

WARHAMMER 40,000 CODEX: ASTRA MILITARUM

Official Update for 7th Edition, Version 1.2

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Amendments, Errata and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

AMENDMENTS

Various – Psykers

Any model with the Psyker or Brotherhood of Psykers special rule may generate powers from the Daemonology discipline in addition to the others listed in their Army List Entries.

Page 33 – Chain of Command

Replace 'primary detachment' with 'army'.

ERRATA

Page 37 – Wargear, Conscript

Add 'frag grenades' to this list.

Page 55 – Commissar Yarrick, Wargear

Commissar Yarrick's power klaw has the following profile:

Range	S	AP	Type
-	x2	2	Melee, Specialist Weapon, Unwieldy

Page 99 – Militarum Tempestus Platoon

Add the following option to both the Militarum Tempestus Command Squad and the Militarum Tempestus Scions entry:

' - A Tempestus Scion with a vox-caster may replace his hot-shot lasgun with a hot-shot laspistol.....*free*'

Reference – Special Issue Wargear, brute shield

Replace this rule with '**Brute Shield:** Confers a 5+ invulnerable save and can re-roll To Wound rolls when resolving Hammer of Wrath hits.'

Reference – Profiles

Change the Tempestor Prime's Initiative Value to 4

FAQs

None.

Last updated December 2015.