



# CODEX: AELDARI

## 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 92 – The Ynnari

Add the following bullet point after the fifth bullet point:

- 'For the purposes of the Strands of Fate ability, **HARLEQUINS** and **DRUKHARI** units included in a **YNNARI** Detachment are considered to have the **ASURYANI** keyword.'

### Page 97 – Malicious Frenzy

Change the second sentence to:

'Until those attacks are resolved, each time a model in that unit makes an attack, an unmodified hit roll of 6 automatically wounds the target.'

### Page 120 – Psychic Disciplines

Change the second sentence of the second paragraph to:

'If that **PSYKER** is an **ANHRRATHE** unit, instead replace all instances of the **<CRAFTWORLD> ASURYANI CORE** keywords on that psychic power (if any) with the **ANHRRATHE** keyword and all instances of the **<CRAFTWORLD> ASURYANI CHARACTER** keywords on that psychic power (if any) with the **ANHRRATHE CHARACTER** keywords.'

### Page 131 – Psychic Fortitudes, Collective Denial

Delete the last sentence of this ability.

### Page 143 – Strands of Fate

Change the first sentence to:

'If every unit from your army has the **ASURYANI** keyword and is drawn from the same craftworld (excluding units with the **PHOENIX LORD**, **ANHRRATHE** or **UNALIGNED** keywords), then at the start of each battle round, you can make a Strands of Fate roll.'

### Page 144 – Luck of the Laughing God

Change the first sentence to:

'If every unit from your army has the **HARLEQUINS** keyword and is performing the same saedath (excluding units with the **SOLITAIRE** or **UNALIGNED** keyword), then at the start of each battle round, you gain a number of Luck re-rolls depending on the size of battle you are playing, as shown below.'

### Page 148, 151, 162 – Autarch, Jain Zar, Howling Banshees

Change the first sentence of this unit's Howling Banshee Mask or Terror's Lament ability to:

'Each time you select an enemy unit as a target of a charge made by the bearer's unit, that enemy unit cannot fire Overwatch or Set to Defend against that charge.'

### Page 150 – Baharroth, Cloudstrider

Change this ability to:

'Once per turn, when this model Consolidates or makes a Battle Focus move you can instead remove this model from the battlefield and set it up again anywhere on the battlefield that is more than 9" away from any enemy models.'

### Page 163 – Striking Scorpions, Wargear Options

Change the first bullet point to:

- 'The Striking Scorpion Exarch's shuriken pistol can be replaced with 1 Scorpion's claw.'

### Page 167 – Warp Spiders, Flickerjump

Add the following sentence to the end of this ability:

'Your opponent can then select new targets for that charge if they wish.'

### Page 171 – Support Weapons

Change the Attacks characteristic on this unit's profile to '2' and the Leadership characteristic to '7'.

### Page 182 – Troupe

Add the '**CORE**' keyword to this datasheet's Keywords line.

### Page 183 – Solitaire, Blitz ability

Change the first sentence to:

'Once per battle, in your Movement phase, when this model makes a Normal Move, it can Blitz.'

## FAQS

*Designers Note: Battle Focus and Area Terrain*

*There are several abilities in Codex: Aeldari which allow units to ignore modifiers to certain moves (such as the Alaitoc Fieldcraft Craftworld Attribute) or move a set distance (such as the Matchless Agility Stratagem). It should be noted that none of these abilities allow a player to ignore the penalty to Battle Focus moves incurred for moving through Area Terrain.*

*Q. If a player wishes to re-roll a roll that includes a dice manipulated using the Strands of Fate ability, are all the dice for that roll re-rolled?*

*A. Yes.*

***Example:** David needs to make a charge roll of 10 or more. In order to give himself the best chance of success, he decides to manipulate one of the dice for that roll, and then roll the other. Unfortunately David rolls a 3, giving a total charge roll of 9, which is not sufficient to successfully charge. Dave then decides to use the Command Re-roll Stratagem to re-roll that Charge roll. When he does so, he must also re-roll the manipulated dice.*