



IMPERIUM NIHILUS: VIGILUS ABLAZE

Indomitus Version 1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

*Page 168 – Dark Disciples, Followers

Change the third sentence to read:

'Models cannot target a **<LEGION> DARK DISCIPLES** unit with a ranged weapon while that unit is within 3" of any friendly **<LEGION> DARK APOSTLE** units, unless that **DARK DISCIPLES** unit is both visible to the firing model and is the closest enemy unit to the firing model. Ignore other **CHARACTER** models with a Wounds characteristics of 9 or less when determining if the target is the closest enemy unit to the firing model.'

Page 175 – Skull Altar, Abilities

Add the following ability to this datasheet: 'Daemonic Ritual (pg 176)'

Page 189 – Legion Trait

Change the first sentence to read:

'If your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in **BLACK LEGION** Detachments gain the Black Crusaders Legion Trait (below).'

Page 196 – Abilities

Add the following:

'Renegade Chapters and Marks of Chaos

- All **PURGE** units must have the **NURGLE** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **SLAANESH** keyword, it cannot be from the Purge.
- All **SCOURGED** units must have the **TZEENTCH** keyword if they are able to do so. If a unit has the **KHORNE**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Scourged.

- All **FLAWLESS HOST** units must have the **SLAANESH** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keyword, it cannot be from the Flawless Host.

- All **BRAZEN BEAST** units must have the **KHORNE** keyword if they are able to do so. If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Brazen Beasts. In addition, **PSYKERS** cannot be from the Brazen Beasts.'

Page 186 – Fallen Angels, Fallen Angels Stratagem

Change the third sentence to read:

'If you do so, they replace their **<MARK OF CHAOS>**, **HERETIC ASTARTES** and **<LEGION>** keywords with the **FALLEN** keyword.'

Change the final sentence to read:

'**FALLEN** units in that Detachment gain the **FALLEN ANGELS** keyword, but they lose the **IMPERIUM** Faction keyword (if they have it).'

Page 196 – Renegade Traits

Change the second sentence to read:

'If you choose to use this supplement, and your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in a Chaos Space Marine Detachment gain a Renegade Trait, so long as every unit in that Detachment is from the same Renegade Chapter.'

FAQs

Q: The Unstoppable Assault Stratagem adds +2 to the hit roll, given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack is affected by this Stratagem (conferring a +2 modifier to the hit roll) and it targets a model with an ability that also applies a -1 modifier to the hit roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

Q: When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a CHARACTER in addition to the Relic they would typically get from their Warlord's faction?

A: No. The Relic(s) listed within a Specialist Detachment can be given to a CHARACTER from your army instead of one from your Warlord's codex. Don't forget, however, that many codexes contain Stratagems that enable you to gain additional Relics.

Q: If Huron Blackheart is your Warlord, what Warlord Trait does he have? Codex: Chaos Space Marines says he must have the Eternal Vendetta Warlord Trait, but Imperium Nihilus: Vigilus Ablaze says he must have the Reaver Lord Warlord Trait.

A: If Huron Blackheart is your Warlord and he has the Raiders from the Maelstrom Renegade Trait from Imperium Nihilus: Vigilus Ablaze, he must have the Reaver Lord Warlord Trait, otherwise he must have the Eternal Vendetta Warlord Trait.