WARHAMMER 40,000
INDEX: IMPERIUM 1
Official Update Version 1.0

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* list.'

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 flamer may take a meltagun or plasma gun instead (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 replace their 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 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*' list instead take items from the '*Space Wolves Combi-weapons*', '*Space Wolves Melee Weapons*' and/or '*Space Wolves Terminator Melee Weapons*' as appropriate.'

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.'

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 164 – Thunderwolf Cavalry, Wargear Options
Change the second bullet point to read:
'• Any model may replace its bolt pistol with a wolf claw, storm shield, boltgun or plasma pistol.'

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, 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 219 – Glacius
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: 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.

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. 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.

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.

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".