPERIAL ARMOUR

## INDEX: FORCES OF THE

### ADEPTUS ASTARTES

#### Official Update Version 1.3

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 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 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.'

**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 Venerable Dreadnought, Wargear Options

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

'– Plasma cannon'

##### 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 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.’

**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 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 I* 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 Koroydae – is there a datasheet I should use for this character?*

A: Use the Space Marine Captain datasheet on page 12 of *Index: Imperium I* 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 I*.

*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 I*.

*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 I* 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.