

PSYCHIC AWAKENING: RITUAL OF THE DAMNED

Indomitus Version 1.3

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 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 68 – Big Guns Never Tire

Delete this Stratagem.

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.'

*Page 79 – Warlord Traits

Change to read:

'If a **THOUSAND SONS <CULT> CHARACTER** model gains a Warlord Trait, they can have the relevant **<CULT>** Warlord Trait instead of a Warlord Trait from *Codex: Thousand Sons*

*Page 79 – Sorcerous Arcana

Change the first sentence to read:

'If your army is led by **MAGNUS THE RED** or a **THOUSAND SONS <CULT> WARLORD**, you can...'

*Page 89 – Cults of the Legion

Add the following:

'Crusade

Each time you add a **THOUSAND SONS** unit to your Crusade force's Order of Battle, you can choose for that unit to belong to one of the nine cults listed on page 78. If you do so, that unit gains the relevant **<CULT>** Faction keyword.

When mustering a Crusade army:

- **THOUSAND SONS** units cannot gain a new **<CULT>** Faction keyword.
- If all of the **THOUSAND SONS** units in a Detachment belong to the same cult, it gains access to the psychic powers, Warlord Traits and Sorcerous Arcana rules as outlined on this page.'

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 Engagement Range of any enemy units 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>.