



# GRAND TOURNAMENT 2021 MISSION PACK

## 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 88 – Rare Rules, Always Fight First/Last

Add the following paragraph to the end of this Rare Rules entry: 'Note that it doesn't matter how many rules are affecting a unit that enable it to fight first, or how many rules are affecting it that say it cannot be selected to fight until after all other units have done so - if a unit is under the effects of one or more of both kinds of ability simultaneously it instead fights as if none of those rules are affecting it.'

Some examples of rules that always allow a unit to strike first include Martial Superiority and Veil of Time (see *Codex: Space Marines*), Precognitive Strike (see *Codex: Necrons*), etc. Also note, as per the core rules, that units that have charged fight first in the Fight phase, and for the purposes of this rare rule this is considered to be a rule that lets a unit always strike first.

Some examples of rules that always make a unit strike last (or say a unit cannot be selected to fight until after all other eligible units have done so) include Tempormortis (see *Codex: Space Marines*), The Armour of Russ (see *Codex Supplement: Space Wolves*), Obeisance Generators (see *Codex: Necrons*), etc.'

### Page 89 – Rare Rules, Resurrected Models

Add the following sentence to the end of this Rare Rules entry:

'For the purposes of allocating attacks later during the same phase, such models do not count as having lost any wounds or as already having had any attacks allocated to them this phase.'

Add the following bullet point to this Rare Rule's summary:

- Models that were destroyed and returned to a unit do not count as already having lost wounds/having already had attacks allocated to them during this phase.

### Page 89 – Rare Rules, Repositioned and Replacement Units

Add the following to this box out:

'10. Such rules can, if they occur in the Movement phase, be used on units that arrived as Reinforcements this phase and/or on units that have already been selected to move this phase.'

### Page 91 – Rare Rules, Attacks That Make Multiple Hit Rolls

Add the following to the end of this Rare Rules entry:

'Some rules can generate additional attacks during the attack sequence itself, e.g. 'after resolving all this model's attacks, it can make a number of additional attacks against that enemy unit equal to the number of attacks that did not reach the Inflict Damage step of the attack sequence during that fight.' In these cases, these additional attacks can never benefit from rules that let you roll more than one hit roll for each attack being made – they can only ever generate one additional hit roll for each attack being made – but all other rules that are triggered by attacks, or that apply to attacks (such as re-rolls or modifiers conferred by other rules) apply to each additional hit roll. In addition, these additional attacks cannot themselves trigger any rules that would generate any further additional attacks.'

Add the following bullet point to this Rare Rule's summary:

- If a rule generates additional attacks during the attack sequence, those additional attacks never benefit from rules that tell you to make more than one hit roll for each attack made, and they can never themselves generate additional attacks.

## Page 92 – Rare Rules, Transports and Rules that Count as Remaining Stationary

Delete this Rare Rule and replace with the following:

### Rules that Count as Remaining Stationary

Some rules allow a unit to count as having Remained Stationary, or count as if it had not moved, even if that unit has moved during its Movement phase. The following rules apply to these type of rules:

1. Such rules, if they apply in the Shooting phase, mean that a unit is eligible to shoot even if it has Advanced or Fallen Back this turn.
2. Such rules, if they apply in the Shooting phase, mean that Infantry models do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.
3. Such rules, if they apply in the Shooting phase, mean that models do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.
4. Such rules, if they apply in the Charge phase, mean that the unit is eligible to declare a charge even if it has Advanced or Fallen Back this turn.
5. Such rules mean that any other rules (abilities, Stratagems, etc.) that can be used or triggered when a unit Remains Stationary (e.g. Grinding Advance) can be used/are triggered.
6. Even if a Reinforcement unit is subject to such a rule, that rule has no effect on that unit in the turn it is set up on the battlefield. This means Reinforcement units always count as having moved (i.e. they never count as having Remained Stationary). Remember that this also includes Repositioned and Replacement units (pg 89).
7. Even if a **TRANSPORT** model is subject to such a rule, embarked models still cannot disembark from that **TRANSPORT** during the Movement phase if that **TRANSPORT** has already moved, unless that **TRANSPORT** (or the models embarked within it) have a rule that explicitly allows them to disembark after the **TRANSPORT** has moved.
8. Even if a unit is subject to such a rule, it cannot start to perform an action if it has Advanced or Fallen Back this turn.

## Page 92 – Rare Rules

Add the following:

### Psychic Powers that Modify Characteristics and have Additional Effects Based on the Psychic Test

A few psychic powers that can modify one or more of a unit's characteristics also have additional or boosted effects if the Psychic test made to manifest them is over a certain value. If that certain value is based on a characteristic that the same psychic power can modify, then the value required is that at the point when the Psychic test is made, not after it has been manifested. For example: imagine a psychic power that, if manifested, reduces an enemy unit's Leadership characteristic. If that psychic power has an additional effect that inflicts mortal wounds if the Psychic test exceeds the enemy unit's Leadership characteristic, then the value required for this effect to apply is that of the enemy unit's Leadership characteristic before it is reduced by this psychic power.

■ If a psychic power can modify a characteristic and it has an additional/boosted effect on a given Psychic test result that is determined by comparing it to a characteristic value that the psychic power itself modifies, use the value before it is modified by the psychic power.

## Page 92 – Rare Rules

Add the following:

### Preventing/Losing Objective Secured

Some units have the objective secured ability, and other rules can bestow the objective secured ability onto a unit. A unit can even be under the effects of multiple rules that each bestow a unit with the objective secured ability, sometimes granting them additional bonus effects. However, there are also rules that can prevent units from being able to use the objective secured ability, or else that say a unit loses the objective secured ability.

While a unit is simultaneously under the effects of one or more rules that give it objective secured, and one or more rules that either cause it to lose objective secured or prevent it from using the objective secured ability, the rules that cause the unit to lose objective secured/prevent it from using objective secured take precedence, regardless of how many different rules currently apply to the unit that grant it with objective secured (e.g. one instance of 'lose objective secured/cannot use the objective secured ability' takes precedence over two or more instances of 'gains the objective secured ability'). Furthermore, if a unit was gaining any additional bonus effects because they gained the objective secured ability even though they already had this ability, while under the effects of any rules that cause it to lose objective secured/prevent objective secured from working, it loses those additional bonuses.

Note that all of the above also applies to any other ability that is similar in effect to objective secured (i.e. any ability that enables a unit to control an objective marker it is in range of irrespective of the number of enemy models within range of the same objective marker, e.g. Defenders of Humanity).

- Rules that prevent objective secured, or say a unit loses objective secured, take precedence over all rules that grant objective secured.

## Page 92 – Rare Rules

Add the following:

### Modifying the Command Point Cost of Stratagems

Some rules can modify the cost of using certain Stratagems, either by increasing or decreasing the cost of using a particular Stratagem, or by changing the cost of it to a new value (e.g. 0CP). If a rule instructs you to change the Command point cost of a Stratagem with a specified value, change it to that value before applying any other modifiers that apply from other rules (if any) to the new value. All modifiers to the Command point cost of a Stratagem are cumulative; you must apply division modifiers before applying multiplication modifiers, and before applying addition and then subtraction modifiers. Round any fractions up after applying all modifiers. Regardless of the source, the Command point cost of a stratagem can never be modified below 0CP.

- All modifiers to the CP cost of a Stratagem are cumulative.
- Apply rules that replace the CP cost with a specific value first.
- Apply all other modifiers to the CP cost (if any) in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after applying all modifiers.

## Page 94 – Rules Term Glossary

Add the following:

**Charge Distance:** The result of a charge roll (pg 86) is the maximum distance, in inches, each model in the charging unit can move, and is sometimes referred to as the unit's charge distance.

## Page 95 – Rules Term Glossary

Add the following:

**Moved x" or more:** Some rules require a unit to move x" or more, or are triggered when a unit moves x" or more, where x is a specific value listed in the rule itself. In both such cases, it is the displacement between the start and end of the move, that is being referred to, and not the total distance moved. For example, in the former case, such a rule requires all parts of every model in the unit to end their move at least x" away from where they started. In the latter case, such a rule is triggered when all parts of every model in the unit have ended a move at least x" away from where they started.

## Page 96 – Rules Term Glossary

Add the following:

**Suffers damage:** If an attack reaches the 'Inflict Damage' step of the attack sequence, the model that the attack was allocated to is said to have suffered damage, even if that model subsequently uses a rule to either ignore the wounds inflicted or it uses a rule that means those wounds are not lost.