



CODEX SUPPLEMENT: IRON HANDS

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**.

DESIGNER'S COMMENTARY

While we always strive to incorporate every scrap of feedback we can into our rules, whilst working on *Codex Supplement: Iron Hands*, we received additional feedback after we had gone to print. We have waited before releasing this errata to see whether the feedback received bore out – it is evident that it has and, as a result, we felt it was important to implement that feedback as part of this errata rather than wait for the next online balance change. This is not something we do lightly, but given the nature of the feedback, is something we feel is important.

- The Warhammer 40,000 Rules Team

UPDATES & ERRATA

*Page 53 – Rites of Tempering

Change this ability to read:

'**INFANTRY** models in friendly **IRON HANDS** units have a 4+ invulnerable save whilst their unit is within 6" of this model.'

*Page 58 – The Ironstone

Change this Relic to read:

'At the start of each battle round, select one friendly **IRON HANDS VEHICLE** unit within 3" of the bearer of this Relic. Until the start of your next battle round, when resolving an attack made against that **VEHICLE** unit, if the bearer of this Relic is within 3" of that **VEHICLE** unit you can reduce any damage suffered by 1, to a minimum of 1.'

*Page 60 – March of the Ancients

Add the following sentence:

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

*Page 60 – Souls of Iron

Change the Command Point cost of this Stratagem to 2CP.

*Page 61 – Cogitated Martyrdom

Change this Stratagem to read:

'Use this Stratagem at the start of the Shooting phase. Select one **IRON HANDS INFANTRY** unit from your army. Until the end of the phase, when a friendly **IRON HANDS CHARACTER** model (excluding **VEHICLE** models) within 3" of that unit would lose any wounds as a result of an attack made against that model, that unit can attempt to intercept that attack. Roll one D6 before any rolls to ignore wounds (e.g. The Flesh is Weak, Adamantine Mantle etc.) are made; on a 2+ that model does not lose those wounds and that unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.'

*Page 61 – Optimal Repulsion Doctrines

Change the Command Point cost of this Stratagem to 2CP.

*Page 61 – Machine Empathy

Change the last sentence of this Stratagem to read:

'That model can use that ability again.'

*Page 62 – Reforge

Change the second sentence to read:

'If manifested, select one friendly **IRON HANDS VEHICLE** model within 3" of and visible to that psyker (you cannot select a model that has already regained lost wounds this turn).'

FAQs

Q: When using the Ironstone and the Duty Eternal Stratagem, in which order do I resolve the damage reduction?

A: As described under Modifying Characteristics in the Warhammer 40,000 Rulebook, you would apply division to the characteristic before applying subtraction. Therefore you would halve the damage from Duty Eternal, then subtract 1 from the damage from the Ironstone.

*Q: When using Iron Father Feirros' Signum Array ability, if I select a friendly **IRON HANDS VEHICLE** that has lost enough wounds so that its normal Ballistic Skill characteristic is reduced as a result of its damage table, what would its Ballistic Skill be as a result of the Signum Array?*

*A: 2+. The Signum Array ability changes the Ballistic Skill characteristic of that **VEHICLE** to 2+.*

*Q: If I nominate an **IRON HANDS DREADNOUGHT** to be my Warlord and I then use the March of the Ancients Stratagem for that **DREADNOUGHT** to gain the **CHARACTER** keyword, can it now have a Warlord Trait?*

A: Yes.