



# PSYCHIC AWAKENING: FAITH & FURY

## 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**.

## ERRATA

**Page 45** – High Marshal Helbrecht  
Change the Power Rating to '8'.

**Page 46** – The Emperor's Champion  
Change the Power Rating to '4'.

**Page 47** – Chaplain Grimaldus  
Change the Power Rating to '4'.

**Page 51** – Devout Push  
Change the final sentence to read:  
'That unit can pile in, and, until the end of the phase, when that unit consolidates, it can move up to 6" instead of 3".'

**\*Page 62** – Cursed Despoilers  
Change the second sentence to read:  
'Select one Obstacle or Area Terrain feature.'

**\*Page 73** – Headhunter  
Change the first sentence to read:  
'Each time you select a target for a weapon this Warlord is making an attack with, you can ignore the Look Out, Sir rule.'

**Page 74** – Sabotaged Armoury  
Add the following sentence to the end of this Stratagem:  
'(if the affected **VEHICLE** would explode on a roll of 6, it will explode on a roll of 6+ instead.)'

**Page 93** – Banner of Rage

Change the third sentence to read:

'If they do, until the end of the phase, add 1 to the Attacks characteristic of models in friendly **WORLD EATERS** units whilst their unit is within 6" of that model.'

## FAQs

### CHAOS

*Q: If a unit has an ability that allows it to be set up in a location other than the battlefield, can this be done when they are selected for the Tactical Perfection Stratagem?*

A: Yes, unless the mission specifies that the unit cannot be set up in that manner. For example, the mission may specify the unit must be set up on the battlefield.

*Q: Can the Scorn of Sorcery Stratagem be used after attempting to Deny the Witch?*

A: Yes.

*Q: If the Dour Duty Stratagem is used on a unit that is within 6" of a model with the Bastion Warlord Trait, will enemy attacks with an Armour Penetration characteristic of -2 that are made against that unit be treated as AP -1 or AP 0?*

A: The attacks will be treated as AP 0. The Dour Duty Stratagem turns any attacks with AP-2 that are made against that unit into AP -1, at which point the Bastion Warlord Trait will cause them to be treated as AP 0.

*Q: When using the Red Butchers Stratagem, can a **TERMINATOR CHARACTER** unit be selected?*

A: Yes.

*Q: What happens when two models that both have the Vox Daemonicus Relic are within 6" of each other?*

A: The player whose turn it is chooses the order in which the two Relics take effect.

*Q: When using the Daemon Shell Stratagem on a model attacking with the Hydra's Teeth Relic, does that attack automatically hit?*

A: Yes

*Q: If a weapon can target units that are not visible to the bearer, how does it interact with an Alpha Legion unit that has been selected for the Conceal Stratagem?*

A: The Alpha Legion unit must still be the closest target.

*Q: Must a model with the Helm of Furore declare a charge if it is not eligible to do so, such as if it Advanced or Fell Back this turn?*

A: No. It must only declare a charge if it is otherwise able to do so.

## BLACK TEMPLARS

**Designer's Note:** We have received a number of questions asking if, as a successor Chapter of the Imperial Fists, the Black Templars benefit from both the Knights of Sigismund and Legacy of Dorn rules (and whether they get access to the Imperial Fists' Warlord traits, Stratagems, psychic powers and Relics etc. in addition to the Black Templars ones presented in Faith and Fury). To be clear, although the Black Templars are an Imperial Fists successor Chapter, they deviate significantly from its tactics and doctrines, and as such we have provided a bespoke, dedicated set of rules to represent them on the tabletop in Faith & Fury. They cannot make use of any of the rules found in Codex Supplement: Imperial Fists.

*Q: When using the Vicious Riposte Stratagem, can you still make a saving throw if the Armour Penetration characteristic of the attack would make a successful saving throw impossible?*

A: Yes. The Armour Penetration modifier is not applied until after the saving throw has been rolled.

*Q: When using the Vicious Riposte Stratagem, is the number of mortal wounds that are caused limited by the number of models in the unit that is being attacked?*

A: No. Note, however, that each attack is allocated to a model one at a time, and then the subsequent saving throw rolled. This means that once the last model in that unit has been destroyed, no further saving throws are made for any remaining attacks.

*Q: When using the Devout Push Stratagem, can a unit not within Engagement Range of any enemy units be selected?*

A: Yes.

*Q: Can the range of the Aurillian Shroud Relic be affected by the Fervent Acclamation litany to increase the range?*

A: Yes.

*Q: If Chaplain Grimaldus has his specified Warlord Trait, he has two rules that allow him to Deny the Witch (Devout Puritan and Epitome of Piety). Does that mean he can attempt to resist two psychic powers in your opponent's Psychic phase?*

A: Yes.

## SPACE MARINES

*Q: How many times can an Apothecary with the Selfless Healer Warlord Trait provide medical attention in a phase?*

A: Twice. They can provide medical attention to one unit twice, or two units once.