CODEX: ADEPTUS MECHANICUS

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 52 – Solar Blessing
Change the first bullet point of this dogma to:
'Each time an attack with a Damage characteristic of 1 is allocated to a model with this dogma, unless that model is receiving the benefits of Light Cover, add 1 to any armour saving throw made against that attack.'

Page 53 – Verse of Vengeance
Change the start of the second sentence to:
'Until the start of your next Command phase, each time a model in that unit is destroyed by an attack made by an enemy model, […]'

Page 55 – Clandestine Infiltration
Add:
'You can only use this Stratagem once, unless you are playing a Strike Force or Onslaught battle (in which case, you can use this Stratagem twice).'

*Page 62 – Acquisition at Any Cost
Change the end of the last sentence of this Stratagem to:
'[…] if that unit is wholly within 6" of that objective marker, it is automatically passed.'
Add the following sentence onto the end of the Stratagem:
'You can only use this Stratagem once.'

Page 62 – Booster Thrust
Add:
'A unit cannot be selected for this Stratagem if it was set up on the battlefield this turn.'

*Page 63 – Enriched Rounds
- Change the cost of this Stratagem to '2CP/1CP'
- Change the end of the last sentence of this Stratagem to: '[…] an unmodified successful hit roll of 5+ automatically wounds the target.'
- Add: 'If that unit contains 11 or more models, this Stratagem costs 2CP; otherwise, it costs 1CP.'

*Page 63 – Galvanic Volley Fire
Change the end of the last sentence of this Stratagem to:
'[…] galvanic rifles models in that unit are equipped with have a Type characteristic of Heavy 3.'

Page 87 – Tech-Priest Manipulus, Abilities, Galvanic Field
Change the first sentence to:
'In your Command phase, select one friendly <Forge World> Core unit within 9" of this model that has not already been selected for this ability this turn.'

Page 94 – Kataphron Breachers, Abilities
Delete the 'Heavy Battle Servitor' ability.

Page 95 – Kataphron Destroyers, Abilities
Delete the 'Heavy Battle Servitor' ability.

*Page 103 – Ironstrider Ballistarii, Keywords
Delete 'Core'

*Page 104 – Sydonian Dragoons, Keywords
Delete 'Core'

Page 107 – Onager Dunecrawler, Keywords
Add 'Data–tether'

Page 108 – Skorpius Dunerider, Transport
Change to:
'This model has a transport capacity of 12 <Forge World> Infantry models.'

Page 109 – Archaeopter Transvector, Transport
Change to:
'This model has a transport capacity of 6 <Forge World> Infantry models.'

FAQS

Q: *The Wrath of Mars Stratagem specifies a maximum of 6 mortal wounds. Does this maximum apply to each time a model makes an attack, or to the Stratagem in its entirety?*
A: It applies to the Stratagem in its entirety. This means that each time this Stratagem is used, no more than 6 mortal wounds can be caused as a result of it.