



PSYCHIC AWAKENING: WAR OF THE SPIDER

Indomitus Version 1.4

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. The weapon in question, and the updated profile for it, is found at the end of this document, and should be changed wherever it appears in this book.

UPDATES & ERRATA

Page 52 – Vindicare Assassin, Deadshot

Change the first sentence to read:

'Each time you select a target for a weapon this model is making an attack with, you can ignore the Look Out, Sir rule.'

Page 76 – Creations of Bile

Add the following:

'Crusade

Each time you add a <LEGION> unit to your Crusade force's Order of Battle, if **FABIUS BILE** is in your Order of Battle, you can replace that unit's <LEGION> keyword with **CREATIONS OF BILE**.'

FAQS

Q: The Vindicare Assassin's Stealth Suit ability can subtract 2 from the hit roll; given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model that is making an attack against a Vindicare Assassin which is in cover (thereby conferring a -2 modifier to the hit roll) also has a rule that applies a +1 modifier to the hit roll, then, after applying both of these modifiers to the roll, there would be a final modifier of -1.