

PSYCHIC AWAKENING: PHOENIX RISING

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; 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 46 – Powers of the Aspect Shrines, Crimson Hunters, rules text

Change the first two sentences to read:

'If your army contains a **CRIMSON HUNTER EXARCH** unit, you can replace the Marksman's Eye ability on that unit's datasheet with one of the Crimson Hunter Exarch powers opposite. If you have any **CRIMSON HUNTER EXARCH** units in your army, you also have access to the Exemplar of the Hunter Shrine Stratagem, below.'

***Page 46** – Crimson Hunters Exarch Powers, Hawkeye

Change to read:

'Each time this model makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers.'

***Page 46** – Warp Spiders Exarch Powers, Withdraw

Change to read:

'At the end of the Fight phase, if this unit contains a Warp Spider Exarch and is within Engagement Range of any enemy models, this unit can make a Fall Back move of up to 6" as if it were your Movement phase.'

Page 47 – Runes of Fortune, Focus Will, rules text

Change the last sentence to read:

'Until the end of the phase, when a Psychic test is taken for that model, add 2 to the total.'

***Page 61** – Kabal Obsessions, Disdain For Lesser Beings

Change to read:

'Each time a Combat Attrition test is taken for a unit with this obsession, it is automatically passed.'

Page 63 – Haemonculus Coven Obsessions, Obsessive Collectors
Change the first sentence to read:

'When an enemy unit is destroyed as a result of an attack made with a melee weapon by a model in a unit from your army with this obsession, you can select one model in the attacking model's unit to regain up to D3 lost wounds.'

Page 63 – Haemonculus Coven Obsessions, Experimental Creations

Change the second and third sentences to read:

'When resolving an attack made with a poisoned melee weapon by a model with this obsession against a unit that has a lower Toughness characteristic than the attacking model, add 1 to the wound roll. For the purposes of this obsession, a poisoned melee weapon is any melee weapon with the Poisoned Weapon ability (see *Codex: Drukhari*).'

***Page 75** – Fire and Fade

Change the first sentence to read:

'You can use this Stratagem in your Shooting phase, after an Ynnari unit from your army (excluding **AIRCRAFT**) shoots.'

FAQs

Q: How does the Witch Strike Rune of Fortune psychic power work when manifested by a Warlock Conclave unit with more than one model?

A: The psychic power applies to the model you select when you are asked to select a model to measure range, check visibility, etc. from.

Q: If a double 1 is rolled for a Psychic test for a model from a Detachment with the Children of Prophecy trait, does that model still suffer Perils of the Warp?

A: No.

Q: Can I use the Exemplar of the (insert aspect warrior name here) Shrine Stratagem to take an Exarch power in addition to the original ability, then replace the original ability as normal?

A: No.

Q: If Drazhar has charged, does his Murderous Assault ability allow him to fight an additional time before any remaining units that have not charged this turn?

A: Yes.