CORE BOOK

Indomitus Version 1.3

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).*

SETTING UP REINFORCEMENT UNITS

This designer's note replaces the previously published Reinforcement Units and Engagement Range entry based on feedback from gamers in the Warhammer 40,000 community.

When a Reinforcement unit is set up on the battlefield, that unit typically must be set up so that it is more than a specified distance away from any enemy models (e.g. 'you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models). Whenever such a distance is specified when setting up a Reinforcement unit on the battlefield, that distance always applies to the horizontal distance, even though normally you measure to and from the closest part of a model's base (or hull). That means, if we were to use the above example, when that unit is set up on the battlefield it must be set up more than 9" horizontally from any enemy models. Note that this also applies when setting up Strategic Reserves units as well as repositioned and replacement units.

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.*

'IF EVERY UNIT IN YOUR ARMY' RULES

Many armies have abilities that only apply if every model in your army has a specific keyword. For example, many units in Codex: Space Marines *have the Combat Doctrines ability, but this rule only applies if 'every unit in your army has the Adeptus Astartes keyword' (with a few listed exceptions). The condition of 'every unit in your army' is checked once, after you have selected your army, which happens at the end of the 'Muster Armies' step of the mission sequences used in a mission pack, and such rules either apply for the duration of the battle or they don't. If the condition is satisfied at the end of this step, then those rules will apply throughout the battle, regardless of whether or not new units are added to your army during the battle that might not satisfy this condition. Similarly, if at the end of the 'Muster Armies' step, this condition is not satisfied, then it will not apply for the duration of the battle, even if during the battle you suffer casualties to the point where all your remaining units would start to satisfy the condition.*

FACTION AND SUB-FACTION STRATAGEM LABELS

In addition to Faction Stratagems that you gain access to if every unit in a Detachment is from a specific Faction (e.g. Adeptus Astartes, Adeptus Mechanicus, Necrons etc.), you can gain access to extra sub-faction Stratagems if those units are also from a particular sub-faction (e.g. Ultramarines, Metalica, Novokh etc.). Such 'sub-faction' Stratagems are considered to have the Stratagem label of their Faction for all rules purposes (e.g. a Metalica Stratagem is considered to have the Adeptus Mechanicus label).

AT THE START OF, DURING AND AFTER DEPLOYMENT

These terms are commonly used in many rules. We wanted to clarify when each of these happens in the mission sequences that appear in mission packs such as Open Hostility, Eternal War etc.

- **At the Start of Deployment:** *A rule that happens 'at the start of deployment', is resolved at the start of the 'Declare Transports and Reserves' step of the sequence. Combat Squads (see Codex: Space Marines) is an example of just such a rule.*
- **During Deployment:** *A rule that happens 'during deployment' can happen any time between the start of the 'Declare Transports and Reserves' step and the end of the 'Deploy Armies' step. The rule itself will provide further details as to exactly when it is used, but typically if the rule lets you set a unit up in a location that is not on the battlefield, it happens during the 'Declare Transports and Reserves' step, otherwise it happens during the 'Deploy Armies' step. Teleport Strike and Concealed Positions (see Codex: Space Marines) are examples of just such rules that are resolved at different times; a rule such as Teleport Strike allows a unit to set up in a location that is not on the battlefield, and so is resolved in the 'Declare Transports and Reserves' step; a rule like Concealed Positions triggers 'when you set this unit up', which happens in the 'Deploy Armies' step.*
- **After Deployment:** *These rules, which also include wordings such as 'after both sides have deployed', 'after both sides have finished deploying' etc. happen in the 'Resolve Pre-Battle Abilities' step. The Lord of Deceit Warlord Trait (see Codex: Space Marines) is an example of just such a rule. After all of these rules have been resolved, the players move onto the 'Begin the Battle' step, and the first battle round begins (triggering any rules that are used 'when the first battle round begins').*

HAS ACCESS TO (PSYCHIC DISCIPLINES)

The term 'has access to' is sometimes used in rules, typically in conjunction with Relics, Warlord Traits and other upgrades that allow Psykers *to know additional psychic powers. We wanted to clarify exactly what the term 'has access to' means.*

- *If a* Psyker *unit's datasheet says that it can know psychic powers from one or more psychic disciplines, then that* Psyker *unit has access to those psychic disciplines.*
- *If a* Psyker *unit has the option to know psychic powers from a different discipline* **in addition** *to the discipline(s) listed on their datasheet, then that* Psyker *unit has access to that psychic discipline(s) as well.*
- *If a* Psyker *unit has the option to know psychic powers from a different discipline* **instead** *of a discipline listed on their datasheet, then that* Psyker *unit has access to that psychic discipline instead.*

Example: *An army includes two* Dark Angels Librarian in Phobos Armour *units. This unit's datasheet says that each knows Smite and two psychic powers from the Obscuration discipline. As part of a* Dark Angels *Detachment, the player can choose for one, or both to instead know powers from the Interromancy discipline. The controlling player decides to do so with the first Librarian, but not the second. The first therefore knows powers from the Interromancy discipline and so has access to this discipline. The second knows powers from the Obscuration discipline, and so has access to this discipline. If the first* Psyker *was also the bearer of the Tome of Malcador, it would know one additional psychic power from the Interromancy discipline, while if the second* Librarian *had this relic, it would know one additional power from the Obscuration discipline.*

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 256 – Setting Up Strategic Reserve Units, third paragraph, second sentence
Change this sentence to read:
'The only exception to this is if every model in the unit is being set up within 1" of their own battlefield edge, and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models.'

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 262 – Difficult Ground
Change this rule to read:
'If a unit makes a Normal Move, Advances or Falls Back, and any of its models wish to move over any part of this terrain feature, subtract 2" from the Move characteristic of every model in that unit (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. If a unit declares a charge, and any of its models wish to move over any part of this terrain feature as part of its subsequent charge move, subtract 2 from that unit's charge roll, even if every part of this terrain feature is 1" or less in height. These modifiers do not apply if every model in the moving unit can **FLY**. These modifiers do not apply if every model in the moving unit is **TITANIC** and this terrain feature is less than 3" in height. The height of a terrain feature is measured from the highest point on that terrain feature.'

> ■ Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature (unless the moving unit can **FLY**, or if the moving unit is **TITANIC** and the terrain feature is less than 3" in height).

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 paragraphs to the end of this Rare Rules entry:
'Note that it doesn't matter how many rules are affecting a unit that enable it to fight first, or how many rules are affecting it that say it cannot be selected to fight until after all other units have done so – if a unit is under the effects of one or more of both kinds of ability simultaneously, that unit instead fights as if none of those rules are affecting it.

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, then unless that unit is also under the effects of a rule that lets it fight first, you will not be able to select that unit to use the Counter-offensive Stratagem.

Some examples of rules that always allow a unit to strike first include Martial Superiority and Veil of Time (see *Codex: Space Marines*), Precognitive Strike (see *Codex: Necrons*), etc. Also note, as per the core rules, that units that have charged fight first in the Fight phase, and for the purposes of this Rare Rule this is considered to be a rule that lets a unit always strike first.

Some examples of rules that always make a unit strike last (or say a unit cannot be selected to fight until after all other eligible units have done so) include Tempormortis (see *Codex: Space Marines*), The Armour of Russ (see *Codex Supplement: Space Wolves*), Obeisance Generators (see *Codex: Necrons*), etc.'

*Page 363 – Rare Rules, Resurrected Models
Add the following sentence to the end of this Rare Rules entry:
'For the purposes of allocating attacks later during the same phase, such models do not count as having lost any wounds or as already having had any attacks allocated to them this phase.'

Add the following bullet point to this Rare Rules summary:

■ Models that were destroyed and returned to a unit do not count as already having lost wounds/having already had attacks allocated to them during this phase.

*Page 363 – Rare Rules Repositioned and Replacement Units
Add the following to this box out:
'9. If that unit was performing an action, that action immediately fails.
10. Such rules can, if they occur in the Movement phase, be used on units that arrived as Reinforcements this phase and/or on units that have already been selected to move this phase.'

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:

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.

Some rules can generate additional attacks during the attack sequence itself, e.g. 'after resolving all this model's attacks, it can make a number of additional attacks against that enemy unit equal to the number of attacks that did not reach the inflict damage step of the attack sequence during that fight.' In these cases, these additional attacks can never benefit from rules that let you roll more than one hit roll for each attack being made – they can only ever generate one additional hit roll for each attack being made – but all other rules that are triggered by attacks, or that apply to attacks (such as re-rolls or modifiers conferred by other rules) apply to each additional hit roll. In addition, these additional attacks cannot themselves trigger any rules that would generate any further additional attacks.

> ■ 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.
> ■ If a rule generates additional attacks during the attack sequence, those additional attacks never benefit from rules that tell you to make more than one hit roll for each attack made, and they can never themselves generate additional attacks.

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:
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:
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:
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.

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.

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.

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.

*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:
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:

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:

Rules That Count As Remaining Stationary

Some rules allow a unit to count as having Remained Stationary, or count as if it had not moved, even if that unit has moved during its Movement phase. The following rules apply to these type of rules:

1. Such rules, if they apply in the Shooting phase, mean that a unit is eligible to shoot even if it has Advanced or Fallen Back this turn.

2. Such rules, if they apply in the Shooting phase, mean that **INFANTRY** models do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

3. Such rules, if they apply in the Shooting phase, mean that models do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

4. Such rules, if they apply in the Charge phase, mean that the unit is eligible to declare a charge even if it has Advanced or Fallen Back this turn.

5. Such rules mean that any other rules (abilities, Stratagems etc.) that are used or triggered when a unit Remains Stationary (e.g. Grinding Advance) can be used/are triggered.

6. Even if a Reinforcement unit is subject to such a rule, that rule has no effect on that unit in the turn they are set up on the battlefield. This means Reinforcement units always count as having moved (i.e. they never count as having Remained Stationary). Remember that this also includes Repositioned and Replacement units (pg 363).

7. Even if a **TRANSPORT** model is subject to such a rule, embarked models still cannot disembark from that **TRANSPORT** during the Movement phase if that **TRANSPORT** has already moved, unless that **TRANSPORT** (or the models embarked within it) have a rule that explicitly allows them to disembark after the **TRANSPORT** has moved.

8. Even if a unit is subject to such a rule, it cannot start an action if it has Advanced or Fallen Back this turn.

*Page 363 – Rare Rules
Add the following:

Psychic Powers that Modify Characteristics and have Additional Effects Based on the Psychic Test

A few psychic powers that can modify one or more of a unit's characteristics also have additional or boosted effects if the Psychic test made to manifest them is over a certain value. If that certain value is based on a characteristic that the same psychic power can modify, then the value required is that at the point when the Psychic test is made, not after it has been manifested. For example, imagine a psychic power that, if manifested, reduces an enemy unit's Leadership characteristic. If that psychic power has an additional effect that inflicts mortal wounds if the Psychic test exceeds the enemy unit's Leadership characteristic, then the value required for this effect to apply is that of the enemy unit's Leadership characteristic before it is reduced by this psychic power.

- ■ If a psychic power can modify a characteristic and it has an additional/boosted effect on a given Psychic test result that is determined by comparing it to a characteristic value that the psychic power itself modifies, use the value before it is modified by the psychic power.

Page 363 – Rare Rules
Add the following:

Preventing/Losing Objective Secured

Some units have the Objective Secured ability, and other rules can bestow the Objective Secured ability onto a unit. A unit can even be under the effects of multiple rules that each bestow a unit with the Objective Secured ability, sometimes granting them additional bonus effects. However, there are also rules that can prevent units from being able to use the Objective Secured ability, or else that say a unit loses the Objective Secured ability.

While a unit is simultaneously under the effects of one or more rules that give it the Objective Secured ability, and one or more rules that either cause it to lose the Objective Secured ability or prevent it from using the Objective Secured ability, the rules that cause the unit to lose or prevent it from using the Objective Secured ability take precedence, regardless of how many different rules currently apply to the unit that grant it with the Objective Secured ability (e.g. one instance of 'lose the Objective Secured ability/cannot use the Objective Secured ability' takes precedence over two or more instances of 'gains the Objective Secured ability'). Furthermore, if a unit was gaining any additional bonus effects because they gained the Objective Secured ability even though they already had this ability, while under the effects of any rules that cause it to lose or prevent the Objective Secured ability from working, it loses those additional bonuses.

Note that all of the above also applies to any other ability that is similar in effect to the Objective Secured ability (i.e. any ability that enables a unit to control an objective marker it is in range of irrespective of the number of enemy models within range of the same objective marker, e.g. Defenders of Humanity).

- ■ Rules that prevent the Objective Secured ability, or say a unit loses the Objective Secured ability, take precedence over all rules that grant the Objective Secured ability.

Page 363 – Rare Rules
Add the following:

Modifying the Command Point Cost of Stratagems

Some rules can modify the cost of using certain Stratagems, either by increasing or decreasing the cost of using a particular Stratagem, or by changing the cost of it to a new value (e.g. 0CP). If a rule instructs you to change the Command point cost of a Stratagem with a specified value, change it to that value before applying any other modifiers that apply from other rules (if any) to the new value. All modifiers to the Command point cost of a Stratagem are cumulative; you must apply division modifiers before applying multiplication modifiers, and before applying addition and then subtraction modifiers. Round any fractions up after applying all modifiers. Regardless of the source, the Command point cost of a Stratagem can never be modified below 0CP.

- ■ All modifiers to the CP cost of a Stratagem are cumulative.
- ■ Apply rules that replace the CP cost with a specific value first.
- ■ Apply all other modifiers to the CP cost (if any) in the following order: division, multiplication, addition, then subtraction.
- ■ Round fractions up after applying all modifiers.

*Page 365 – Rules Term Glossary
Add the following:
Charge Distance: The result of a charge roll (pg 224) is the maximum distance, in inches, each model in the charging unit can move, and is sometimes referred to as the unit's charge distance.

*Page 365 – Rules Term Glossary
Add the following:
Suffers damage: If an attack reaches the 'Inflict Damage' step of the attack sequence, the model that the attack was allocated to is said to have suffered damage, even if that model subsequently uses a rule to either ignore the wounds inflicted or it uses a rule that means those wounds are not lost.

*Page 366 – Rules Term Glossary
Add the following:
Moved x" or more: Some rules require a unit to move x" or more, or are triggered when a unit moves x" or more, where x is a specific value listed in the rule itself. In both such cases, it is the displacement between the start and end of the move that is being referred to, and not the total distance moved. For example, in the former case, such a rule requires all parts of every model in the unit to end their move at least x" away from where they started. In the latter case, such a rule is triggered when all parts of every model in the unit have ended a move at least x" away from where they started.

*Page 366 – Rules Term Glossary
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.