



# CORE BOOK

## 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**.

## 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).*

## UPDATES & ERRATA

**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 characteristic 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 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 363** – Rare Rules

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.

**Page 363** – Rare Rules

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.

**Page 363** – Rare Rules

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.’