



CODEX SUPPLEMENT: IMPERIAL FISTS

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

CODEX SPACE MARINES – SUPPLEMENT UPDATES

*With the release of the 2020 edition of Codex: Space Marines, it is necessary to update the Codex supplements that were written to work alongside its predecessor. These updates ensure that the rules presented in this supplement work smoothly and 'as intended' with the latest Codex. They involve such things as adding the **CORE** keyword in the appropriate places and attaching appropriate labels and categories to psychic powers and Stratagems. They also include updating certain weapon profiles to match changes in Codex: Space Marines, and readjusting certain other rules to take into account their altered efficacy when used in conjunction with the new units and rules presented in Codex: Space Marines.*

UPDATES & ERRATA

***Page 51** – Captain Lysander, Abilities, Teleport Strike
Change to read '(see *Codex: Space Marines*)'.

***Page 51** – Captain Lysander, Abilities, Icon of Obstinacy
Change to read:
'While a friendly **IMPERIAL FISTS** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, it is automatically passed.'

***Page 51** – Captain Lysander, Abilities
Change ability name and rules text to read:
'**Rites of Battle (Aura)**: While a friendly **IMPERIAL FISTS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

***Page 52** – Tor Garadon, Abilities, Signum Array
Change to read:

'In your Command phase, select one friendly **IMPERIAL FISTS** unit within 3" of this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.'

***Page 52** – Tor Garadon, Abilities
Change ability name and rules text to read:

'**Rites of Battle (Aura)**: While a friendly **IMPERIAL FISTS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

***Page 53** – Pedro Kantor, Abilities, Chapter Master
Change to read:

'In your Command phase, select one friendly **CRIMSON FISTS CORE** or **CRIMSON FISTS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.'

***Page 53** – Pedro Kantor, Abilities, Oath of Rynn
Change ability name and rules text to read:

'**Oath of Rynn (Aura)**: While a friendly **CRIMSON FISTS CORE** unit is within 6" of this model, add 1 to the Attacks characteristic of models in that unit.'

***Page 53** – Pedro Kantor, Abilities
Add the following ability:

'**Rites of Battle (Aura)**: While a friendly **CRIMSON FISTS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'

***Page 56** – Abilities, Legacy of Dorn
Change to read:

'Whilst the Devastator Doctrine is active, each time a model with this ability makes an attack with a Heavy weapon against a **VEHICLE** or **BUILDING** unit, if that attack has a Strength characteristic of 7 or more, add 1 to the Damage characteristic of that attack.'

***Page 57** – Warlord Traits, Architect of War, rules text
Change to read '(see *Codex: Space Marines*)'.

***Page 57** – Warlord Traits, Refuse to Die, rules text
Change to read '(see *Codex: Space Marines*)'.

***Page 57 – Warlord Traits, Stoic Defender, rules text**
Change to read:

‘Stoic Defender (Aura): While a friendly **CRIMSON FISTS CORE** or **CRIMSON FISTS CHARACTER** unit is within 6" of this **WARLORD**, that unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If a unit already has this ability, each model in that unit counts as one additional model for the purposes of determining control of objective markers.’

***Page 58 – Relics of the Fists, The Spartean, Abilities**

Change to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

***Page 58 – Relics of the Fists, The Banner of Staganda, Abilities**
Change second sentence to read:

‘The bearer has the following ability: **‘Banner of Staganda (Aura):** While a friendly **IMPERIAL FISTS CORE** or **IMPERIAL FISTS CHARACTER** unit is within 6" of the bearer, each time a model in that unit makes a melee attack, add 1 to that attack’s hit roll.’

***Page 58 – Relics of the Fists, The Eye of Hypnoth, Abilities**
Change second sentence to read:

‘The bearer has the following ability: **‘Eye of Hypnoth (Aura):** While a friendly **IMPERIAL FISTS CORE** unit is within 6" of the bearer, each time a model in that unit makes a ranged attack, re-roll a wound roll of 1.’

***Page 59 – Special-issue Wargear, Fist of Terra, weapon profile**
Change the Damage characteristic to read ‘2’.

***Pages 60-61 – Stratagems**

The following categories apply:

BATTLE TACTIC	STRATEGIC PLOY	REQUISITION
Bitter Enmity	Pain is a Lesson	Champion of Blades
Bolster Defences	Close-range Bolter Fire	Sentinel of Terra
Sappers	Stubborn Defence	Gift of the Phalanx
Bolter Drill	Clearance Protocols	
Tank Hunters		
Praetorian’s Wrath		
The Shield Unwavering		
Slay the Tyrant		
A Hated Foe		

***Page 60 – Stratagems, Bolster Defences**

Change to read:

‘Use this Stratagem at the start of your Movement phase. Select one **IMPERIAL FISTS** unit from your army that is receiving the benefits of cover. Until that unit makes a Normal Move, Advances, makes a charge move or performs a Heroic Intervention, each time an attack is allocated to a model in that unit, add an additional 1 to any armour saving throw made against that attack. You can only use this Stratagem once.’

***Page 60 – Stratagems, Close-range Bolter Fire**

Change first sentence to read:

‘Use this Stratagem in your Shooting phase, when you choose an **IMPERIAL FISTS CORE** or **IMPERIAL FISTS CHARACTER** unit from your army to shoot with.’

***Page 60 – Stratagems, Bolter Drill**

Change first sentence to read:

‘Use this Stratagem in your Shooting phase, when you choose an **IMPERIAL FISTS CORE** or **IMPERIAL FISTS CHARACTER** unit from your army to shoot with.’

Page 61 – Stratagems, The Shield Unwavering

Change to read:

‘Use this Stratagem at the end of your Morale phase. Select one **IMPERIAL FISTS INFANTRY** unit from your army that is within 3" of any objective markers. Until the start of your next turn, add 1 to the Attacks characteristic of models in that unit, and when resolving an attack made against that unit, add 1 to the saving throw (excluding invulnerable saves).’

***Page 62 – Geokinesis Discipline, psychic powers**

The following categories apply:

BLESSING	WITCHFIRE
1. Tectonic Purge (Aura)	2. Wrack and Ruin
4. Fortify	3. Iron Inferno
5. Aspect of Stone	6. Chasm

***Page 62 – Geokinesis Discipline, Wrack and Ruin, rules text**

Change second sentence to read:

‘If manifested, select one **BUILDING** unit, or one enemy unit that is wholly on or within an Area Terrain feature and is within 18" of and visible to this **PSYKER**.’

IMPERIUM NIHILUS: VIGILUS DEFIANT UPDATES & ERRATA

Since the release of *Imperium Nihilus: Vigilus Defiant*, a number of the rules presented there have been superseded by those found in *Codex Supplement: Imperial Fists*, and others require updating so that they interact correctly with new rules presented in *Codex Supplement: Imperial Fists*. This has necessitated the following changes to *Imperium Nihilus: Vigilus Defiant*:

ERRATA

Pages 179 – Imperial Fists Siegebreaker Cohort

Add the following text to this page:

‘If you have created your army using the additional rules found in *Codex Supplement: Imperial Fists*, you cannot select The Eye of Hypnoth Relic, or the Indomitable Warlord Trait from this Specialist Detachment. They are replaced with a new Relic and a new Warlord Trait with the same names in *Codex Supplement: Imperial Fists*.’

Page 179 – Stratagems, Seismic Devastation

Change the last sentence to read:

‘Each time you roll an unmodified wound roll of a 6 for an attack made by that unit that targets an enemy **VEHICLE** that phase, that attack inflicts a mortal wound in addition to its normal damage.’

FAQs

Q: Can an Imperial Fists successor Chapter use the Imperial Fists Siegebreaker Cohort Specialist Detachment Stratagem?
A: No. This Stratagem is not an Imperial Fists Stratagem.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Grav-gun	18"	Rapid Fire 1	5	-3	1	Each time an attack made with this weapon is allocated to a model with a Save characteristic of 3+ or better, that attack has a Damage characteristic of 2.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power fist	Melee	Melee	x2	-3	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.