

WARHAMMER 40,000

PSYCHIC AWAKENING: RITUAL OF THE DAMNED

Official Update Version 1.1

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 35 – Combat Doctrines

Replace the Combat Doctrines ability with the following (note that the Devastator Doctrine, Tactical Doctrine and Assault Doctrine remain unchanged):

'If your army is Battle-forged and if every unit from your army has this ability (excluding **SERVITOR** and **UNALIGNED** units), this unit gains a bonus (see below) depending on which combat doctrine is active for your army, as follows:

- During the first battle round, the Devastator Doctrine is active for your army.
- During the second battle round, the Tactical Doctrine is active for your army.
- At the start of the third battle round, select either the Tactical Doctrine or Assault Doctrine: until the end of that battle round, the doctrine you selected is active for your army.
- During the fourth and subsequent battle rounds, the Assault Doctrine is active for your army.

Unless specified otherwise, this bonus is not cumulative with any other rules that improve the Armour Penetration characteristic of a weapon (e.g. the Storm of Fire Warlord Trait).'

Page 37, 39 and 41 – Aura of Dread

Change the sentence to read:

'Subtract 1 from the Leadership characteristic of enemy units whilst they are within 6" of any units from your army with this ability.'

Page 51 – Duty Eternal Stratagem

Change this Stratagem to read:

'Use this Stratagem when a **DARK ANGELS DREADNOUGHT** model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).'

Page 53 – Adaptive Strategy Stratagem

Delete this Stratagem.

Page 61 – Points Values, Named Characters

Add the following entry:

NAMED CHARACTERS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Master Lazarus	1	105

Amend the existing entry below as shown:

ELITES		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Deathwing Apothecary	1	70

Page 63 – Points Values

Add the following entries:

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Bolt carbine with special-issue ammunition	4
Bolt sniper rifle	3
Instigator bolt carbine	5
Las fusil	15

Page 66 – Masters of the Warp

Change the first sentence to read:

'**PSYKER** units with this ability gain a bonus depending on which of the Tides of the Warp is dominant (see below).'

Page 69 – Duty Eternal Stratagem

Change this Stratagem to read:

‘Use this Stratagem when a **GREY KNIGHTS**

DREADNOUGHT model from your army is chosen as the target for an attack. Until the end of the phase, when resolving an attack made against that model, you can reduce any damage suffered by 1, to a minimum of 1 (this is not cumulative with any other rules that reduce the damage).’

Page 79 – Pythic Brazier

Change the sentence to read:

‘When a **CULT OF PROPHECY** unit within 6" of a friendly model with this Relic is chosen to shoot or fight with, you can re-roll one hit roll, one wound roll, or one damage roll.’

FAQs

GREY KNIGHTS

Q: Can a Warlord with the Loremaster Warlord Trait know psychic powers from both the Sanctic and Dominus disciplines?

A: No. When choosing to generate psychic powers from the Dominus discipline, a model replaces all of the psychic powers that they would have known from the Sanctic discipline with ones from the Dominus discipline. This includes the additional power from the Loremaster Warlord Trait.

Q: If a unit affected by the Powerful Adept Stratagem manifests the Vortex of Doom psychic power, what ranges are used?

A: The vortex will open over the nearest visible enemy model within 18", but the power will still only affect other units within 3" of that model.

THOUSAND SONS

Q: If I manifest the Warp Reality psychic power with a unit that has the Brotherhood of Sorcerers ability, can I use that ability to select one enemy unit within 9" of the terrain feature?

A: No. The Brotherhood of Sorcerers ability allows you to select a terrain feature within 24" of the **PSYKER**.

Q: Can the ability from the Guided by the Whispers Warlord Trait be used by a model that cannot fire Overwatch due to not having a ranged weapon, not having line of sight or being out of range?

A: Yes, unless another rule would prevent them from being able to fire Overwatch (such as being within 1" of enemy models or being under the effects of a rule that prevents the model from firing Overwatch).

Q: If I have a <CULT> Warlord and I use the Magister Stratagem to give a Thousand Sons Character from a different <CULT> a Warlord Trait, can I select their relevant <CULT> Warlord Trait?

A: Yes, as they are regarded as your Warlord for the purposes of that Warlord Trait.

Q: If I have a <CULT> Warlord and I use the Relics of the Thousand Sons Stratagem to give a Thousand Sons Character from a different <CULT> a Sorcerous Arcana, can I select their relevant <CULT> Sorcerous Arcana?

A: No, as you can only select that Sorcerous Arcana if your Warlord is from that <CULT>.

DARK ANGELS

Q: Does the Pennant of Remembrance replace a Deathwing Ancient's Deathwing Company Banner ability?

A: No. It is an ability the model gains in addition to the Deathwing Company Banner ability.