

CRUSADE MISSION PACK: BEYOND THE VEIL

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

Pages 9-10 – Beyond the Veil Games, Declare Reserves and Transports

Change the last paragraph to read:

'Unless stated otherwise, no more than half the total number of units in your army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere. In these missions, Reinforcement units can never arrive on the battlefield in the first battle round (but Strategic Reserve units can if the mission specifically states so e.g. Lying in Wait). Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).'

*Page 81 – 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 96 – Setting Up Strategic Reserve Units, third paragraph, second sentence

Change this sentence to read:

'The only exception to this is if every model in the unit is being set up within 1" of their own battlefield edge and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models.'

*Page 100 – Difficult Ground

Change this rule to read:

'If a unit makes a Normal Move, Advances or Falls Back, and any of its models wish to move over any part of this terrain feature, subtract 2" from the Move characteristic of every model in that unit (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. If a unit declares a charge, and any of its models wish to move over any part of this terrain feature as part of its subsequent charge move, subtract 2 from that unit's charge roll, even if every part of this terrain feature is 1" or less in height. These modifiers do not apply if every model in the moving unit can **FLY**. These modifiers do not apply if every model in the moving unit is **Titanic** and this terrain feature is less than 3" in height. The height of a terrain feature is measured from the highest point on that terrain feature.'

- Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature [unless the moving unit can **FLY**, or if the moving unit is **TITANIC** and the terrain feature is less than 3" in height].

*Pages 106 – Rare Rules, Always Fight First/Last

Add the following paragraphs 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.

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, then unless it is also under the effects of a rule that lets it fight first, you will not be able to select that unit to use the Counter-offensive Stratagem.

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 107 – Rare Rules Repositioned and Replacement Units

Add the following to this box out:

- '9. If that unit was performing an action, that action immediately fails.
10. Such rules can, if they occur in the Movement phase, be used on units that arrived as Reinforcements this phase and on units that have already been selected to move this phase.'

*Page 107 – 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 107 – 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 107 – 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 107 – 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 107 – 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 107, 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 107, 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 107 – 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 Rules' 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 107 – 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.

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.

- 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.
- 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 107, Rare Rules

Add 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 are 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 they are 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 107).
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 an Action if it has Advanced or Fallen Back this turn.

*Page 107 – 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 107 – 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 the Objective Secured ability, and one or more rules that either cause it to lose or prevent it from using the Objective Secured ability, the rules that cause the unit to lose or prevent it from using the Objective Secured ability take precedence, regardless of how many different rules currently apply to the unit that grant it with the Objective Secured ability (e.g. one instance of 'lose Objective Secured ability/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 or prevent the Objective Secured ability 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 the Objective Secured ability (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 the Objective Secured ability, or say a unit loses the Objective Secured ability, take precedence over all rules that grant objective secured.

Page 107 – 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 109 – Rules Term Glossary**

Add the following:

Charge Distance: The result of a charge roll (pg 88) 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 111 – 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.

***Page 111 – 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 111 – Rules Term Glossary**

Add the following:

Move normally: Rules that refer to move/moves/moving normally are the same thing as making a Normal Move, e.g. a rule that states 'instead of moving this unit normally' means 'instead of making a Normal Move with this unit'. If a rule simply tells you to make a move as if it were the Movement phase, but does not specify what kind of move is being made, it is a Normal Move.