

WARHAMMER 40,000

INDEX: IMPERIUM 2

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 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 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 Duncrawler, 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.'

Pages 110 and 111 – Prosecutors, Vigilators, Witchseekers and Null-Maiden Rhino, Abilities

Add the following ability:

'**Null Maidens:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

Pages 114 and 115 – Vindicare Assassin, Callidus Assassin, Eversor Assassin and Culexus Assassin, Abilities

Add the following ability:

'**Execution Force:** So long as your Warlord is from the **IMPERIUM**, you can include this unit in a Vanguard Detachment even if that Detachment contains no HQ units. However, if you do so, that Detachment's Command Benefits are changed to 'None.'

Page 117 – Telethesia Discipline, Mental Fortitude

Change the name of this psychic power to read 'Psychic Fortitude'

Change the first sentence to read:

'*Psychic Fortitude* has a warp charge value of 4.'

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 137 – Skyshield Landing Pad

Add the following ability:

'**Landing Pad:** Enemy models can move within 1" of a Skyshield Landing Pad (and can move on top of it) as if it were a terrain feature. In addition, they do not need to Fall Back in order to move away from it if they start their turn within 1" of it, and being within 1" of a Skyshield Landing Pad in the Shooting phase does not prevent an enemy unit from shooting.'

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 Tallarn Rough Riders benefit from the Tallarn Regimental Doctrine in Codex: Astra Militarum?

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: Can a unit with the Acts of Faith ability use that ability while embarked inside a transport?

A: No.

Q: Can models that are not on the battlefield benefit from Acts of Faith?

A: No.

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.

Q: If I am playing a mission such as The Relic, which has an objective marker that a unit can carry, and Celestine is carrying that objective marker when she is slain and then returns to battle via Miraculous Intervention, what happens?

A: The objective marker is dropped where Celestine was slain – she does not retain it when set up on the board again via the Miraculous Intervention ability.

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.

Q: If a Tyranid Warlord with the Heightened Senses Warlord Trait (which means the Warlord never suffers any penalties to their hit rolls) shoots at a Culexus Assassin (which has the Etherium ability), what roll does the Warlord require to successfully hit the Assassin?

A: 6+.

This is because the Etherium ability does not impose a penalty to the hit roll, instead it says that the firing model treats their Ballistic Skill as 6+.

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.

Q: Can a model with the Authority of the Inquisition ability embark onto transports like Land Speeder Storms or Repulsors?

A: No, because they do not have the correct keywords (**SCOUT** or **PRIMARIS** respectively, in the examples given).

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.