



CORE BOOK

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 Note: *In addition to the errata below, we wanted to briefly add an additional example to explain how the Blast rule works when shooting a weapon that requires more than one dice roll to determine its number of attacks. For example, if a Heavy 2D3 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a double 1 to determine how many attacks are made, that result is less than 3 and so that weapon makes 3 attacks against that target. If the same weapon targets a unit that has 11 or more models, that weapon makes six attacks against that unit.*

UPDATES & ERRATA

Page 215 – Manifesting Psychic Powers, first paragraph

Add the following sentence:

'The same **PSYKER** unit cannot attempt to manifest Smite more than once during the same battle round.'

Page 219 – Look Out, Sir

Change the first sentence to read:

'Models cannot target a unit that contains any **CHARACTER** models with a Wounds characteristic of 9 or less with a ranged weapon while that unit is within 3" of any other friendly **VEHICLE** or **MONSTER** unit with a Wounds characteristic of 10 or more, or while it is within 3" of any other friendly units that have 3 or more models, unless that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model – the maelstrom of battle makes it difficult to pick out such individuals.'

Change the summary bullet point to read:

- Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit (**MONSTER** or **VEHICLE** with 10 or more wounds, or a unit of 3+ models) unless it is the closest target.

Page 247

Add the following sub-section:

FORTIFICATIONS

Units with the Fortifications Battlefield Role are terrain features that are part of your army. Unless otherwise stated, when setting Fortifications up on the battlefield, they cannot be set up within 3" of any other terrain feature that is not part of its own datasheet (excluding hills, page 260). If it is not possible to set up a Fortification as a result, it cannot be deployed and counts as having been destroyed. Fortifications can never be placed into Strategic Reserves (pg 256).

- Fortifications cannot be setup within 3" of other terrain features (except hills).
- Fortifications cannot be placed into Strategic Reserves.

Page 258 – Performing Actions, second paragraph, fourth sentence

Change this sentence to read:

'A unit can only attempt to perform one action per battle round.'

Page 263 – Obscuring, second paragraph, first sentence

Change this sentence to read:

'Models that are on or within this terrain feature can see, and can be seen and targeted normally.'

Page 263 – Heavy Cover

Change this paragraph to read:

'When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model that the attack is allocated to made a charge move this turn (invulnerable saving throws are not affected).'

Page 322 – Master-crafted Armour

Change the first sentence to read:

'Add 1 to armour saving throws made for the bearer.'

Page 363 – Rare Rules

Add the following:

DESPERATE BREAKOUT AND RULES THAT PREVENT FALLING BACK

Some rules either prevent enemy units from falling back, or when a unit is selected to, or otherwise wishes to Fall Back, triggers a roll-off, test or other dice roll that can result in the enemy unit being unable to Fall Back. In either cases, a rule that prevents Falling Back takes precedence over Desperate Breakout Stratagem (pg 255). This means, in the first case, that using the Stratagem on a unit would not enable it to Fall Back - you would be spending CPs only for the chance to destroy some of your own models. In the second case, if the Desperate

Breakout stratagem is used on a unit, then after rolling to see if any models in that unit are destroyed, any roll-off, test or other roll is then triggered and resolved (which may result in the unit not being able to Fall Back). Note that in either case, if a rule prevents a unit from Falling Back, no models in that unit can make (and hence end) a Fall Back move, so no additional models in that unit are destroyed, but the unit the Stratagem was used on will still be unable to do anything else this turn.

- Rules that prevent Falling Back take precedence over the Desperate Breakout Stratagem.

Page 363 – Rare Rules

Add the following:

MANIFESTING PRIORITY

While manifesting a psychic power, you'll occasionally find that two rules are in direct conflict and cannot both apply - for example, when one rule says that a psychic power cannot be denied and another rule says that a psychic power is denied (or resisted). When this happens, rules that say a psychic power cannot be denied take precedence over rules that say the psychic power is denied.

- If a psychic power is manifested and is affected by conflicting rules regarding whether it can or cannot be denied, rules that say that the psychic power cannot be denied take precedence.

Page 363 – Rare Rules

Add the following:

MULTIPLE ATTACKS THAT INFLICT MORTAL WOUNDS

Some attacks can inflict mortal wounds either instead of, or in addition to, the normal damage. If, when a unit is selected to shoot or fight, more than one of its attacks that target an enemy unit have such a rule, all the normal damage inflicted by the attacking unit's attacks are resolved against that target before any of the mortal wounds are inflicted on it.

- If a unit can make multiple attacks that inflict mortal wounds, all of the normal damage inflicted by all of the attacking unit's attacks is resolved before any of the mortal wounds are resolved.

Page 363 – Rare Rules

Add the following sub-section:

SCORING ADDITIONAL HITS

When a model makes an attack, some rules will let that attack score one or more additional hits on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit'). If the attacking model is also benefiting from any other rules that trigger on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target'), then only the original attack benefits from those rules. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll - they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

- If a hit roll scores additional hits, those additional hits do not benefit from any other rule that triggered on the original attack's hit roll.

Page 363 – Rare Rules

Add the following:

STRATAGEMS THAT GAIN OR REFUND CPS

The advanced rules for Command points state that you cannot gain, or have refunded, more than 1 Command point per battle round because of any rules (other than via the exceptions listed on page 245, such as the Battle-forged CP Bonus). However, there are a small handful of Stratagems that let players gain or refund several Command points when used (e.g. Feeder Tendrils in *Codex: Tyranids*). So long as such a Stratagem is used during a phase (i.e. it is not used 'before the battle' or 'at the end of a battle round'), the limit of gaining or refunding 1 Command point per battle round does not apply to any Command points gained via Stratagems.

- The limit of gaining or refunding 1 CP per battle round does not apply to any CPs gained via Stratagems that are used during a phase.