

Suggested Astra Militarum Index 1.2 Point Changes:

Designers Note: These changes are intended to go with the Astra Militarum 10th Edition Index.

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- **Aegis Defence Line:** 130 points. Down 15 points.
- **Armoured Sentinels:** Down 5 points.
 - 65 points.
 - 130 points.
 - 195 points.
- **Baneblade:** 515 points. Down 25 points.
- **Banehammer:** 465 points. Down 25 points.
- **Banesword:** 490 points. Down 25 points.
- **Chimera:** 80 points. Down 5 points.
- **Deathstrike:** 135 points. Down 25 points.
- **Doomhammer:** 430 points. Down 25 points.
- **Field Ordnance Battery:** 100 points. Down 20 points.
- **Hellhammer:** 485 points. Down 25 points.
- **Hellhound:** 120 points. Down 5 points.
- **Hydra:** 90 points. Down 5 points.
- **Leman Russ Battle Tank:** 175 points. Down 20 points.
- **Leman Russ Demolisher:** 200 points. Down 20 points.
- **Leman Russ Eradicator:** 170 points. Down 10 points.
- **Leman Russ Executioner:** 175 points. Down 20 points.
- **Leman Russ Exterminator:** 180 points. Down 20 points.
- **Leman Russ Punisher:** 170 points. Down 10 points.
- **Leman Russ Vanquisher:** 170 points. Down 20 points.
- **Rogal Dorn:** 260 points. Down 25 points.
- **Scout Sentinels:** Up 5 points.
 - 55 points.
 - 110 points.
 - 165 points.
- **Shadowsword:** 415 points. Down 25 points.
- **Stormlord:** 435 points. Down 25 points.
- **Stormsword:** 495 points. Down 25 points.
- **Tank Commander:** 20 points + cost of Leman Russ.
- **Valkyrie:** 180 points. Down 20 points.
- **Wyvern:** 90 points. Down 20 points.

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- **Carnodon:** 130 points. Down 30 points.
- **Colossus:** 145 points. Down 15 points.
- **Earthshaker Carriage Battery:** 85 points. Up 5 points.
- **Hades Breaching Drill:** 100 points. Down 10 points.
- **Macharius:** 280 points. Down 30 points.
- **Macharius Vanquisher:** 260 points. Down 25 points.
- **Macharius Vulcan:** 285 points. Down 25 points.
- **Malcador:** 210 points. Down 40 points.
- **Malcador Annihilator:** 230 points. Down 40 points.
- **Malcador Defender:** 270 points. Down 40 points.
- **Malcador Infernus:** 230 points. Down 5 points.
- **Marauder Bomber:** 310 points. Down 35 points.
- **Marauder Destroyer:** 340 points. Down 35 points.
- **Medusa Carriage Battery:** 85 points. Up 5 points.
- **Praetor:** 250 points. Down 25 points.
- **Rapier Laser Destroyer Battery:** Up 10 points.
 - 40 points.
 - 80 points.
 - 120 points.
- **Tarantula Battery:** Down 5 points.
 - 30 points.
 - 60 points.
 - 90 points.
- **Thunderbolt:** 175 points. Down 15 points.
- **Trojan Support Vehicle:** 75 points. Down 5 points.
- **Valdor:** 210 points. Down 75 points.
- **Vulture Gunship:** 200 points. Down 25 points.

Suggested Errata:

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- **Baneblade:**
- Ranged Weapons (add):
 - Baneblade Cannon: Heavy
- **Banehammer:**
- Ranged Weapons (add):
 - Tremor Cannon: Heavy
- **Banesword:**
- Ranged Weapons (add):
 - Quake Cannon: Heavy
- **Commissar:**
- Leader (add):
 - Bullgryn Squad
 - Ogryn Squad
- Orders (change to):
 - This Officer can issue 1 Order to a Regiment or Ogryn unit. This Officer can only issue the Duty and Honour! and Fix Bayonets! Orders.
- **Death Korps of Krieg:**
- Wargear Options (add):
 - For every 10 models in this unit, 1 Death Korps Trooper equipped with a lasgun can be equipped with 1 Death Korps Medi-pack (that model's lasgun cannot be replaced).
- **Doomhammer:**
- Ranged Weapons (add):
 - Magma Cannon: Heavy
- **Gaunt's Ghosts:**
- Abilities (add):
 - Summary Execution
- **Hellhammer:**
- Ranged Weapons (add):
 - Hellhammer Cannon: Heavy
- **Hellhound:**
- Ranged Weapons (add):
 - Melta Cannon: Heavy
- **Hydra:**
- Ranged Weapons (add):
 - Hydra Autocannon: Heavy
- **Infantry Squad:**
- Wargear Options (change to):
 - For every 9 models in this unit...
- **'Iron Hand' Straken:**
- Leader (add):
 - Infantry Squad
- **Leman Russ Battle Tank:**
- Ranged Weapons (add):
 - Leman Russ Battle Cannon: Heavy
- **Leman Russ Demolisher:**
- Ranged Weapons (add):
 - Demolisher Battle Cannon: Heavy
- **Leman Russ Eradicator:**
- Ranged Weapons (add):
 - Eradicator Nova Cannon: Heavy
- Abilities (remove):
 - Urban Warfare
- Abilities (add):
 - Flush Them Out
- **Leman Russ Executioner:**
- Ranged Weapons (add):
 - Executioner Plasma Cannon - Standard: Heavy
 - Executioner Plasma Cannon - Supercharge: Heavy
- **Leman Russ Exterminator:**
- Ranged Weapons (add):
 - Exterminator Autocannon: Heavy
- **Leman Russ Punisher:**
- Ranged Weapons (add):
 - Punisher Gatling Cannon: Heavy
- **Leman Russ Vanquisher:**
- Ranged Weapons (change to):
 - Vanquisher Battle Cannon: Heavy, Devastating Wounds, Range 72", A 1, BS4+, S20, AP-5, DD6+6
- **Lord Solar Leontus:**
- Leader (add): This model can be attached to the following units:
 - Death Rider Squadron
 - Bullgryn Squad
 - Ogryn Squad
- **Militarum Tempestus Command Squad:**
- Tempestor Prime (change to):
 - If this unit's Tempestor Prime model is your Warlord, Tempestor Scions units from your army have the Battleline keyword and their OC statistic becomes 2.

- **Primaris Psyker:**
- Leader (add): This model can be attached to the following units:
 - Bullgryn Squad
 - Ogryn Squad
- **Ratling Snipers:**
- Abilities (add):
 - Lone Operative
- **Regimental Attaches:**
- Artillery Commander (change to):
 - At the start of your Shooting phase, select one enemy unit within 30" of and visible to this unit's Master of Ordnance model that has not already been selected for this ability this phase. Until the end of the phase, Blast weapons equipped by friendly Astra Militarum Artillery and Heavy Weapons Squad models have the Sustained Hits 1 ability when targeting that unit.
- **Regimental Preacher:**
- Leader (add): This model can be attached to the following units:
 - Bullgryn Squad
 - Ogryn Squad
- **Rogal Dorn:**
- Ranged Weapons (change to):
 - Oppressor cannon: S14
- Ranged Weapons (add):
 - Oppressor Cannon: Heavy
 - Twin Battle Cannon: Heavy
- **Sergeant Harker:**
- Leader (add):
 - Infantry Squad
- Orders (change to):
 - This Officer can issue 1 Order to a Regiment unit.
- **Stormlord:**
- Ranged Weapons (add):
 - Vulcan mega-bolter: Heavy
- **Stormsword:**
- Ranged Weapons (add):
 - Stormsword Siege Cannon: Heavy

- **Tank Commander:**
- Can take a Carnodon, Hellhound, Leman Russ, Malcador, Rogal Dorn, or Macharius.
- Statistics (change to)
 - M N/A, T N/A, Sv N/A, W N/A, Ld N/A, OC N/A.
- Unit Composition (add):
 - *Designers Note: This unit's statistics become the same as whichever vehicle you choose. The Tank Commanders abilities and keywords supersede the chosen vehicle. Wargear options are the same as the chosen vehicle.*
- **Taurox Prime:**
- Ranged Weapons (change to):
 - Taurox Missile Launcher – Frag: S4

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- **Carnodon:**
- Ranged Weapons (change to):
 - Carnodon Twin Lascannon: S12
- Ranged Weapons (add):
 - Carnodon Twin Autocannon: Heavy
 - Carnodon Twin Lascannon: Heavy
 - Carnodon Twin Multi-laser: Heavy
- **Colossus:**
- Keywords (add):
 - Artillery
- Ranged Weapons (add):
 - Colossus Siege Mortar: Heavy, Indirect Fire.
- **Cyclops Demolition Vehicle:**
- Keywords (add):
 - Imperium
- **Macharius:**
- Keywords (remove):
 - Titanic
- Keywords (add):
 - Squadron
- Abilities (remove):
 - Battlefield Control
- Abilities (add):
 - Armoured Spearhead
- Ranged Weapons (add):
 - Macharius Twin Battle Cannon: Heavy

- **Macharius Vanquisher:**
- Keywords (remove):
 - Titanic
- Keywords (add):
 - Squadron
- Ranged Weapons (change to):
 - Macharius Twin Vanquisher Cannon: Heavy, Devastating Wounds, Twin-linked, Range 72", A1, BS4+, S20, AP-5, DD6+6.
- **Macharius Vulcan:**
- Keywords (remove):
 - Titanic
- Keywords (add):
 - Squadron
- Ranged Weapons (add):
 - Macharius Vulcan Mega-bolter: Heavy
- Ranged Weapons (change to):
 - Macharius Vulcan Mega-bolter: A20
- **Malcador:**
- Ranged Weapons (change to):
 - Malcador Battle Cannon: S10
- Ranged Weapons (add):
 - Malcador Battle Cannon: Heavy
- **Malcador Annihilator:**
- Ranged Weapons (add):
 - Malcador Twin Lascannon: Heavy
- **Malcador Defender:**
- Ranged Weapons (remove):
 - Demolisher Cannon
- Ranged Weapons (add):
 - Demolisher Battle Cannon
- **Malcador Infernus:**
- Ranged Weapons (change to):
 - Inferno Gun: Ignores Cover, Torrent, Range 18", A 3D6, BS N/A, S8, AP-1, D2
- **Marauder Destroyer:**
- Ranged Weapons (change to):
 - Marauder Nose Autocannons: A6
 - Heavy Bolter: Twin Heavy Bolter
 - Assault Cannon: Twin Assault Cannon
- **Praetor:**
- Keywords (add):
 - Artillery
- Ranged Weapons (change to):
 - Praetor launcher – foehammer: S14
- **Stormblade:**
- Ranged Weapons (add):
 - Stormblade Plasma Blastgun - Standard: Heavy
 - Stormblade Plasma Blastgun - Supercharge: Heavy
- **Valdor:**
- Keywords (remove):
 - Titanic
- Keywords (add):
 - Squadron
- Statistics (change to):
 - M10", T11, Sv2+, W18, Ld7+, OC5.
- Ranged Weapons (add):
 - Valdor Neutron Laser: Blast
- **Rapier Laser Destroyer Battery:**
- Abilities (remove):
 - Powerful Volley
- Abilities (add):
 - Rearm, Reload, Fire

Suggested FAQ:

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- **Ursula Creed - Page 9**
 - *Question: Can Ursula Creed's Tactical Genius ability be used on the Reinforcements! Stratagem?*
 - Answer: No, Tactical Genius requires a unit to be within 12" of this model. A destroyed unit is no longer considered to be within 12".

 - **Cadian Shock Troops - Page 33,**
 - **Death Korps of Krieg - Page 35,**
 - **Catachan Jungle Fighters - Page 37, Kasrkin - Page 41,**
 - **Tempestus Scions - Page 123**
 - *Question: If I have Lord Solar Leontus and Vox-casters on my units, can I get more than 1 CP?*
 - Answer: No, as per Core Rulebook page 11 Gaining Command Points you may only gain 1 CP per battle round.

 - **Cadian Shock Troops - Page 33,**
 - **Death Korps of Krieg - Page 35,**
 - **Catachan Jungle Fighters - Page 37, Kasrkin - Page 41,**
 - **Tempestus Scions - Page 123**
 - *Question: If I have 2 Vox-casters in my 20 model unit, do I roll twice when determining if I gain 1 CP?*
 - Yes, as per Core Rulebook page 38 Aura Abilities the same aura ability do not stack and per Rules Commentary page 5 Duplicated Core Abilities multiple instances of the same core ability is not cumulative. This does not include wargear abilities, so you would roll twice but only gain a maximum of 1 CP.
- **Death Korps of Krieg - Page 35**
 - *Question: If I have 2 Death Korps Medi-pack's in my 20 model unit, do I roll 2D3 when determining how many models can be returned?*
 - Yes, as per Core Rulebook page 38 Aura Abilities the same aura ability does not stack and per Rules Commentary page 5 Duplicated Core Abilities multiple instances of the same core ability is not cumulative. This does not include wargear abilities, so you would roll 2D3 provided you never expand the unit above its starting strength. As described on Rules Commentary page 11 Returning Models to a Unit.