



# ARKS OF OMEN: GRAND TOURNAMENT MISSION PACK

## 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

### Page 1 – Introduction, Paragraph 2

Change the first sentence of the second bullet point to read: 'We have removed the command costs from all Detachments and made it so that players can place units into Strategic Reserves for free.'

### Page 6 – Arks of Omen: Grand Tournament Games, Muster Armies

Add the following bullet points after the third bullet point:

- You can only include one **SUPREME COMMANDER** unit in an Arks of Omen Detachment.
- You can include Abaddon the Despoiler in a Legion Detachment even if it is not a Black Legion Detachment.
- You can include The Silent King in a **NECRONS** Detachment even if it is not a Szarekhan Detachment.
- You can include Commander Shadowsun in a Sept Detachment even if it is not a T'au Sept Detachment. Doing so does not prevent any other units in that Detachment from gaining their Detachment Rules. Note that Commander Shadowsun will only gain a Sept Tenet if every **<SEPT>** unit in your army has the **T'AU SEPT** keyword.
- You can include Belisarius Cawl in a Forge World Detachment even if it is not a Mars Detachment. Doing so does not prevent any other units from gaining their Detachment Rules. Note that Belisarius Cawl will only gain a Dogma if every **<FORGE WORLD>** unit in your army has the **MARS** keyword.
- You can include an **ADEPTUS ASTARTES PRIMARCH** unit in a **<CHAPTER>** Detachment even if it does not share the

**<CHAPTER>** keyword of other units in that Detachment. Doing so does not prevent any other units from gaining their Detachment Rules. Note that the **ADEPTUS ASTARTES PRIMARCH** unit will only gain a Chapter Tactic if every **<CHAPTER>** unit shares the same **<CHAPTER>** keyword.

**Designer's Note:** *The noted Supreme Commanders can be included in an army without preventing other units from benefitting from their Detachment Rules. For example, Roboute Guilliman can be included in a Salamanders Detachment, but he will not gain their Chapter Tactic, however the rest of the Detachment will still benefit from their Chapter Tactic as usual.*

### Page 8 – Battle Brothers

Add the following bullet point:

- 'If your Arks of Omen Detachment is a **DRUKHARI** Kabal, Wych Cult or Haemonculus Coven Detachment, you can include one **DRUKHARI** Patrol Detachment of a different type as an Allied Detachment (e.g. if your Arks of Omen Detachment is a Kabal Detachment, you can select a Wych Cult or Haemonculus Coven Detachment for your Allied Detachment). When doing so:
  - All **<KABAL>** units in a Kabal Detachment gain a Drukhari Obsession (see *Codex: Drukhari*).
  - All **<WYCH CULT>** units in a Wych Cult Detachment gain a Drukhari Obsession (see *Codex: Drukhari*).
  - All **<HAEMONCULUS COVEN>** units in a Haemonculus Coven Detachment gain a Drukhari Obsession (see *Codex: Drukhari*).

### Page 31 – Inflexible Command

Change each instance of 'from your army' in the first two bullet points to read 'from your army that is on the battlefield'.

### Page 52 – Broodswarm

Change each instance of 'within' in the second, third and fourth bullet points to read 'wholly within'.

## FAQS

**Q:** *If I use the Iron Hands March of the Ancients Stratagem, does the chosen **DREADNOUGHT** unit use one of the Elites slots for **CHARACTER** units in an Arks of Omen Detachment?*

**A:** No, as the **DREADNOUGHT** unit is added to your army roster as a normal Elites slot choice and the March of the Ancients Stratagem is used afterwards.

Q: For the purposes of the Codex Warfare secondary objective, if a unit treats its active combat doctrine as being different to the currently active combat doctrine for my army, does that unit score points relative to the doctrine it is treating as active for my army?

A: Yes.

**Example:** Ivan has a unit of Wulfen, which treat the Assault Doctrine as being active for his army when attacking, while the rest of his army is in the Tactical Doctrine. This means that whenever his Wulfen destroy an enemy unit with a Pistol or melee weapon they will score 1VP as per the third bullet point of the Codex Warfare secondary objective, despite the rest of his army being in the Tactical Doctrine.

Q: When I muster an army that includes an **ASTRA MILITARUM** Arks of Omen Detachment and an allied **MILITARUM TEMPESTUS** Patrol Detachment, am I allowed to take additional units of Tempestus Scions as Troops choices in the Patrol Detachment if I have any units of Tempestus Scions as Elites choices in the Arks of Omen Detachment?

A: Yes. You can take a maximum of three Tempestus Scions units in the Elites slots of the **ASTRA MILITARUM** Arks of Omen Detachment, but as the Tempestus Scions become a Troops choice in a **MILITARUM TEMPESTUS** Detachment, you can take as many more Tempestus Scions unit as the Patrol Detachment allows.