

WARHAMMER 40,000

PSYCHIC AWAKENING: THE GREATER GOOD

Official Update Version 1.0

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 30 – Servants of the Greater Good
Add the following:

UNITS		
UNIT	MODELS PER UNIT	POINTS PER UNIT (Including wargear and drones)
Commander Shadowsun	1 character, 2 drones	127

Page 36 – Servants of the Greater Good
Add the following to the end of the first paragraph:
'No unit can have more than one Prototype Weapons System and all the Prototype Weapons Systems in your army must be different.'

Page 38 – T'au Empire Stratagems, Modulated Weaponry
Change the first sentence to read:
'Use this Stratagem in your Shooting phase, when a **RIPTIDE**, **GHOSTKEEL** or **VEHICLE** model (other than a **TITANIC** model) from your army is chosen to shoot with.'

Page 47 – Cyclic ion blaster, Overcharge, ability
Change this weapon's Overcharge profile ability to read:
'If you roll one or more hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon's shots have been resolved.'

Page 48 – Abilities (Farsight), Master of War
Change this ability to read:
'**Master of War** (pg 46)'

Page 50 – Forces of the Enclaves, Abilities
Change this to read:
'All **FARSIGHT ENCLAVES** units in **FARSIGHT ENCLAVES** Detachments – that is, any Detachment that only includes **FARSIGHT ENCLAVES** units – gain the Aggressive Footing ability.'

Page 51 – Farsight Enclaves Stratagems, Veteran Cadre
Change the third sentence to read:
'Models in that unit (excluding **DRONES**) have a Weapon Skill characteristic of 4+ and a Ballistic Skill characteristic of 3+.'

Page 52 – Enclave Relics, Seismic Fibrillator Node
Change this Relic to read:
'Once per battle, at the start of your opponent's turn, you can choose to activate this Relic. If you do, until the end of that turn, when a model starts or ends a move (excluding pile-in or consolidation moves) within 6" of a model with this Relic, roll one D6: on a 1 that model's unit suffers 1 mortal wound.'

Page 66 – Heirlooms of the Regiments, Blessed Boltgun
Change this Heirloom to the following:
'**Blessed Bolt Pistol**
Two-dozen sisters of the Order of the Glowing Chalice have prayed over this holy bolt pistol.
9TH IOTAN GORGONNES model equipped with a bolt pistol only. This Relic replaces a bolt pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blessed bolt pistol	12"	Pistol 2	5	-2	2
Abilities: This weapon can target a CHARACTER unit even if it is not the closest enemy unit. When resolving an attack made with this weapon against a PSYKER unit, this weapon has a Damage characteristic of 3 for that attack.					

FAQs

Q: Does a rule that allows you to take a second Signature System from Codex: T'au Empire allow you to instead take a second Prototype Weapons System?

A: Yes.

Q: Do reactive countermeasures replace the model's airbursting fragmentation projector?

A: No. The ability gained is in addition to the weapon (which can be fired normally).

Q: Do accelerated-photon grenades replace the model's photon grenades?

A: No. The ability gained is in addition to the weapon (which can be fired normally).

Q: Does the cross-linked stabiliser jets Prototype Weapons System apply to all models in the unit, or just one?

A: It applies to all models in the unit.

Q: How does the Hybridised Weaponry tenet apply to pulse blasters? Does it add 4" to the maximum range of the weapon (so increasing long range to 19"), or does it add 4" to all the profiles (close, medium and long range)?

A: It adds 4" to the maximum range of the weapon (increasing long range to 19").

Q: Does the Up-gunned tenet also improve the Armour Penetration characteristic of high-output burst cannons and long-barreled burst cannons?

A: No.

Q: Are the hit roll modifiers from accelerated-photon grenades cumulative with those from photon grenades?

A: Yes.

Q: If a model with the Aggressive Footing ability shoots at a unit within 12" that has zero markerlight counters on it, does it treat that unit as having one markerlight counter instead?

A: Yes.

Q: The Onager Gauntlet and Fusion Blades (melee) have slightly different abilities than those printed in Codex: T'au Empire. Is this on purpose?

A: Yes, when wielded by the heroes of The Eight, use the slightly improved abilities for these weapons. Continue to use the rules as printed in *Codex: T'au Empire* if they are equipped on another **CHARACTER**.

Q. Can the Full Payload Tank Ace ability be used to affect the mortal wound output of Deathstrike missiles?

A: No. Full Payload only affects the Damage characteristic of a weapon, not any abilities the weapon may have.

Q: Are units who have been ordered to Move! Move! Move! Considered to have Advanced for the purposes of the Wilderness Survivors Regimental Doctrine?

A: Yes, they are considered to have Advanced.

Q: Are the Militarum Tempestus Regimental Doctrines taken in addition to the Storm Troopers Regimental Doctrine listed in Codex: Astra Militarum, or instead of it?

A: They are taken instead of the Storm Troopers Regimental Doctrine in *Codex: Astra Militarum*. Note, if you wish to continue using your Militarum Tempestus Detachments as you currently have been, you can simply select the Storm Troopers Regimental Doctrine from page 65 in *Psychic Awakening: The Greater Good*.