



CODEX: LEAGUES OF VOTANN

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. 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 86 – Eye of the Ancestors, 5th paragraph

Change to read:

'Note, if an attack automatically wounds the target as the result of this ability, then for the purposes of any other rules that are triggered on a particular wound roll, that attack is never considered to have been made with an unmodified wound roll of 6.'

Page 88 – Ūthar the Destined, Unit Description

Change to read:

'Ūthar the Destined is equipped with: volkanite disintegrator; Blade of the Ancestors; rampart crest. Your army can only include one **ŪTHAR THE DESTINED** model.'

Page 99 – Hekaton Land Fortress, Weapon table, Bolt cannon

Change this weapon's Type to HunTR 3.

FAQS

Q: Do weapons with the Beam ability affect friendly units along the line between the firing model and the target unit?

A: Yes. A wound roll should be made against those friendly units in the same manner as attacks against enemy units.

Q: If an attack with a beam weapon scores one or more additional hits on the target, do those additional hits also trigger wound rolls against any intervening units?

A: Yes. Each time an additional hit is scored against the target, that hit counts as its own attack, and so will cause a wound roll to be made against any intervening units.

Q: When a beam weapon causes a wound roll to be made against an intervening unit, does that unit count as having been hit by an attack for any other rules purposes?

A: No.