



CODEX: ASTRA MILITARUM

Indomitus Version 1.2

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

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

STORM SHIELDS

The rules for storm shields were updated in the 2020 edition of Codex: Space Marines. As a result, wherever the rules for a storm shield appear in this book, they should be replaced with the following:

'Storm Shield: The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.'

UPDATES & ERRATA

Page 86 – Grinding Advance

Change to read:

'If this model Remains Stationary or moves under half speed in its Movement phase (i.e. it moves a distance in inches less than half of its current Move characteristic) it can shoot its turret weapon twice in the following Shooting phase (the turret weapon must target the same unit both times). The following weapons are turret weapons: battle cannon; eradicator nova cannon; exterminator autocannon; vanquisher battle cannon; demolisher cannon; executioner plasma cannon; punisher gatling cannon.'

Pages 88, 89, 114, 118, 122 and 126 – Tank Commander, Knight Commander Pask, Leman Russ Battle Tanks, Baneblade, Hellhammer and Armoury of the Imperium, demolisher cannon Change Type characteristic to Heavy D6 and Abilities to 'Blast'

Pages 90 and 101 – Commissar Yarrick, Lord Commissar and Commissar, Summary Execution

Change to read:

'Summary Execution: The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **COMMISSARS**, you can execute a model. If you do, one model of your choice in that unit is destroyed and the Morale test is re-rolled (do not include this destroyed model when re-rolling the Morale test).'

Page 93 – Infantry Squad, Unit Composition and Wargear

Add the following bullet point:

- A Heavy Weapons Team is armed with a lasgun and frag grenades.'

Page 94 – Militarum Tempestus Scions, Wargear Options

Change the first bullet point to read:

'One Tempestus Scion may either replace its hot-shot lasgun with a hot-shot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.'

Page 95 – Master of Ordnance, Master of Ballistics

Change to read:

'Master of Ballistics: You can re-roll any hit rolls of 1 made for friendly <REGIMENT> **BASILISKS, WYVERNS, MANTICORES** or **DEATHSTRIKES** when they target enemy units over 36" away in the Shooting phase, if they are within 6" of this model.'

Page 97 – Veterans, Unit Composition and Wargear

Add the following bullet point:

- A Veteran Heavy Weapons Team is armed with a lasgun and frag grenades.'

Page 98 – Militarum Tempestus Command Squad, Wargear Options

Change the first and second bullet points to read:

- One model may either replace its hot-shot lasgun with a hotshot laspistol and a vox-caster, or take a hot-shot laspistol and a vox-caster in addition to their hot-shot lasgun.
- One other model may either replace its hot-shot lasgun with a hot-shot laspistol and a medi-pack, or take a hot-shot laspistol and a medi-pack in addition to their hot-shot lasgun.'

Page 102 – Ogryn Bodyguard, Bodyguard

Change the first sentence to read:

'Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of any models with this ability; on a 3+ the **ASTRA MILITARUM CHARACTER** does not lose a wound but one model with this ability suffers a mortal wound.'

Page 102 – Ogryn Bodyguard, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 103 – Bullgryns, Slabshield

Change this ability to read:

'Add 2 to armour saving throws for a model equipped with a slabshield (invulnerable saving throws are not affected).'

Page 104 – Nork Deddog, Loyal to the End

Change the first sentence to read:

'Roll a D6 each time a friendly **ASTRA MILITARUM INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3" of Nork Deddog; on a 2+ the **ASTRA MILITARUM CHARACTER** does not lose a wound but Nork Deddog suffers a mortal wound.'

Page 104 – Ratlings, Find the Best Spot

Change this ability to read:

'When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.'

Page 104 – Ratlings, Abilities, Naturally Stealthy

Change this ability to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Pages 104 and 128 – Ratlings and Ranged Weapons list, sniper rifle

Change this ability to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.'

Page 117 – Valkyries, Grav-chute Insertion

Change the first sentence to read:

'Models may disembark from this **VEHICLE** at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking.'

Pages 118-125 – Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowsword, Stormlord and Stormsword, Abilities, Steel Behemoth

Change the ability to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model is selected to shoot, if it is within Engagement Range of any enemy units, it can make attacks against eligible enemy units that are not within Engagement Range of it as if there were no enemy models within Engagement Range of it.'

Pages 133 – Regimental Doctrines, Valhallan: Grim Demeanour, rules text

Change the first sentence to read:

'Each time a Combat Attrition test is taken for a unit with this doctrine, halve the number of models that flee from that unit (rounding fractions down).'

Pages 133 – Regimental Doctrines, Tallarn: Swift As The Wind

Change to read:

'**INFANTRY** units with this doctrine are eligible to shoot in a turn in which they Advanced, and if they do, models in that unit can make attacks with weapons they are equipped with (excluding Heavy weapons) as if they had not Advanced. If a Vehicle model with this doctrine Advances, until the end of the turn, the Type characteristic of any Heavy weapons it is equipped with is changed to Assault (e.g. a Heavy D6 weapon becomes an Assault D6 weapon).'

Page 133 – Mordian: Parade Ground Doctrine

Add the following:

'These modifiers to hit rolls are an exception to the normal rules which do not allow modifiers when making Overwatch shots – in such cases a result of 7 is also a successful hit.'

Page 134 – Crush Them

Change the second sentence to read:

'Use this Stratagem at the start of your Charge phase.'

Page 134 – Aerial Spotter

Change the second sentence to read:

'Select a **BASILISK** or **WYVERN** model from your army.'

Page 134 – Jury Rigging

Add the following to this Stratagem:

'You can only use this Stratagem once per turn.'

Page 135 – Take Cover!

Change the rules text of this Stratagem to read:

'Use this Stratagem in your opponent's Shooting phase when your opponent selects one of your **ASTRA MILITARUM INFANTRY** units as a target. You can add 1 to armour saving throws you make for this unit until the end of the phase.'

Page 135 – Go! Recon!

Add the following at the end of this Stratagem:

'This move cannot bring this unit within Engagement Range of any enemy models.'

Page 136 – Volley Fire

Change the second sentence to read:

‘Each time you roll a hit roll of 6+ for an attack made by a model in that unit, immediately make one additional hit roll against the same target using the same weapon. These additional hit rolls cannot themselves generate any further hit rolls.’

Page 136 – Overlapping Fields of Fire

Change the rules text to read:

‘Use this Stratagem after a **CADIAN** unit from your army has attacked an enemy unit in the Shooting phase and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other **CADIAN** units from your army that target the same enemy unit this phase.’

Page 136 – Send in the Next Wave!

Add the following:

‘This unit costs reinforcement points in a game that uses a points limit.’

Page 136 – Ambush

Change the second sentence to read:

‘Choose up to three **TALLARN** units to be set up in ambush instead of placing them on the battlefield (only one of these units can have the **VEHICLE** keyword).’

Add the following:

‘The units are considered to have moved their maximum distance.’

Page 138 – The Dagger of Tu’Sakh

Add the following at the start of the rules text:

‘**INFANTRY OFFICER** model only.’

Change the first sentence to read:

‘During deployment, you can set up the bearer and one **ASTRA MILITARUM INFANTRY** unit from your army behind enemy lines instead of placing them on the battlefield.’

Page 138 – Kurov’s Aquila

Change the second sentence of rules text to read:

‘Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem.’

Page 139 – Pietrov’s Mk 45

Change this weapons Type to ‘Pistol 2’.

Page 139 – Relic of Lost Cadia

Change the second sentence to read:

‘Once per battle, the bearer can unveil this Relic at the start of any turn.’

Page 139 – Heirlooms of Conquest, Claw of the Desert Tigers

Change the Strength characteristic of this weapon to ‘+1’

Page 140 – Grand Strategist

Change the second and third sentences of rules text to read

‘In addition, if your army is Battle-forged and this **WARLORD** is on the battlefield, roll a D6 for each Command Point you spend to use a Stratagem; on a 5+ that Command Point is immediately refunded.’

Page 140 – Draconian Disciplinarian

Add the following:

‘If a **COMMISSAR** has this Warlord Trait, then their Summary Execution ability takes precedence, but if the re-rolled Morale test is also failed then D3 additional models are destroyed and the test is then considered to have passed.’

Page 140 – Master of Command

Add the following:

‘If your **WARLORD** is a **COMMISSAR**, it can issue an order to any **<REGIMENT> INFANTRY** unit (irrespective of what regiment that unit is from – e.g. **MILITARUM TEMPESTUS**, **CADIAN**, etc.).’

SLY MARBO

The following updates apply to the datasheet for Sly Marbo:

Lethal Ambush – Snipe with Pistol

Change the second sentence to read:

‘Until the start of your next turn, each time you select a target for this model’s ripper pistol, you can ignore the Look Out, Sir rule.’

One With His Surroundings

Change to read:

‘Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

REIN AND RAUS

Warhammer Quest Blackstone Fortress includes a number of datasheets for Warhammer 40,000, allowing players to use the Citadel Miniatures contained within the box in games of Warhammer 40,000. Amongst these is a datasheet for Rein and Raus, a unit designed to be used as part of an Astra Militarum army. The following updates and errata apply to Rein and Raus:

*Blackstone Fortress: Datasheets, page 9 – Rein and Raus

Change the first sentence of the sniper rifle Abilities to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

Change the Find the Best Spot ability to read:

‘When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" away from the enemy deployment zone and any enemy models.’

*Change the Naturally Stealthy ability to read:

‘Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.’

FAQS

Q: Can I issue the Move! Move! Move! order to a unit which has Fallen Back this turn?

A: No. The Move! Move! Move! order states the unit must Advance, and a unit which has Fallen Back cannot Advance.

Q: How many dice does the Brutal Strength Regimental Doctrine allow me to re-roll when a **VEHICLE** in my army fires a ranged weapon that makes a random number of attacks? Is it one dice per **VEHICLE**, or one dice per weapon?

A: You can re-roll one dice per weapon.

Q: When do I pay the Command Point cost for the Vortex Missile Stratagem?

A: After you've had a result of 8 or more for the Hour is Nigh ability, allowing you to fire the Deathstrike missile, but before resolving the shot.

Q: If I have, for example, a **TALLARN** unit of Leman Russ Battle Tanks with three tanks, can I use the Ambush Stratagem once to place all three models in ambush?

A: Yes. The same is true for any other **TALLARN VEHICLE** squadron (Basilisks, Hellhounds, etc.).

Q: If I issue an order to a unit with an Officer who has the Laurels of Command, and I roll a 4+ to issue another order to the same unit, do I resolve the first order before issuing the second?

A: Yes.

Q: Can I use The Laurels of Command to issue the same order twice to the same unit?

A: No, the second order issued must be a different order.

Q: How do The Laurels of Command and Superior Tactical Training interact? For example, my **WARLORD** is a Cadian Company Commander and I give him The Laurels of Command and the Superior Tactical Training Warlord Trait. How many orders is he potentially allowed to issue each turn, and how many units can those orders affect?

A: If he issues an order to a **CADIAN INFANTRY** unit within 6" (unit A) using his Voice of Command ability, first roll a dice for Superior Tactical Training; on a 4+, you can pick another **CADIAN INFANTRY** unit (unit B) within 6" for that order to affect. Then roll a dice for The Laurels of Command; on a 4+ he can issue a second order to the first unit (unit A). You can then roll again for Superior Tactical Training; on a 4+, you can pick another **CADIAN INFANTRY** unit within 6" for the second order to affect (this does not have to be unit B, but can be).

Note that when you use Superior Tactical Training, an order is not issued – rather, an already issued order affects an additional unit. So you cannot use The Laurels of Command to generate further orders as a result of using Superior Tactical Training, but you can use Superior Tactical Training to make secondary orders caused by The Laurels of Command affect an additional unit.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Demolisher cannon	24"	Heavy D6	10	-3	D6	Blast
Executioner plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D6	7	-3	1	Blast
- Supercharge	36"	Heavy D6	8	-3	2	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Melta cannon	24"	Assault D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Payback	36"	Assault 3	5	-2	2	-
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma gun	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Twin heavy bolter	36"	Heavy 6	5	-1	2	-
Twin heavy flamer	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target
MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Force stave	Melee	Melee	+3	-1	D3	-
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-