



CRUSADE MISSION PACK: BEYOND THE VEIL

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**.

Designer's Note: *Updates to the core rules found in this mission pack can be found in the Core Book FAQ document.*

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).'