

WARHAMMER 40,000

INDEX: IMPERIUM 1

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 12 and 208 – Wrist-mounted grenade launcher
Change the AP value to read '-1'.

Page 26 – Company Veterans, Wargear Options
Change the second bullet point to read:
• Any model may replace their bolt pistol with a storm shield or an item from the *Melee Weapons* or *Pistols* lists.'

Page 29 – Scout Squad, Concealed Positions
Change this ability to read:
'Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.'

Pages 34, 42, 124 and 207 – Melta bomb
Change the Abilities text to read:
'You can re-roll failed wound rolls for this weapon if the target is a **VEHICLE**.'

Pages 40, 41 and 207 – Grenade harness
Change the AP value to read '-1'.

Page 43 – Inceptor Squad
Change the Crushing Charge rule to read:
'Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.'

Pages 48 and 208 – Twin heavy flamer
Change the Type to read 'Heavy 2D6'.

Page 56 – Stalker, Damage Table
Change the third value under 'Remaining W' to read '1-2'.

Page 78 – Chaplain Grimaldus, Unmatched Zeal
Change the first sentence of this ability to read:
'If you roll a hit roll of 6+ in the Fight phase for a model in a friendly **BLACK TEMPLARS** unit that is within 6" of Chaplain Grimaldus, that model can immediately make another close combat attack using the same weapon.'

Page 89 – Wargear
Add the following before the final paragraph:
'Models in Assault Squads that have the option for a plasma pistol may instead take a hand flamer or an inferno pistol (replacing their bolt pistol) and those that have the option for a flamer may instead take a meltagun or plasma gun (replacing their bolt pistol and chainsword).'

Page 90 – Commander Dante, Chapter Master
Change this ability to read:
'You can re-roll failed hit rolls for friendly **BLOOD ANGELS** units within 6" of Commander Dante.'

Page 95 – Sanguinary Priest on Bike, Abilities
Add the following ability:
'Turbo-boost: When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.'

Page 96 – Brother Corbulo, The Red Grail
Change the second sentence of this ability to read:
'In addition, each time you make a hit roll of 6+ in the Fight phase for a model in a friendly **BLOOD ANGELS** unit that is within 6" of Brother Corbulo, that model can immediately make another close combat attack using the same weapon.'

Page 103 – Baal Predator
Change the Flamestorm Cannon's Type to read 'Heavy D6'.

Add the following to the Wargear Options:
• This model may take a hunter-killer missile.
• This model may take a storm bolter.'

Page 107 – Dark Angels Chapter
Add the following to the third footnote:
'In addition, one Space Marine Veteran in the unit may take an item from the *Heavy Weapons* list.'

Pages 111, 112, 113 – Aura of Dread

Change this ability in all instances to read:

‘Units within 6" of any enemy **INTERROGATOR-CHAPLAINS** must subtract 1 from their Leadership characteristic.’

Page 113 – Interrogator-Chaplain on Bike, Abilities

Add the following ability:

‘**Turbo-boost:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.’

Page 116 – Deathwing Terminators, Wargear Options

Change the third bullet point to read:

- For every five models in the squad, one Deathwing Terminator may either take a cyclone missile launcher, or replace his storm bolter with a plasma cannon or an item from the *Terminator Heavy Weapons* list.’

Page 120 and 121 – Ravenwing Attack Bike

Change the Attacks characteristic to read ‘2’.

Page 122 – Ravenwing Darkshroud, Icon of Old Caliban

Change this to read:

‘**Icon of Old Caliban:** Your opponent must subtract 1 from any hit rolls they make for shooting attacks that target friendly **DARK ANGELS** units within 6" of any friendly Ravenwing Darkshrouds.’

Page 130 – Space Wolves Chapter

Add ‘Company Ancient’ to the list of Space Marine units that can be from the Space Wolves Chapter.

Page 131 – Space Wolves Army List, Wargear

Add the following sentence:

‘**SPACE WOLVES CHARACTERS** that can take items from the ‘*Combi-weapons*’, ‘*Melee Weapons*’ and/or ‘*Terminator Melee Weapons*’ lists instead take items from the ‘*Space Wolves Combi-weapons*’, ‘*Space Wolves Melee Weapons*’ and/or ‘*Space Wolves Terminator Melee Weapons*’ lists as appropriate.’

Page 133 – Wolf Lord on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.’

Page 144 – Wolf Guard Battle Leader

Change the first two wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.’

Page 145 – Wolf Guard Battle Leader on Bike

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.’

Page 145 – Wolf Guard Battle Leader in Terminator Armour

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.’

Page 146 – Wolf Guard Battle Leader on Thunderwolf

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Combi-weapons* or *Space Wolves Melee Weapons* lists.’

Pages 148 – Blood Claws, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.’

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.’

Pages 148, 150 and 167 – Blood Claws, Grey Hunters and Long Fangs

Add the following ability to each of these datasheets:

‘**Mixed Unit:** For the purposes of determining what models a vehicle can transport, Wolf Guard Pack Leaders in Terminator Armour have the **TERMINATOR** keyword.’

Pages 150 – Grey Hunters, Wargear Options

Change the sixth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the seventh bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 151, 152 and 153 – Iron Priest, Iron Priest on Bike and Iron Priest on Thunderwolf, Keywords
Add 'TECHMARINE'.

Pages 151, 152, 153 and 219 – Tempest Hammer

Add the following to the abilities text:

'When attacking with this weapon, you must subtract 1 from the hit roll.'

Page 154 – Wolf Scouts

Change the final bullet point to read:

- The Wolf Guard Pack Leader may replace his boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; he may also replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

Page 155 – Wulfen, Curse of the Wulfen (Kill)

Change this ability to read:

'You can make 1 additional attack for models in **SPACE WOLVES INFANTRY**, **BIKER** and **CAVALRY** units that are within 6" of any friendly unit with this ability when they make their attacks in the Fight phase. The range of this ability is doubled to 12" for **BLOOD CLAWS** units. Units of Wulfen are never affected by this ability, nor are units that made a charge while within range of the Curse of the Wulfen (Hunt) ability earlier in the turn.'

Pages 156 – Lone Wolf, Wargear Options

Change the wargear options to read:

- This model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.
- This model may replace its bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 157 – Lone Wolf in Terminator Armour,

Wargear Options

Change the wargear options to read:

- This model may replace its power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- This model may replace its storm bolter with an item from the *Space Wolves Terminator Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 158 – Wolf Guard, Wargear Options

Replace the first three wargear options with the following:

- Any model may replace its boltgun with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists; it may also replace its bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list.'

Page 159 – Wolf Guard on Bikes, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; it may also replace its bolt pistol with a boltgun, plasma pistol, or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 159 – Arjac Rockfist, Champion of the Kingsguard

Change the second sentence to read:

'In addition, add 1 to the Attacks characteristic of all friendly **WOLF GUARD** units whilst they are within 6" of Arjac Rockfist.'

Page 160 – Wolf Guard in Terminator Armour,

Wargear Options

Change the first two wargear options to read:

- Any model may replace its power fist or power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list.
- Any model may replace its storm bolter with an item from the *Space Wolves Combi-weapons* or *Space Wolves Terminator Melee Weapons* lists.'

Page 161 – Swiftclaws, Wargear Options

Change the fourth wargear option to read:

- The Wolf Guard Bike Leader may replace his bolt pistol with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Page 164 – Thunderwolf Cavalry, Wargear Options

Change the wargear options to read:

- Any model may replace its chainsword with a storm shield or an item from the *Space Wolves Melee Weapons* list.
- Any model may replace its bolt pistol with a boltgun, plasma pistol or an item from the *Space Wolves Melee Weapons* list.'

Page 165 – Skyclaws, Wargear Options

Change the first bullet point to read:

- Up to two Skyclaws or up to one Skyclaw and the Skyclaw Pack Leader may replace their bolt pistol with a plasma pistol or an item from the *Space Wolves Special Weapons* list.'

Change the third bullet point to read:

- The Wolf Guard Sky Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Pages 167 – Long Fangs, Wargear Options

Change the fourth bullet point to read:

- The Wolf Guard Pack Leader may replace his chainsword with a plasma pistol, storm shield or an item from the *Space Wolves Melee Weapons* list; he may also replace his bolt pistol with a plasma pistol or an item from the *Space Wolves Melee Weapons* or *Space Wolves Combi-weapons* lists.'

Change the fifth bullet point to read:

- The Wolf Guard Pack Leader in Terminator Armour may replace his power sword with a storm shield or an item from the *Space Wolves Terminator Melee Weapons* list; he may also replace his storm bolter with an item from the *Space Wolves Terminator Melee Weapons*, *Space Wolves Combi-weapons* or *Terminator Heavy Weapons* lists.'

Page 171 – Deathwatch Dreadnought Heavy Weapons

Change the third bullet point to read:

- Heavy plasma cannon'

Page 173 – Deathwatch Kill Team, Wargear Options

Change the second bullet point to read:

- Up to 4 Deathwatch Veterans may each replace all of their weapons with frag grenades, krak grenades and an item from the *Deathwatch Heavy Weapons* list.'

Change the third bullet point to read:

- Any Deathwatch Veteran may replace all of their weapons with frag grenades, krak grenades and a heavy thunder hammer (pg 221).'

Page 173 – Deathwatch Kill Team, Abilities

Change the last sentence of the Mixed Unit rule to read:

'For the purposes of determining what models a vehicle can transport, Terminators have the **TERMINATOR** keyword, Bikers do not have the **INFANTRY** keyword, and instead have the **BIKER** keyword and Vanguard Veterans have the **JUMP PACK** keyword.'

Change the Vanguard Strike rule to read:

'Vanguard Veterans can move across models and terrain as if they were not there. In addition, when a Deathwatch Kill Team that includes any Vanguard Veterans Falls Back, it can shoot later that turn as if it could **FLY**.'

Page 174 – Deathwatch Terminators

Change the Crux Terminatus rule to read:

'Models in this unit have a 5+ invulnerable save.'

Page 177 – Corvus Blackstar, Infernum halo-launcher

Change this ability to read:

'You can re-roll save rolls of 1 for this model if it is equipped with an infernum halo-launcher and it has the Supersonic ability.'

Page 177 – Corvus Blackstar, Transport

Add the following sentence:

'It cannot transport **PRIMARIS** models.'

Page 203 – Space Marine Points Values, Lords of War

Add the following text beneath 'Points Per Model':

'(Including Wargear)'

Page 204 – Space Marine Points Values, Other Wargear

Add the following line:

'Ironclad assault launchers | 5'

Page 215 – Blacksword missile launcher

Change the Type to read 'Heavy 1'.

Page 216 – Space Wolves Points Values

Change Ragnar Blackmane's entry to read:

'Ragnar Blackmane | 1 | 141
- Svangir and Ulfgir | 0-2 | 9'

Page 217 – Space Wolves Points Values, Melee Weapons

Change the points per weapon value of 'Wolf claw (single/pair)' to read '10/14'

Page 219 – Gladius

Change the ability to read:

'If a model suffers any unsaved wounds from this weapon but is not slain, roll a D6; on a 6, the target suffers a mortal wound.'

Page 220 – Units table

Change the models per unit value for Deathwatch Bikers to read '3-6'.

Change the models per unit value for Deathwatch Terminators to read '5-10'.

Change the models per unit value for Deathwatch Vanguard Veterans to read '5-10'.

FAQs

SPACE MARINES

Q: The points values for certain units is different in Index: Imperium 1 to the Dark Imperium Primaris Space Marines booklet? Which should I use?

A: Use the values printed in the Index book.

Q: If I use the Might of Heroes psychic power to bolster the Toughness characteristic of a model in a unit, which Toughness characteristic should be used if my opponent subsequently shoots the unit whilst the psychic power is still in effect?

A: In this case, use the Toughness characteristic of the majority of the models in the unit when the enemy makes wound rolls against it. If there is no majority, you may choose which of the values is used.

*Q: If a model flees from an **ADEPTUS ASTARTES** unit, can an Apothecary use its narthecium to return a model to the unit?*

A: No, the narthecium can only be used to return slain models to a unit.

Q: Is the cost of the combat shield included in the Company Champion and Company Champion on Bike's points?

A: No. This (and all similar 'other wargear' found in the points values section) must be paid for in the same way as a model's weapons.

ULTRAMARINES

Q: Does Roboute Guilliman's ability to return to the battle via the Armour of Fate require the controlling player to have reinforcement points for it?

A: No.

Q: If Sergeant Chronus is commanding a vehicle which is reduced below half its starting number of wounds, do I continue to use Chronus' Ballistic Skill of 2+ or does it degrade in line with the vehicle's damage chart (Ballistic Skill usually worsens as the vehicle suffers damage)?

A: The vehicle continues to use Chronus' Ballistic Skill of 2+.

BLOOD ANGELS

Q: When Astorath uses his Mass of Doom ability, do you roll one D6 and apply that result to all affected units, or do you roll for each unit separately?

A: Roll for each unit separately.

Q: Are the +1 Strength boosts from the Blood Chalice and Red Grail abilities cumulative, for a total of +2 Strength?

A: No. It's only +1 Strength, even if the unit is within range of both these abilities.

SPACE WOLVES

Q: Can Svangir and Ulgir embark on a transport?

A: Yes. Treat these models as if they were **SPACE WOLVES INFANTRY** for all rules purposes.

GREY KNIGHTS

Q: If a unit of Purifiers manifest the Smite psychic power whilst within range of a Brother-Captain's Psychic Locus ability, what is the range of the resulting 'cleansing flame'?

A: 6".