

# PSYCHIC AWAKENING: THE GREATER GOOD

## 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**.

## DESIGNER'S NOTES

### WEAPON UPDATES

*Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.*

*Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.*

## UPDATES & ERRATA

**\*Page 33 – Commander Shadowsun, Keywords (Shadowsun)**  
Add **'SUPREME COMMANDER'** to Shadowsun's keywords.

### **Page 36 – Prototype Weapons Systems**

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 36 – Prototype Weapons Systems**

Add the following:

#### **Requisitions**

A Crusade force that includes any **T'AU EMPIRE** units can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

#### **PROTOTYPE WEAPONS SYSTEM**

**1RP**

Purchase this Requisition when you add a **T'AU EMPIRE** unit to your Order of Battle (excluding named characters), or when a **T'AU EMPIRE** unit in your Crusade force gains a rank. That unit is upgraded to have one Prototype Weapons System, as described on the following pages; increase its Crusade points by 1 and make a note on its Crusade card.

### **\*Page 37 – Prototype Weapons Systems, Amplified Ion Accelerator, Abilities**

Change to read:

'For each unmodified hit roll of 1 made for attacks with this weapon's overcharge profile, the bearer suffers 1 mortal wound after shooting with this weapon.'

### **\*Page 37 – Prototype Weapons Systems, High-powered Incinerators, weapon profile**

Change 'Range' characteristic to read:

'12"

### **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 46 – Including The Eight in your army

Change the second sentence to read:

‘If your army is Battle-forged, you can only include this datasheet in a Super-heavy Auxiliary Detachment; if you do the Command Benefits of that Detachment are changed to +3 **Command points** if **COMMANDER FARSIGHT** is your **WARLORD**, and you cannot give any model in your army a Signature System (note that this Detachment still gains Detachment abilities, even though Super-heavy Auxiliary Detachments do not normally gain any Detachment abilities).’

### 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 64 – The Ordo Tempestus

Add the following:

#### Crusade

Each time you add a **MILITARUM TEMPESTUS** unit to your Crusade force’s Order of Battle, you can choose for that unit to be from a Tempestus Regiment from those listed on page 64. If you do so, that unit gains the relevant **<TEMPESTUS REGIMENT>** Faction keyword.

When mustering a Crusade army:

- **MILITARUM TEMPESTUS** units cannot gain a new **<TEMPESTUS REGIMENT>** Faction keyword.
- If all of the **MILITARUM TEMPESTUS** units in a Detachment are from the same Tempestus Regiment, it gains access to the Regimental Doctrines, Warlord Traits, Heirlooms of the Regiments and Stratagems rules, as outlined on the following pages.

### \*Page 65 – The Eight, Abilities (Ob’Lotai 9-0), Advanced Scan Feeds

Change to read:

‘This model can Advance and fire Heavy weapons, but you must subtract 1 from its hit rolls when it does so.’

### \*Page 66 – Heirlooms of the Regiments, Emperor’s Fury, Abilities

Change to read:

‘If any unmodified hit rolls of 1 are made for attacks with this weapon’s supercharge profile, the bearer is destroyed after shooting with this weapon.’

### 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 LOTAN 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:** Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. When resolving an attack made with this weapon against a **PSYKER** unit, this weapon has a Damage characteristic of 3 for that attack.

### Page 69 – Militarum Tempestus Stratagems, Tactical Misdirection

Change the second sentence to read:

‘In your opponent’s next Shooting phase, when resolving an attack made by an enemy model against a unit other than that **55TH KAPPIC EAGLES** unit, subtract 1 from the hit roll if that **55TH KAPPIC EAGLES** unit is the closest visible unit from your army to that model and it is not within 1" of any enemy models.’

### \*Page 73 – Brood Brothers

Add the following:

#### Crusade

You can add **ASTRA MILITARUM** units to your **GENESTEALER CULTS** Crusade force using the Brood Brothers rules presented here. However, that **ASTRA MILITARUM** unit’s **<REGIMENT>** or **MILITARUM TEMPESTUS** keyword is replaced with **BROOD BROTHERS** at the point that it is added to your Order of Battle, instead of when mustering your army.

When mustering your army, these **ASTRA MILITARUM** units cannot include any other **GENESTEALER CULTS** units that do not have the **ASTRA MILITARUM** keyword in their detachment.

### \*Page 74 – Cult Creeds, Agile Outriders

Change this Cult Creed to read:

‘If a **BIKER** unit with this Cult Creed Advances, until the end of the turn, all models in that unit treat all Pistol and Rapid Fire weapons they are equipped with as Assault weapons. **BIKER** models with this Cult Creed do not suffer the penalty for Advancing and firing Assault weapons.’

### \*Page 74 – Cult Creeds, Thralls of the Patriarch

Change to read:

‘Each time a Morale test is failed for a unit with this Cult Creed, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attrition tests (rounding fractions down).’

## 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*.

# WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 3	7	-1	1	Blast
- Overcharge	18"	Assault 3	8	-1	D3	If you roll one or more unmodified hit rolls of 1, the bearer's unit suffers a mortal wound after all of this weapon's shots have been resolved.
Ion accelerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	72"	Heavy D6	8	-3	D3	Blast
- Overcharge	72"	Heavy D6	9	-3	3	Blast. If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon profile's shots have been resolved.