



THE EDGE OF SILENCE

Indomitus Version 1.1

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**.

The <Chapter> Keyword

Indomitus has been released and the forces of the Adeptus Astartes have been reinforced. On the datasheets for the new miniatures within *The Edge of Silence*, there is the **<CHAPTER>** Faction keyword, meaning these units belong to Space Marine Chapters from *Codex: Space Marines*. You can, however, take these units as part of another Space Marine Chapter not found within that publication. To do so, replace the **<CHAPTER>** keyword in every instance on that unit's datasheet with **BLOOD ANGELS** (or the keyword of a Blood Angels successor Chapter, e.g. **FLESH TEARERS**), **DARK ANGELS** (or the keyword of a Dark Angels successor Chapter, e.g. **ANGELS OF ABSOLUTION**), **DEATHWATCH** or **SPACE WOLVES**. For example, if you include an Assault Intercessors unit and you decide it is from the Blood Angels Chapter, its keyword becomes **BLOOD ANGELS**.

UPDATES & ERRATA

Designer's Note: *When we wrote Edge of Silence, we created some new rules for the relic shield and storm shield. When used in isolation – say, when playing through the missions in Edge of Silence – these rules work perfectly well, but when used with a Battle-forged army, it is possible to upgrade a **CHARACTER** with Artificer Armour, and in doing so have a model with a Save characteristic of 1+. This was not our intention, and so we are changing the rules for both these items of wargear as they appear on these datasheets.*

Please also note that while some abilities, weapons and other items of wargear (e.g. storm shields) for the Space Marines and Necrons datasheets in this booklet appear in other places with slightly different rules, the rules for them that appear in Edge of Silence should not apply to other units – you should continue to use the rules as printed in your current Codex for the time being.

Page 16 – Primaris Captain, Other Wargear, relic shield, Abilities

Change this to read:

'Add 1 to armour saving throws made for the bearer. In addition, each time the bearer would lose a wound as the result of a mortal wound, roll one D6: on a 4+, that wound is not lost.'

Page 16 – Primaris Lieutenant, Other Wargear, storm shield, Abilities

Change this to read:

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

Page 18 – Bladeguard Veteran Squad, Other Wargear, storm shield, Abilities

Change this to read:

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