



IMPERIUM NIHILUS: VIGILUS DEFIANT

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.

UPDATES & ERRATA

Page 171 – Victrix Honour Guard, Abilities, Honour Guard of Macragge

Change to read:

'When a friendly **ULTRAMARINES CHARACTER** model within 3" of this unit would lose any wounds as a result of an attack made against that model, this unit can attempt to intercept that attack. Roll one D6; on a 2+ the model does not lose those wounds and this unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.'

Page 174 – Reliquary of Gathalamor

Remove this Relic from this Specialist Detachment. It is replaced by a Relic with the same name in *Codex: Space Marines*.

Page 174 – Indomitus Crusaders, Warlord Trait Grey Shield

Change the first paragraph to read:

'Once per battle, at the start of your Movement phase, if your Warlord is on the battlefield, you can choose for **INDOMITUS CRUSADER** units in the same Detachment as your Warlord to gain an additional Chapter Tactic until the start of your next turn. Pick the additional Chapter Tactic from the following: Codex Discipline, Lightning Assault, Siege Masters, Righteous Zeal, Forged in Battle, Shadow Masters, The Flesh is Weak, No Matter the Odds (see *Codex: Space Marines*).'

Page 175 – Indomitus Crusaders, Stratagems

Remove the Bolt Storm, Rapid Fire, Target Sighted and Veteran Intercessors Stratagems from this Specialist Detachment.

Designer's Note: Updated versions of these Stratagems can be found in *Codex: Space Marines*.

***Page 175** – Target Sighted

Change the third sentence to read:

'Until the end of the phase, stalker bolt rifles the models in that unit are armed with gain the following ability: 'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.'

Page 176 – Ultramarines Victrix Guard, Warlord Trait, Warden of Ultramar

Change the rules text to read:

'Once per battle, at the start of the Fight phase, this Warlord can inspire his warriors. When they do, until the end of that phase you can re-roll wound rolls for attacks made by friendly **VICTRIX GUARD** units whilst they are within 6" of this Warlord.'

Pages 176 – Ultramarines Victrix Guard, Relics of Ultramar
Add the following:

'If you have created your army using the additional rules found in *Codex Supplement: Ultramarines*, you cannot select the Soldiers Blade and The Standard of Macragge Inviolate Relics from this Specialist Detachment. They are replaced with new Relics with the same names in *Codex Supplement: Ultramarines*'

Page 178 – Imperial Fists Siegebreaker Cohort, Warlord Trait, Indomitable.

Change this Warlord Trait to read:

'Friendly **IMPERIAL FISTS INFANTRY** units within 6" of your Warlord automatically pass Morale tests and receive the benefit to their saving throws for being in cover, even while they are not wholly on or within a terrain feature, unless your Warlord moved in your previous Movement phase.'

Page 181 – Black Templars Sword Brethren, Relics of the Eternal Crusader, The Holy Orb

Change the rules text to read:

The Holy Orb has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Holy Orb	6"	Grenade 1	-	-	-

Abilities: You can only use this weapon once per battle. This weapon automatically hits its target (no hit rolls are made). When this weapon hits a target, roll one D6 for every 10 models in the target unit (rounding up). For each roll of 2+ that unit suffers D3 mortal wounds.

*Page 182 – Swiftstrike

Change the second sentence to read:

‘Use this Stratagem in the Fight phase after an **ATTACK SQUADRON** unit (excluding **AIRCRAFT**) from your army has fought.’

Page 183 – Space Wolves Stalker Pack, Warlord Trait, Saga of the Savage

Change the first paragraph to read:

‘Add 1 to the Attacks characteristics all models in a unit affected by this saga if it made a charge move in the same turn.’

Page 188 – Windrider Host, Specialist Detachment, Windrider Host

Change the second sentence to read:

‘Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Windrider Host Specialist Detachment.’

Page 189 – Wraith Host, Specialist Detachment, Wraith Host

Change the second sentence to read:

‘Pick a Craftworlds Detachment from your army (other than a Detachment that includes any **YNNARI** units) to be a Wraith Host Specialist Detachment.’

*Page 199 – Da Souped Up Shokka

Change the first sentence of this weapon’s ability to read:

‘Each time this unit is chosen to shoot with, roll once to determine the Strength characteristic of this weapon.’

FAQs

Q: Does the Rise from the Shadows campaign rule affect hit rolls made for Overwatch?

A: No.

Q: Does the Deadly Contagion campaign rule affect **INFANTRY units that start the game embarked aboard **TRANSPORTS**?**

A: No.

Q: In the Crucible of War: Convoy mission, how does the Signal Flare Stratagem work in the following example: a unit with 9 bolters and a missile launcher fires its missile launcher at a target and scores a hit – if the Stratagem is then used, can I re-roll hit rolls of 1 for the attacks made with the bolters?

A: Attacks can be made one at a time, as per the core rules. Once the first model has hit the target, you can play the Stratagem and re-roll hit rolls of 1 for all remaining attacks made by that unit (and other units) that target that same enemy unit in that phase.

Q: In the Crucible of War: Hold Your Gains mission, does a unit count as moving for the purposes of the Dug-in Defences Stratagem if it redeploys via a rule such as the Craftworlds Phantasm Stratagem?

A: Yes.

Q: When paying Command Points to upgrade a Detachment into a Specialist Detachment, is the Relic they are able to give to a **CHARACTER in addition to the Relic they would typically get from their Warlord’s faction?**

A: No. The Relic(s) listed within a Specialist Detachment can be given to a **CHARACTER** from your army instead of one from your Warlord’s codex. Don’t forget, however, that many codexes

contain Stratagems that enable you to gain additional Relics.

Q: Do modifications to Haarken Worldclaimer’s Attacks characteristic due to his Head-claimer ability last until the end of the battle?

A: Yes.

Q: Is a **BLOOD ANGELS, **DARK ANGELS**, **SPACE WOLVES** or **DEATHWATCH** Detachment also a Space Marines Detachment?**

A: No. As defined in *Codex: Space Marines*, a Space Marines Detachment is a Detachment that only includes units with one of the following Faction keywords: <**CHAPTER**>, **ULTRAMARINES**, **IMPERIAL FISTS**, **SALAMANDERS**, **WHITE SCARS**, **RAVEN GUARD**, **IRON HANDS**, **CRIMSON FISTS** or **BLACK TEMPLARS**.

Q: If a unit makes a shooting attack outside of the Shooting phase (such as a Soulburst action in the Fight phase) against a **LIBERATOR STRIKE FORCE unit, can it retaliate with the Paragons of Dorn Stratagem?**

A: No.

Q: If High Marshal Helbrecht is part of a Sword Brethren Specialist Detachment, can he have the Master Swordsman Warlord Trait from that Detachment?

A: No. High Marshal Helbrecht must always have the Oathkeeper Warlord Trait as detailed in *Codex: Space Marines*.

Q: Is the Vengeful Arbiter a bolt weapon, for rules that interact with such weapons (e.g. the Bolter Drill Stratagem)?

A: Yes.

Q: What are the differences between the Stalker Pack’s Saga of the Savage and the Saga of the Wolfkin?

A: The Saga of the Savage has a Deed of Legend that is slightly easier to achieve, but its effects only work when an affected model has made a charge move, while the Saga of the Wolfkin works not only when an affected unit makes a charge move, but also when it is charged or performs a Heroic Intervention.

Q: How does the Stalker Pack’s Blood Scent Stratagem work against Ork units that have used the Mob Up Stratagem? Is the number of models in the unit when it is merged considered to be the unit’s initial size, or are prior casualties from either of the original units enough to allow the use of this Stratagem?

A: If either of the units that were combined with the Mob Up Stratagem had suffered casualties before the Stratagem was used, the merged unit counts as having suffered casualties for the purposes of this Stratagem.

Q: Is the Master of Biosplicing Warlord Trait from the Servitor Maniple Specialist Detachment treated as an ability that repairs a friendly **ADEPTUS MECHANICUS model for the purposes of the Autocaduceus of Arkhan Land Relic?**

A: Yes.

Q: If a Tech-Priest Dominus takes the Doctrina Foreas Servo-Skull, what D6 roll is required to change the battle protocols of Kastelan Robots?

A: 2+.

Q: When using the Anointed Throng’s Devotion Till Death Stratagem, can a model slain in this manner pile in and fight even

if this move would take the model out of coherency?

A: No. It must end its pile-in move closer to the nearest enemy model, but if this would take it out of unit coherency, the move cannot be made.

*Q: What is the Armour Penetration characteristic of an attack made with a shuriken weapon by a **WINDRIDER HOST FARSEER SKYRUNNER** model if the wound roll is a 6+ and it is being affected by the Tempest of Blades Stratagem?*

A: -4.

Q: If a unit of Wraithblades is targeted by the Psytronome of Iyanden relic and the Wrath of the Dead Stratagem, what is their Attacks characteristic that phase?

A: 5. When modifying characteristics you always apply any multiplication or division (rounding fractions up) before applying any addition or subtraction.

Q: Can an Emperor's Fist unit that Advanced use the Unyielding Advance Stratagem to shoot its turret weapon twice?

A: Yes.

Q: Does the Hammer of Sunderance Relic count as a turret weapon for the purposes of Grinding Advance?

A: Yes.

*Q: For the purposes of the Tempestus Drop Force Specialist Detachment, what is a **MILITARUM TEMPESTUS** Detachment?*

A: A **MILITARUM TEMPESTUS** Detachment is an **ASTRA MILITARUM** Detachment that has the Storm Troopers Regimental Doctrine.

*Q: Are Killa Kans able to use the Dread Waaagh!, Kustom Ammo or Mek Connections Stratagems, despite having the **GRETCHIN** keyword?*

A: Yes.

*Q: Can a **BAD MOONS BIG MEK** in a Dread Waaagh! Detachment use both the Showin' Off Stratagem and the Kustom Ammo Stratagem to fire three times in a single Shooting phase?*

A: No. Both Stratagems only allow the unit to fire two times in the phase.