



# URBAN CONQUEST

## 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

**Designer's Note:** *The terrain rules presented on pages 62-64 and 66-69 have since been supplanted by those in the Warhammer 40,000 Core Book, which should be used instead. In addition, any references to Sector Mechanicus Structures should be treated as references to Industrial Structures.*

### \*Page 61 – Urban Warrior

Change the first sentence to read:

'This Warlord treats all Light Cover it is entirely on or within, or that it is receiving the benefit of cover from, as Dense Cover in addition to Light Cover (see the Warhammer 40,000 Core Book).'

### \*Page 70 – Stratagem, Reinforced Position

Change the last sentence to read:

'For the remainder of the battle that terrain feature is classed as Dense Cover in addition to Light Cover.'

### \*Page 70 – Stratagem, Wrecker

Change the last sentence to read:

'If the total is 8 or more, the terrain feature gains the Difficult Ground and Exposed Position terrain traits for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.'

### \*Page 70 – Stratagem, Siege Shell

Change the last sentence to read:

'If the total is 8 or more, the terrain feature gains the Difficult Ground and Exposed Position terrain traits for the rest of the battle and you immediately roll a D6 for each model that is entirely on or within that terrain feature – on a 1, that model's unit suffers a mortal wound.'

### \*Page 71 – Stratagem, Plasma Feed

Change the first sentence to read:

'Select an **INFANTRY** unit from your army that is within 1" of any Fuel Pipes or Thermic Plasma Conduits before it shoots in the Shooting phase, or before it fires Overwatch.'

### \*Page 71 – Stratagem, Plunging Fire

Change the second sentence to read:

'Until the end of the phase, each time a model in that unit makes an attack, if every model in that unit was at a higher height than every model in the target unit when it was selected as the target of the attack, improve the Armour Penetration characteristic of that attack by 1.'

### \*Page 71 – Stratagem, Long Bomb

Change the second sentence to read:

'Until the end of the phase, each time you select a target for a Grenade weapon a model in that unit is equipped with, you can double the range of that weapon for that attack if the target is at a lower height.'

### \*Page 71 – Stratagem, Siege Armour

Change the second sentence to read:

'Select a **VEHICLE** model from your army. Until the end of the battle, that model counts as receiving the benefits of Light Cover.'

### \*Page 72 – Stratagem, Overload Power Core

Change the first sentence to read:

'Use this Stratagem before an **INFANTRY** model from your army that is within 1" of a Fuel Pipe shoots a ranged weapon at a unit within 6".'

### \*Page 72 – Stratagem, Blood in the Streets

Change the second sentence to read:

'Until the end of the phase, you can re-roll failed wound rolls for attacks made by models in that unit, provided that the target is not within a terrain feature or receiving the benefits of cover.'

### \*Page 72 – Stratagem, Master Snipers

Change the second sentence to read:

Until the end of the phase, enemy units do not receive the benefit to their saving throws for being in cover against attacks made by weapons in your unit that have an ability that says, 'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

### \*Page 72 – Stratagem, Rubble And Ruin

Change the last sentence to read:

'That terrain feature gains the Difficult Ground and Exposed Position terrain traits for the rest of the battle.'

**\*Page 73 – Stratagem, Booby Traps**

Change the last sentence to read:

‘In addition, roll a D6: on a 4+ that terrain feature gains the Difficult Ground and Exposed Position terrain traits for the rest of the battle.’

**\*Page 73 – Stratagem, Rigged to Blow**

Change the last sentence to read:

‘In addition, roll a D6 if the objective marker was on or within a ruin or Sector Mechanicus structure: on a 4+ that terrain feature gains the Difficult Ground and Exposed Position terrain traits for the rest of the battle.’

**\*Page 73 – Stratagem, Point-blank Overwatch**

Change to read:

‘Use this Stratagem when an enemy unit declares a charge against a unit from your army. After your opponent has made the charge roll, if the charge was successful, that unit from your army can fire Overwatch as if the charging unit was within line of sight and within half range of any weapons the attacks are made with.’