MUNITORUM FIELD MANUAL 2020

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.

UPDATES & ERRATA

Page 4 – Space Marines, Heavy Support
Change the Land Raider Redeemer entry to read:

HEAVY SUPPORT	MODELS/UNIT	POINTS/MODEL*
Land Raider Redeemer	1	245

Page 7 – Blood Angels, Elites
Change this table's header to read:

ELITES	MODELS/UNIT	POINTS/MODEL*

Page 10 – Dark Angels, Ranged Weapons
Change the multi-melta (**INFANTRY**/other model) to read:

RANGED WEAPONS	POINTS/WEAPON
Multi-melta (**INFANTRY**/other model)	20/25

Page 12 – Space Wolves, Fast Attack
Change the Inceptors and Suppressors entries to read:

FAST ATTACK	MODELS/UNIT	POINTS/MODEL*
Inceptors	3-6	40
Suppressors	3	33

Page 13 – Space Wolves, Ranged Weapons
Change the twin assault cannon and twin ironhail autocannon entries to read:

RANGED WEAPONS	POINTS/WEAPON
Twin assault cannon	40
Twin ironhail autocannon	0

Add the following new entry:

RANGED WEAPONS	POINTS/WEAPON
Las fusil	10

Page 15 – Grey Knights, Elites
Delete the Brotherhood Champion entry.

Page 21 – Adeptus Mechanicus, Melee Weapons
Add the following entry:

MELEE WEAPONS	POINTS/WEAPON
Power maul	5

Page 29 – Chaos Knights, Ranged Weapons
Change the plasma decimator and volcano lance entries to read:

RANGED WEAPONS	POINTS/WEAPON
Plasma decimator	0
Volcano lance	10

Page 32 – Necrons, Heavy Support
Add the following entry:

HEAVY SUPPORT	MODELS/UNIT	POINTS/MODEL*
Canoptek Spyders	1-3	50

Page 36 – T'au Empire, Drones
Add the following entry:

DRONES	MODELS/UNIT	POINTS/MODEL**
MV37 Advanced Guardian Drone	N/A	10

Page 40 – Unaligned Fortifications
Change the Chaos Bastion entry to read:

FORTIFICATION	MODELS/UNIT	POINTS/MODEL*
Chaos Bastion	1	150

Page 43 – Adeptus Astartes, Ranged Weapons
Add the following entries:

RANGED WEAPONS	POINTS/WEAPON
Melta-cutter	0
Omega plasma array	0
Twin rotary missile launcher	0

Change the magna-melta cannon entry to read:

RANGED WEAPONS	POINTS/WEAPON
Magna-melta cannon	40

Page 43 – Grey Knights, Ranged Weapons
Change the flamestorm cannon entry to read:

RANGED WEAPONS	POINTS/WEAPON
Flamestorm cannon	0

Page 44 – Adeptus Mechanicus, Ranged Weapons
Change the heavy flamer entry to read:

RANGED WEAPONS	POINTS/WEAPON
Heavy flamer	15

Page 44 – Adeptus Mechanicus, Melee Weapons
Add the following new entry:

MELEE WEAPONS	POINTS/WEAPON
Termite drill	0

Page 46 – Astra Militarum, Ranged Weapons
Add the following new entries:

RANGED WEAPONS	POINTS/WEAPON
Dominus triple bombard	0
Melta-cutter drill	0

Page 46 – Astra Militarum, Melee Weapons
Remove the powerlifter entry.

Page 48 – Questor Imperialis, Lords of War
Change the Questoris Knight Magaera and Questoris Knight Styrix entries to read:

LORDS OF WAR	MODELS/UNIT	POINTS/MODEL*
Questoris Knight Magaera	1	435
Questoris Knight Styrix	1	420

Page 48 – Questor Imperialis, Ranged Weapons
Add the following entry:

RANGED WEAPONS	POINTS/WEAPON
Graviton pulsar	5

Page 49 – Hellforged, Heavy Support
Add the following entry:

HEAVY SUPPORT	MODELS/UNIT	POINTS/MODEL*
Hellforged Vindicator Laser Destroyer	1	200

Page 49 – Hellforged, Fast Attack
Add the following entry:

FAST ATTACK	MODELS/UNIT	POINTS/MODEL*
Hellforged Kharybdis Assault Claw	1	350

Page 49 – Hellforged, Ranged Weapons
Add the following entries:

RANGED WEAPONS	POINTS/WEAPON
Hunter-killer missile	5
Laser volley cannon	0

Change the infernal flamestorm cannon and lascannon entries to read:

RANGED WEAPONS	POINTS/WEAPON
Infernal flamestorm cannon	45
Lascannon	20

Page 50 – Eyrine Cults, Ranged Weapons
Add the following entry:

RANGED WEAPONS	POINTS/WEAPON
Reaper autocannon	10

Page 51 – Questor Traitoris, Lords of War
Change the Questoris Knight Magaera and Questoris Knight Styrix entries to read:

LORDS OF WAR	MODELS/UNIT	POINTS/MODEL*
Questoris Knight Magaera	1	435
Questoris Knight Styrix	1	420

Page 51 – Questor Traitoris, Ranged Weapons
Add the following entry:

RANGED WEAPONS	POINTS/WEAPON
Graviton pulsar	5

Page 52 – Asuryani, Ranged Weapons
Change the prism rifle entry to read:

RANGED WEAPONS	POINTS/WEAPON
Prism rifle	0

Page 52 – Necrons, Ranged Weapons
Add the following new entries:

RANGED WEAPONS	POINTS/WEAPON
Singularity generator	0
Synaptic obliterator	0
Transdimensional projector	0

Change the tesla cannon entry to read:

RANGED WEAPONS	POINTS/WEAPON
Tesla cannon	0

Page 52 – Necrons, Melee Weapons
Add the following entry:

MELEE WEAPONS	POINTS/WEAPON
Titanic forelimbs	0

Page 54 – Orks
Remove the Warboss on Warbike entry.

Page 54 – Orks
Add the following entries:

NAMED CHARACTERS	MODELS/UNIT	POINTS/MODEL**
Mek Boss Buzzgob	1	90
Zhadsnark da Ripper	1	100

Page 54 – Orks, Heavy Support
Add the following entry:

HEAVY SUPPORT	MODELS/UNIT	POINTS/MODEL*
Squiggoth	1	175

Page 54 – Orks, Melee Weapons
Add the following entry:

MELEE WEAPONS	POINTS/WEAPON
Gorin' horns	0

Page 54 – T'au Empire, Lords of War
Change the KX139 Ta'unar Supremacy Armour entry to read:

LORDS OF WAR	MODELS/UNIT	POINTS/MODEL*
KX139 Ta'unar Supremacy Armour	1	1040