



GRAND TOURNAMENT 2020 MISSION PACK

Indomitus Version 1.2

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 6 – Determine First Turn

Change to read:

'The players roll off. The winner takes the first turn.'

*Page 8 – While We Stand, We Fight

Change to read:

'If you select this objective, then before the battle you must identify which three units from your army (excluding models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more units are tied, you can choose between them). If your army has three or fewer units, then you instead identify all the units in your army. A unit's points cost includes the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during the battle, all of those separate units (excluding DRONES units) must be destroyed for the original unit to count as being destroyed for the purposes of this secondary objective.'

*Page 9 – Bring it Down

Change to read:

'Score 1 victory point at the end of the battle for each enemy MONSTER or VEHICLE model with a Wounds characteristic of 10 or less that is destroyed, 2 victory points for each enemy MONSTER or VEHICLE model with a Wounds characteristic of between 11-19 that is destroyed, and 3 victory points for each enemy MONSTER or VEHICLE model with a Wounds characteristic of 20 or more that is destroyed.'

*Page 10 – Abhor the Witch

Change to read:

'You cannot select this secondary objective if your army includes any PSYKER units. Score 3 victory points at the end of the battle for each enemy PSYKER CHARACTER unit that is destroyed, and 2 victory points for every other enemy PSYKER unit that is destroyed.'

*Pages 16-54 – Primary Objectives, Take and Hold/Domination

Add the following to the end of every Primary Objective in this Mission Pack:

'In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase, but instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).'

Page 17 – Crossfire

Change the two 12" horizontal measurements on this mission's map to each be 3".

Designer's Note: The objective markers in this mission should be 12" from the 'vertical' centreline of the battlefield, not 12" from the dotted 9" circle in the centre of the battlefield.

*Page 65 – Embark

Change the second sentence of the second paragraph to read: 'Unless specifically stated, other units' abilities have no effect on units while they are embarked, and Stratagems cannot be used to affect units while they are embarked.'

Page 67 – 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 69 – Look Out, Sir

Change this rule 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 **CHARACTER** unit is within 3" of any of the following:

- A friendly unit that contains 1 or more **VEHICLE** or **MONSTER** models with a wounds characteristic of 10 or more.
- A friendly non-**CHARACTER** unit that contains 1 or more **VEHICLE** or **MONSTER** models.
- A friendly non-**CHARACTER** unit that contains 3 or more models.

In all cases, if that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model, it can be targeted normally. When determining if that **CHARACTER** unit is the closest enemy unit to the firing model, ignore other enemy units that contain any **CHARACTER** models with a Wounds characteristics of 9 or less.

■ Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit that contains 1 **MONSTER**, 1 **VEHICLE** or 3+ other models (excluding **CHARACTER** models with 9 or less wounds) unless it is the closest target.

Page 77 – Performing Actions, second paragraph, fourth sentence

Change this sentence to read:

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

Page 85 – Obscuring, second paragraph, first sentence

Change this sentence to read:

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

Page 85 – 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 89 – 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 79). 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 89 – 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 89 – Rare Rules

Add the following:

MULTIPLE ATTACKS THAT INFILCT 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 89 – 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 89 – 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 of the Core Book, 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.

Page 89 – Rare Rules

Add the following:

MOVING THROUGH MODELS

Some models have a rule that enables them to ‘move through/over models’, or ‘move through/over models as if they were not there’. Sometimes such a rule will only apply to specific types of movement (e.g. Normal Moves, Advance moves, charge moves etc.) while other times it will apply to all types of movement. In any case, when moving a model with such a rule, it can be moved within Engagement Range of enemy models, but it can never finish a move on top of another model, or its base, and it cannot finish a Normal Move, Advance or Fall Back move within Engagement Range of any enemy models, and it can only end a charge move in Engagement Range of units it declared a charge against that phase).

- Models that can move through/over enemy models can also be moved within Engagement Range of enemy models.
- Models cannot end a move on top of another model.
- Models cannot end a Normal Move, Advance or Fall Back move within Engagement Range of any enemy unit.
- Models can only end a charge move within Engagement Range of enemy units that they declared a charge against that phase.

Page 89 – Rare Rules

Add the following:

IGNORING WOUNDS VS. RULES THAT PREVENT MODELS FROM IGNORING WOUNDS

Some models have a rule that says that they cannot lose more than a specified number of wounds in the same phase/turn/battle round, and that any wounds that would be lost after that point are not lost. When such a model is attacked by a weapon or model with a rule that says that enemy models cannot use rules to ignore the wounds it loses, that rule takes precedence over the previous rule, and if that attack inflicts any damage on that model, it loses a number of wounds equal to the Damage characteristic of that attack, even if it has already lost the specified number of wounds already this phase/turn/battle round.

- Rules that say models ‘cannot use rules to ignore the wounds they lose’ take precedence over rules that say that a model ‘cannot lose more than a specified number of wounds, and any wounds lost after that point are not lost’.

*Page 90 – Rare Rules, Always Fight First/Last

Add the following paragraph to the end of this Rare Rules entry:
‘Note that the Counter-offensive Stratagem requires you to select a unit that is eligible to fight. This means that if a unit is under the effects of a rule that says that it is not eligible to fight until after all other eligible units have done so, you will not be able to select that unit to use the Counter-offensive Stratagem.’

*Page 91 – Rare Rules Repositioned and Replacement Units

Add the following point to this box out:

- 9. If that unit was performing an action, that action immediately fails.

*Page 91 – Rare Rules

Add the following:

Attacks That Make Multiple Hit Rolls

Some rules, typically weapon abilities, tell you to roll more than one hit roll for each attack made, e.g. ‘each time an attack is made with this weapon, make 2 hit rolls instead of 1’. In these cases, each hit roll is treated as a separate attack that is made against the same target. As such, all normal rules that are triggered by attacks, or that apply to attacks (such as re-rolls or modifiers conferred by other rules) apply to each ‘hit roll’. Note that these additional attacks do not themselves result in more hit rolls being made.

- If a rule tells you to make more than one hit roll for each attack made, each hit roll is treated as a separate attack made against the same target.

*Page 91 – Rare Rules

Add the following:

Charging Aircraft

It is not normally possible to end any kind of move within Engagement Range of an enemy **AIRCRAFT** model. However, many **AIRCRAFT** models have an ability (e.g. Airborne) that specifically says that they can only be charged by enemy units that can **FLY**. Such rules take precedence over those in the Core book, and units that can **FLY** can indeed declare a charge against an **AIRCRAFT** model, and they can end a charge move within Engagement Range of it.

- Units that can **FLY** can declare a charge against **AIRCRAFT** models.

*Page 91 – Rare Rules

Add the following:

Disembarking Large Models

Some models are so large that when they are disembarking from a **TRANSPORT** model it is not possible to set them up wholly within 3", typically because the disembarking model is itself larger than 3" in all dimensions. In these cases, set such a model up with its base (or hull) within 1" of its **TRANSPORT** model’s base (or hull), and not within Engagement Range of any enemy models.

- If it is impossible to set up a disembarking model wholly within 3" of their **TRANSPORT** model because it is too large, set it up within 1" of its **TRANSPORT** model instead.

*Page 91 – Rare Rules

Add the following:

Resolving Abilities when Moving off the Edge of the Battlefield

Some models, typically **AIRCRAFT**, have rules that are used after they have finished making a move in the Movement phase, such as dropping bombs on a unit they have moved over. If a unit has such a rule and it can move off the edge of the battlefield (such as is the case with **AIRCRAFT** when the Strategic Reserves rule is being used), then for the purposes of those rules, that unit’s move is considered to have finished when it touches the edge of the battlefield; such rules are then resolved, and the model is then removed from the battlefield.

- If a unit can move off the edge of the battlefield, it can still resolve rules that are triggered at the end of its move before being removed from the battlefield.

*Page 91 – Rare Rules

Add the following:

Preventing Reinforcement Units From Setting Up

Some rules prevent Reinforcement units from setting up on certain parts of the battlefield e.g. ‘enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.’ Such rules always take precedence over rules that instruct you where you can set up Reinforcement units (e.g. ‘in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models’). The only exception is units that are arriving from Strategic Reserves that are set up within 1" of their own battlefield edge and wholly within their own deployment zone – in this case, the Strategic Reserves unit can be so set up, despite any rules enemy models have that would otherwise prevent it from being set up.

- Rules that prevent Reinforcement units from being set up take precedence over rules that allow Reinforcement units to be set up.
- Does not apply to Strategic Reserve units that are set up within 1" on their battlefield edge and within their own deployment zone.

*Page 91 – Rare Rules

Add the following:

Defensive Rules that Apply to Attacks with Specific Characteristics

Some rules only apply against attacks that have a specific characteristic. For example, ‘Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model in this unit, that attack has an Armour Penetration characteristic of 0 instead.’ Each time you determine if such a rule is triggered, and so applies, always use the modified characteristics of that attack at the Allocate Attack step of the attack sequence. In the example above, that means that if an attack which originally has an Armour Penetration characteristic of 0, but then is modified by another rule before the Allocate Attack step to be -1, then at the Allocate Attack step it would then trigger the ability and be changed back to 0 instead.

- To determine if a defensive rule applies against an attack, use the modified characteristics of that attack at the Allocate Attack step of the attack sequence.

*Page 91, Rare Rules

Add the following:

Splitting Units with Pre-existing Rules Effects

Some rules enable one unit to split up into two or more smaller units. Each time this happens, any rules that the original unit was being affected by when it split, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.) continue to affect all of the individual units it split into until such a point as they would normally have no longer applied. For example, if the original unit was within range of an aura ability when it split, any given individual smaller unit would only be affected by that aura ability if it was itself still within range of that ability after the split, whereas if the original unit was being affected by a psychic power that lasted until the end of that turn at the point when it split, all of the smaller individual units would still be affected by it until the end of that turn.

- Rules that affect a unit at the time when it splits into several smaller units continue to apply to all of those smaller units for the duration of that rule.
- Aura abilities only affect those smaller units whilst they remain within range of that ability.

*Page 91, Rare Rules

Add the following:

Shooting Whilst Embarked on a Transport

Some rules, such as Open-topped, enable units to shoot and make ranged attacks even while embarked within a **TRANSPORT** model. Each time such an embarked unit is selected to shoot, the following rules apply to it:

1. Stratagems cannot be used on that unit in order to affect its attacks, and you cannot use the Command Re-roll Stratagem to affect any dice rolls made for its models’ ranged attacks.
2. Measure distances and draw line of sight from any point on the **TRANSPORT** model when models in that unit make the ranged attacks.
3. If the **TRANSPORT** model made a Normal Move, Advanced, Fell Back or Remained Stationary this turn, embarked units are considered to have done the same when they make ranged attacks.
4. While the **TRANSPORT** model is within Engagement Range of any enemy units, unless the ability that the **TRANSPORT** model has that allows its passengers to shoot whilst embarked states otherwise, then models in embarked units cannot make ranged attacks, except with Pistols.
5. Unless specifically stated otherwise, the embarked unit is not affected by the abilities (including aura abilities) of any other unit, even if that unit is also embarked within the same **TRANSPORT** model.
6. If the unit was under the effects of a rule when it embarked on the **TRANSPORT** model (such as rules bestowed on it during the Command phase, by a psychic power or a Stratagem etc.) those rules do not apply to that unit whilst it is embarked.
7. Any abilities (including Detachment abilities) that models in an embarked unit have, or that their weapons have, continue to apply when they make ranged attacks.
8. If a restriction applies to the **TRANSPORT** model, that same restriction applies to units embarked within it. For example, if the **TRANSPORT** model is not eligible to shoot with because it has Advanced or Fallen Back this turn, its passengers are not eligible to shoot with.
9. If a **TRANSPORT** model is under the effects of a modifier to its ranged attacks (such as a modifier to its hit rolls, wound rolls, etc.) the same modifier applies each time an embarked model makes a ranged attack.

*Page 91 – Rare Rules

Add the following:

Transports and Rules that Count as Remaining Stationary

Some rules allow a model to count as having Remained

Stationary, even if that model has moved during its Movement phase. Even if a TRANSPORT model is subject to such a rule, embarked models still cannot disembark from that TRANSPORT model during the Movement phase if that TRANSPORT model has already moved, unless that TRANSPORT model (or the models embarked within it) have a rule that explicitly allows them to disembark after the TRANSPORT model has moved.

- Units cannot disembark from a TRANSPORT model after it has moved, even if that TRANSPORT model is under the effects of a rule that lets it count as having Remained Stationary even if it has moved.

FAQS

Q: Does the Deploy Scramblers action need to be completed by the same unit three times in order for you to score victory points for the Deploy Scramblers secondary objective, or can it be completed by different units?

A: It can be completed by different units. So long as the action has been completed a total of three times (once in each of the specified zones), you score the victory points, irrespective of which unit(s) from your army completed those actions.

Q: Does the Psychic Ritual psychic action need to be completed by the same unit three times in order for you to score victory points for the Psychic Ritual secondary objective, or can it be completed by different units?

A: This Psychic action must be completed three times by the same unit in order for you to score the victory points.