



# CODEX: ASTRA MILITARUM

Indomitus Version 1.0

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.

## UPDATES & ERRATA

### Page 91 – Cadian Shock Troops, Wargear Options

Change the asterisk note to read:

\* You cannot select the same weapon more than once per unit.'

### Page 92 – Death Korps of Krieg, Wargear Options

Change the first asterisk note to read:

\* You cannot select the same weapon more than once per unit.'

### Pages 100, 101, 146 – Militarum plasma cannon

Change the ability text of this weapon's supercharge profile to read:

'Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.'

### Pages 113 – Valkyrie, Abilities

Add the following ability:

'**Airborne:** You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.'

### Page 114 – Aegis Defence Line, Abilities

Change the first sentence of the Terrain Feature ability to read:

'**Terrain Feature:** After this model is set up, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:'

### Page 124 – Tempestus Scions, Wargear Options

Change the fourth bullet point to read:

'The Tempestor's hot-shot laspistol can be replaced with one of the following: 1 bolt pistol; 1 plasma pistol.'

## FAQS

*Q: If an **OFFICER** unit is embarked within a Chimera and uses the Mobile Command Vehicle ability to issue an Order, can that **OFFICER** issue additional Orders after disembarking, using the Disembarking Officers rule detailed in Voice of Command?*

A: The **OFFICER** unit can issue an Order using the Chimera's Mobile Command Vehicle ability, followed by as many Orders as it can normally issue after disembarking from a **TRANSPORT** model as per the Disembarking Officers rule.

***Example:** While embarked within a Chimera, Josh's 'Iron Hand' Straken issues one Order using the Mobile Command Vehicle ability, and then disembarks from the Chimera and issues 'Iron Hand' Straken's two normal Orders using the Disembarking Officers rule, for a total of three Orders issued.*

*Q: If Ursula Creed issues an Order to a unit, and that Order is replaced by another Order, does the unit continue to receive any modifier to the Strength characteristic of its ranged attacks conferred by the Lord Castellan's Fury ability?*

A: No. If the Order that triggered the Lord Castellan's Fury ability is replaced by another, the affected unit loses the associated modifier.

*Q: Can the Trophy Hunters doctrine be selected for the purposes of a Kasrkin unit's Warrior Elites ability or the Veteran Commandeer Tank Ace upgrade even if my army has a different Regimental Doctrine?*

A: Yes.

*Q: Can I use the Field Promotion Stratagem to select the same Warlord Trait as the **WARLORD** that was just destroyed had, or likewise for any other previously destroyed model which had a Warlord Trait?*

A: No.

*Q: If I use the Field Promotion Stratagem to select the Old Grudges Warlord Trait, am I able to select an enemy unit for the purposes of the Old Grudges ability?*

A: No. You can only select an enemy unit for the Old Grudges ability at the start of the first battle round.