CORE BOOK

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 NOTES

BLAST AND MULTIPLE DICE ROLLS

In addition to the errata here, we wanted to briefly add an additional example to explain how the Blast rule works when shooting a weapon that requires more than one dice roll to determine its number of attacks. For example, if a Heavy 2D3 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a double 1 to determine how many attacks are made, that result is less than 3 and so that weapon makes 3 attacks against that target. If the same weapon targets a unit that has 11 or more models, that weapon makes six attacks against that unit.

OBSCURING AND DENSE COVER

Obscuring and Dense Cover are two terrain traits introduced with ninth edition that interact with visibility. These rules do not overwrite the normal rules for determining visibility, though – they are in addition to them. Specifically, even though the Obscuring rules state that **AIRCRAFT** *and models with a Wounds characteristic of 18+ can be seen through Obscuring terrain, they are still only visible (and hence eligible) targets if the firing model can physically see them (so if the terrain in question is solid and opaque, they are still not eligible targets). Also, in the same way that Obscuring terrain 'blocks' visibility when it is in between the firing model and its intended target, Dense Cover terrain imposes a hit penalty whenever it is between the firing model and its intended target (with the noted exceptions). It is not required for a unit to be fulfilling the criteria of 'gaining the benefits of cover', as described for Obstacles and Area Terrain, for this penalty to hit rolls to apply (but also note that any rule that ignores the benefits of cover, or that ignores the benefits of cover that impose a penalty on hit rolls, would still ignore that penalty).*

REINFORCEMENT UNITS AND ENGAGEMENT RANGE

Many units can arrive on the battlefield mid-battle as Reinforcements. Typically, these units must be set up more than 9" away from all enemy models – this will mean that if a unit arrived from Reinforcements and was set up as close as possible to an enemy unit, to charge that enemy unit on the same turn would require a charge roll of 9 or more in order to end its charge move within Engagement Range of that enemy unit.

However, as distances are measured between the closest part of models' bases, it does mean that if a unit arrived from Reinforcements and was set up on the 'ground floor' of the battlefield, as close as possible to an enemy unit that is completely on a terrain feature that is 5" tall, then a charge roll of 8 or more would be sufficient to end the charge move within Engagement Range of that enemy unit, as shown in the diagram below.
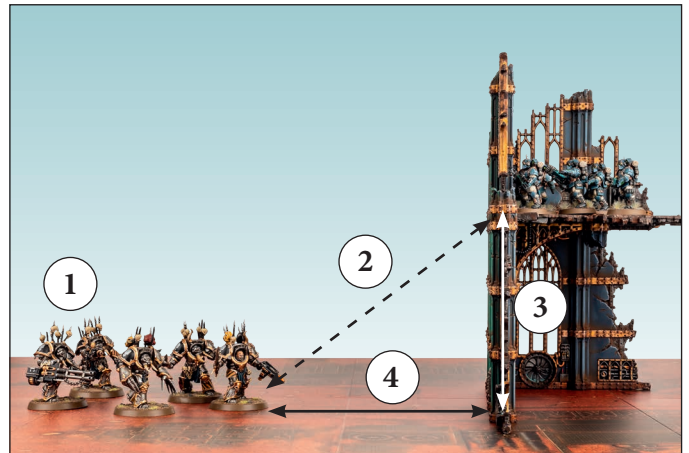
1) Unit arrives as Reinforcements by using the teleport strike ability.
2) Teleporting unit must set up more than 9" from any enemy models.
3) Target of charge is wholly on a terrain feature that is 5" in height.
4) If the teleporting unit sets up as close as possible to the unit on top of the terrain feature, a charge roll of 8 is required to end its charge move within Engagement Range.

In even rarer cases, where a multilevel terrain feature is sufficiently high enough that the entire Reinforcement unit can be set up on the top levels of that terrain feature and be more than 9" away from all enemy units occupying lower levels of that terrain feature (or the ground floor), then an even lower charge roll may be sufficient to end the charge move within Engagement Range of that enemy unit. Remember though, that the charging unit cannot end a move 'mid-climb', so must be able to physically end a charge move within Engagement Range or the charge will fail.

DEPLOYING LARGE MODELS

Some large models, typically **Aircraft**, *have wings and other parts that extend significantly beyond their base, this can make it difficult for them to fit wholly within a mission's deployment zone, and whilst the deployment sequences of mission packs clearly state that no part of the model can overhang the edge of the battlefield, the edge of your deployment zone is not mentioned. For clarity, such models can overhang a deployment zone if it is not possible to set them up otherwise (i.e. if it is not possible to set them up without them overhanging their deployment zone), but when setting them up on the battlefield their base must still be wholly within their deployment zone.*

PSYCHIC ACTIONS

While psychic actions are not in and of themselves psychic powers, they function in much the same way. For all intents and purposes, when a unit attempts a psychic action, this is treated the same as if they were attempting to manifest a psychic power, and as such triggers any rules that interact with manifesting a psychic power (e.g. rules that enable you to deny a psychic power can also be used to deny a psychic action). Note that a **Psyker** *can still only attempt to perform one psychic action in their Psychic phase instead of attempting to manifest any other psychic powers.*

OUT OF PHASE RULES AND EMBARKING ON TRANSPORTS

We wish to add an example to explain how the Out of Phase rules apply to units. When a unit uses a rule to make a move as if it were the Movement phase, all the normal rules that would apply in the Movement phase apply when making that move. For example, models in that unit cannot finish that move within Engagement Range of any enemy models, and if every model in that unit finishes that move wholly within 3" of a friendly **Transport** *model, they can embark within that* **Transport** *model following the normal Movement phase rules regarding embarkation.*

UPDATES & ERRATA

*Page 210 – 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 215 – Manifesting Psychic Powers, first paragraph
Add the following sentence:
'The same **Psyker** unit cannot attempt to manifest Smite more than once during the same battle round.'

Page 219 – Look Out, Sir
Change this rule to read:
'Models cannot target a unit that contains any **Character** models with a Wounds characteristic of 9 or less with a ranged weapon while that **Character** unit is within 3" of any of the following:

- A friendly unit that contains 1 or more **Vehicle** or **Monster** models with a wounds characteristic of 10 or more.
- A friendly non-**Character** unit that contains 1 or more **Vehicle** or **Monster** models.
- A friendly non-**Character** unit that contains 3 or more models.

In all cases, if that **Character** unit is both visible to the firing model and it is the closest enemy unit to the firing model, it can be targeted normally. When determining if that **Character** unit is the closest enemy unit to the firing model, ignore other enemy units that contain any **Character** models with a Wounds characteristics of 9 or less.'

■ Cannot shoot at an enemy **Character** with 9 or less wounds while it is within 3" of a friendly unit that contains 1 **Monster**, 1 **Vehicle** or 3+ other models (excluding **Character** models with 9 or less wounds) unless it is the closest target.

Page 247
Add the following sub-section:
Fortifications
Units with the Fortifications Battlefield Role are terrain features that are part of your army. Unless otherwise stated, when setting Fortifications up on the battlefield, they cannot be set up within 3" of any other terrain feature that is not part of its own datasheet (excluding hills, page 260). If it is not possible to set up a Fortification as a result, it cannot be deployed and counts as having been destroyed. Fortifications can never be placed into Strategic Reserves (pg 256).

■ Fortifications cannot be setup within 3" of other terrain features (except hills).
■ Fortifications cannot be placed into Strategic Reserves.

Page 258 – Performing Actions, second paragraph, fourth sentence
Change this sentence to read:
'A unit can only attempt to perform one action per battle round.'

Page 263 – Obscuring, second paragraph, first sentence
Change this sentence to read:
'Models that are on or within terrain feature can see, and can be seen and targeted normally.'

Page 263 – Heavy Cover
Change this paragraph to read:
'When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model that the attack is allocated to made a charge move this turn (invulnerable saving throws are not affected).'

*Page 284 – While We Stand, We Fight
Change to read:
'If you select this objective, then before the battle you must identify which three units from your army (excluding models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more units are tied, you can choose between them). If your army has three or fewer units, then you instead identify all the units in your army. A unit's points cost includes the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during the battle, all of those separate units (excluding Drones units) must be destroyed for the original unit to count as being destroyed for the purposes of this secondary objective.'

Page 290 – Incursion Mission, Crossfire
Change the two 12 horizontal measurements on this mission's map to each be 3".

Designer's Note: *The objective markers in this mission should be 12" from the 'vertical' centreline of the battlefield, not 12" from the dotted 9" circle in the centre of the battlefield.*

Page 322 – Master-crafted Armour
Change the first sentence to read:
'Add 1 to armour saving throws made for the bearer.'

Page 333 – 8. Place Objective Markers
Change the first sentence to read:
'The players now set up objective markers on the battlefield.'

Page 333 – Crusade Mission Pack, Declare Reserves and Transports
Change the last paragraph to read:
'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. Recon Patrol. If during the first battle round, a unit arrives from Strategic Reserves but the mission does not instruct you where to set the unit up, use the rules for battle round 2 to determine where it can be set up). 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).'

Pages 333-335 – Crusade Mission Pack, Mission Sequence
Add 1 to the numerical value of each step between steps 10. Deploy Armies and 17. Update Order of Battle, e.g. Deploy Armies should be Step 11, Determine First Turn should be Step 12, and so on.

Page 341 – Crusade Mission, Supply Cache
Change the second bullet point of this mission's Capture and Control mission objective to:
• 'They control two or more objective markers.'

*Pages 361-362 – Rare Rules, Always Fight First/Last
Add the following paragraph to the end of this Rare Rules entry:
'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, you will not be able to select that unit to use the Counter-offensive Stratagem.'

*Page 363 – Rare Rules Repositioned and Replacement Units
Add the following point to this box out:
'9. If that unit was performing an action, that action immediately fails.'

*Page 363 – 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.

■ 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.

*Page 363 – 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.

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.

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.

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.

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.

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.

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.

Add the following:
Desperate Breakout and Rules that Prevent Falling Back
Some rules either prevent enemy units from falling back, or when a unit is selected to, or otherwise wishes to Fall Back, triggers a roll-off, test or other dice roll that can result in the enemy unit being unable to Fall Back. In either cases, a rule that prevents Falling Back takes precedence over Desperate Breakout Stratagem (pg 255). This means, in the first case, that using the Stratagem on a unit would not enable it to Fall Back – you would be spending CPs only for the chance to destroy some of your own models. In the second case, if the Desperate Breakout stratagem is used on a unit, then after rolling to see if any models in that unit are destroyed, any roll-off, test or other roll is then triggered and resolved (which may result in the unit not being able to Fall Back). Note that in either case, if a rule prevents a unit from Falling Back, no models in that unit can make (and hence end) a Fall Back move, so no additional models in that unit are destroyed, but the unit the Stratagem was used on will still be unable to do anything else this turn.

- ■ Rules that prevent Falling Back take precedence over the Desperate Breakout Stratagem.

Add the following:
Manifesting Priority
While manifesting a psychic power, you'll occasionally find that two rules are in direct conflict and cannot both apply – for example, when one rule says that a psychic power cannot be denied and another rule says that a psychic power is denied (or resisted). When this happens, rules that say a psychic power cannot be denied take precedence over rules that say the psychic power is denied.

- ■ If a psychic power is manifested and is affected by conflicting rules regarding whether it can or cannot be denied, rules that say that the psychic power cannot be denied take precedence.

Add the following:
Multiple attacks that inflict mortal wounds
Some attacks can inflict mortal wounds either instead of, or in addition to, the normal damage. If, when a unit is selected to shoot or fight, more than one of its attacks that target an enemy unit have such a rule, all the normal damage inflicted by the attacking unit's attacks are resolved against that target before any of the mortal wounds are inflicted on it.

- ■ If a unit can make multiple attacks that inflict mortal wounds, all of the normal damage inflicted by all of the attacking unit's attacks is resolved before any of the mortal wounds are resolved.

Page 363 – Rare Rules
Add the following sub-section:

SCORING ADDITIONAL HITS

When a model makes an attack, some rules will let that attack score one or more additional hits on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 scores 1 additional hit'). If the attacking model is also benefiting from any other rules that trigger on a particular hit roll (e.g. 'each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target'), then only the original attack benefits from those rules. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll).

■ If a hit roll scores additional hits, those additional hits do not benefit from any other rule that triggered on the original attack's hit roll.

Page 363 – Rare Rules
Add the following:

Stratagems that Gain or Refund CPs

The advanced rules for Command points state that you cannot gain, or have refunded, more than 1 Command point per battle round because of any rules (other than via the exceptions listed on page 245, such as the Battle-forged CP Bonus). However, there are a small handful of Stratagems that let players gain or refund several Command points when used (e.g. Feeder Tendrils in *Codex: Tyranids*). So long as such a Stratagem is used during a phase (i.e. it is not used 'before the battle' or 'at the end of a battle round'), the limit of gaining or refunding 1 Command point per battle round does not apply to any Command points gained via Stratagems.

■ The limit of gaining or refunding 1 CP per battle round does not apply to any CPs gained via Stratagems that are used during a phase. Breakout Stratagem.

Page 363 – Rare Rules
Add the following:

Moving Through Models

Some models have a rule that enables them to 'move through/over models', or 'move through/over models as if they were not there'. Sometimes such a rule will only apply to specific types of movement (e.g. Normal Moves, Advance moves, charge moves etc.) while other times it will apply to all types of movement. In any case, when moving a model with such a rule, it can be moved within Engagement Range of enemy models, but it can never finish a move on top of another model, or its base, and it cannot finish a Normal Move, Advance or Fall Back move within Engagement Range of any enemy models, and it can only end a charge move in Engagement Range of units it declared a charge against that phase).

■ Models that can move through/over enemy models can also be moved within Engagement Range of enemy models.
■ Models cannot end a move on top of another model.
■ Models cannot end a Normal Move, Advance or Fall Back move within Engagement Range of any enemy unit.
■ Models can only end a charge move within Engagement Range of enemy units that they declared a charge against that phase.

Page 363 – Rare Rules
Add the following:

Ignoring Wounds vs. Rules that Prevent Models from Ignoring Wounds

Some models have a rule that says that they cannot lose more than a specified number of wounds in the same phase/turn/battle round, and that any wounds that would be lost after that point are not lost. When such a model is attacked by a weapon or model with a rule that says that enemy models cannot use rules to ignore the wounds it loses, that rule takes precedence over the previous rule, and if that attack inflicts any damage on that model, it loses a number of wounds equal to the Damage characteristic of that attack, even if it has already lost the specified number of wounds already this phase/turn/battle round.

■ Rules that say models 'cannot use rules to ignore the wounds they lose' take precedence over rules that say that a model 'cannot lose more than a specified number of wounds, and any wounds lost after that point are not lost.

Add the following:

Transports and Rules that Count as Remaining Stationary

Some rules allow a model to count as having Remained Stationary, even if that model has moved during its Movement phase. Even if a **TRANSPORT** model is subject to such a rule, embarked models still cannot disembark from that **TRANSPORT** model during the Movement phase if that **TRANSPORT** model has already moved, unless that **TRANSPORT** model (or the models embarked within it) have a rule that explicitly allows them to disembark after the **TRANSPORT** model has moved.

■ Units cannot disembark from a **TRANSPORT** model after it has moved, even if that **TRANSPORT** model is under the effects of a rule that lets it count as having Remained Stationary even if it has moved.

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.