



CODEX: ADEPTUS MECHANICUS

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**.

DESIGNER'S NOTES

WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

UPDATES & ERRATA

***Page 79** – Sicarian Infiltrators, Taser goad, Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 80** – Corpuscarii Electro-Priests, electrostatic gauntlets

(shooting) and electrostatic gauntlets (melee), Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 81** – Sydonian Dragoons, Taser lance, Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Pages 81 and 90** – Radium jezzail, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 83** – Onager Dunecrawler, Crawler

Delete this ability.

Page 83 – Onager Dunecrawler, Damage table

Change the first value under 'Remaining W' to '6-11+.'

***Pages 84-88** – Knight Errant, Knight Paladin, Knight Warden,

Knight Gallant, and Knight Crusader, Super Heavy Walker

Change the ability to read:

'This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there, and when it does it can be moved within Engagement Range of such models, but cannot finish its move within Engagement Range of any of them.'

Pages 84-88 – Knight Errant, Knight Paladin, Knight Warden,

Knight Gallant and Knight Crusader, Keywords

Add '**IMPERIAL KNIGHTS**' to the Faction keywords line.

Add '**QUESTORIS CLASS**' to the keywords line.

Pages 84-87 and 91 – Knight Errant, Knight Paladin,

Knight Warden, Knight Gallant and Melee Weapons table, reaper chainsword

Change the Strength characteristic of this weapon to '+6'.

Page 84 – Knight Errant, Power Rating

Change to '22'

Pages 85 and 86 – Knight Paladin and Knight Warden,

Power Rating

Change to '23'

Page 87 – Knight Gallant, Power Rating

Change to '20'

Page 87 – Knight Gallant, Profile line

Change the Attacks characteristic to '5'

Page 87 – Knight Gallant, Damage table

Change the first value under 'WS' to '2+'.

Change the second value under 'WS' to '3+'.

Change the third value under 'WS' to '4+'.

Page 88 – Knight Crusader, Power Rating

Change to '25'

***Page 89** – Electrostatic gauntlets (shooting), Abilities

Change to read:

'When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.'

***Page 90** – Transuranic Arquebus, Abilities

Change the second sentence to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

***Page 91** – Electrostatic gauntlets (melee), taser lance and taser goad, Abilities

Change to read:

‘When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.’

Page 95 – Forge World Dogma, Graia: Refusal to Yield

Change the first sentence of rules text to read:

‘Roll a D6 each time a model with this dogma is slain or flees – on a 6 that model refuses to yield; either that model is not slain (and has 1 wound remaining), or that model does not flee.’

Page 96 – Stratagems, Scryerskull

Change the last clause of the last sentence to read:

‘or, in your Shooting phase, shoot with an **ADEPTUS MECHANICUS** unit from your army without the penalties to your hit rolls from the Dawn Raid, Low Visibility or Cover of Darkness rules.’

***Page 97** – Stratagems, Acquisition at Any Cost

Add the following sentence to the end:

‘This Stratagem can only be used once per turn.’

***Page 97** – Rage of the Machines

Change the second sentence to read:

‘Until the end of the phase, that **VEHICLE** can ignore all penalties for Advancing and firing an Assault weapon and for Advancing and firing a cognis weapon.’

Page 98 – Stratagems, Rotate Ion Shields

Change the Command Point cost to ‘1CP/3CP’

Change the rules text to read:

‘Use this Stratagem when an enemy unit targets an **IMPERIAL KNIGHTS VEHICLE** unit from your army that has an invulnerable save (this Stratagem costs 3 CPs if the targeted unit is a **DOMINUS CLASS** unit, otherwise it costs 1 CP). Until the end of the phase, the vehicle unit’s invulnerable save is improved by 1 (to a maximum of 4+).’

Page 98 – Stratagems, Clandestine Infiltration

Change the rules text to read:

‘Use this Stratagem when you set up a **STYGIES VIII** unit from your army during deployment. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.’

Page 99 – Forge World Warlord Traits, Masterwork Bionics

Change the title of this Warlord Trait to ‘Superior Bionics’.

FAQs

Q: A number of weapons (e.g. twin cognis autocannon) and other rules (e.g. Protector Doctrina Imperative Stratagem) modify hit rolls by more than -1 or +1. Given that hit rolls cannot be modified by more than this, what effect do these rules have?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, in the Movement phase an Ironstrider Ballistarius model Advances and then in the following Shooting phase makes an attack with its twin cognis autocannon. The weapon applies a -2 modifier to that attack’s hit roll, and so the model’s controlling player uses the Protector Doctrina Imperative Stratagem to also give a +2 modifier to the roll. Applying both of these modifiers to the hit roll causes them to cancel each other out, and no modifier is applied to the roll.

Q: Can the Clandestine Infiltration Stratagem be used when you set up a STYGIES VIII Transport that has any embarked units?

A: Yes.

Q: If a 6 is rolled for the invulnerable save conferred by a Kastelan Robot’s Repulsor Grid ability, for an attack made by a unit embarked upon a Transport with an ability such as Open-topped or Extended Firing Deck, which unit is the mortal wound allocated to, the embarked unit or the Transport?

A: The embarked unit that is making the attack suffers the mortal wound.

Q: Do I need to spend reinforcement points to return units when using the Fresh Converts Stratagem?

A: No.

Q: If you have a Detachment which receives the Mars forge world dogma, and another Detachment which receives a different forge world dogma, what happens when rolling for Canticles of the Omnissiah? With Mars’ dogma you roll two dice when determining Canticles and units with that dogma benefit from both results, but what happens for the other Detachment?

A: In such cases you would roll dice separately for the Canticles, rather than rolling for both together. The first Canticle rolled for would apply to all of your units with the Canticles of the Omnissiah ability, while the second would apply only to those units in Mars Detachments.

Q: When is the Litany of the Electromancer Canticle resolved?

A: Immediately – i.e. at the start of the battle round when the Canticle is chosen/rolled for.

Q: Does a weapon that ignores cover ignore the benefit bestowed by the Shroudpsalm Canticle?

A: Yes.

Q: Can the Refusal to Yield dogma be used to prevent a unit from being slain due to a 1 being rolled to hit when it uses its plasma weapon?

A: Yes.

Q: How do the Chorister Technis Warlord Trait and Glory to the Omnissiah dogma interact – when do I re-roll the first dice?

A: Roll the first dice, then (if you wish) re-roll it. Then roll the second dice.

Q: How do the Gloria Mechanicus Stratagem and Glory to the Omnissiah dogma interact – which Canticle can you change with this Stratagem?

A: Choose one Canticle to change.

Q: When using the Binharic Override Stratagem, when do the new Battle Protocols you choose come into effect?

A: Immediately.

Q: When using the Cognis Overwatch Stratagem, do I apply any relevant modifiers to the firing model's Ballistic Skill?

A: Yes, as long as the weapon is a cognis weapon. Note that modifiers to hit rolls do not apply.

Q: When using the Monitor Malevolus Warlord Trait, can you re-roll a dice that determines how many mortal wounds are inflicted on an enemy unit (i.e. is this classed as a damage roll?)

A: No, such a roll is not classed as a damage roll.

Q: Does the Static Psalm-code Warlord Trait affect the range of the Master of Machines ability?

A: No.

Q: How does the Rage of the Machines Stratagem work with a VEHICLE unit that consists of more than one model?

A: One **VEHICLE** model from that unit would gain the benefit of that Stratagem.

Q: If a QUESTOR MECHANICUS unit from your army is selected as the target of the Knight of the Cog Stratagem, must every unit in that QUESTOR MECHANICUS unit's Detachment also have the Canticles of the Omnissiah ability in order for that QUESTOR MECHANICUS unit to benefit from it?

A: No.

Q: At what point does the invulnerable save of FULGURITE ELECTRO-PRIESTS get increased as a result of the Siphoned Vigour ability?

A: When the last model of the enemy unit is slain and removed from the battlefield.

Q: Can a GRAIA model that has the Refusal to Yield ability also make use of rules that allow them to ignore lost wounds, such as Fanatical Devotion?

A: No.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Cognis flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target. In addition, when firing Overwatch with this weapon, roll two dice when determining how many attacks it makes and discard the lowest result.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Meltagun	12"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma caliver	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
Plasma culverin	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D6	7	-3	1	Blast
- Supercharge	36"	Heavy D6	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.
MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Power sword	Melee	Melee	+1	-3	1	-