



PSYCHIC AWAKENING: SAGA OF THE BEAST

Indomitus Version 1.0

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

Designer's Note: *While the various Wolf Priest datasheets were updated to include the new Priest abilities available to other Chaplain models, Ulrik the Slayer – who was presumably off scouring Fenris for new aspirants at the time – was unfortunately left out of this book. We have included an updated version of his datasheet at the end of this document to correct this oversight and ensure that Space Wolf players can use these new abilities for their oldest and greatest Wolf Priest.*

Page 39 – 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 42** – Master-crafted instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

***Page 42** – Wolf Lord in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 44 – Rune Priest in Phobos Armour

Replace this model's Psyker ability with the following:

'This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Obscuration discipline (pg 58) or two psychic powers from the Tempestas discipline (see *Codex: Space Wolves*).'

***Page 44** – Rune Priest in Phobos Armour, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

***Page 49** – Bolt sniper rifle

Executioner round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Hyperfrag round, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Mortis round, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 49 – Instigator bolt carbine, Abilities

Change to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 49 – Eliminator Squad, Camo Cloak

Change to read:

'Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

Page 50 – Repulsor Executioner, Power of the Machine Spirit
Delete this ability.

Page 50 – Repulsor Executioner

Change this datasheet’s description to read:

‘A Repulsor Executioner is a single model equipped with: 2 fragstorm grenade launchers; heavy onslaught gatling cannon; macro plasma incinerator; 2 storm bolters; twin heavy bolter; twin Icarus ironhail heavy stubber. It has auto launchers.’

Page 53 – Abilities

Change the first sentence to read:

‘All units (excluding **SERVITORS** and **BEASTS**) in **SPACE WOLVES** Detachments gain the Defenders of Humanity ability (see *Codex: Space Wolves*) and Hunters Unleashed.’

Page 55 – Duty Eternal

Change this Stratagem to read:

‘Use this Stratagem when a **SPACE WOLVES 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 55 – Hero of the Chapter

Change the second sentence of this Stratagem to read:

‘Select one **SPACE WOLVES CHARACTER** model in your army that is not your Warlord (excluding **MURDERFANG** or **LUKAS THE TRICKSTER**) and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait.’

***Page 55** – Big Guns Never Tire

Delete this Stratagem.

***Page 57** – Target Sighted

Change the fourth sentence to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

Page 57 – Vengeance of the Machine Spirit

Change the first sentence to read:

‘Use this Stratagem when a **SPACE WOLVES LAND RAIDER** model, **SPACE WOLVES REPULSOR** model, **STORMWOLF** model or **STORMFANG** model from your army is destroyed.’

***Page 60** – Stormsong, Abilities

Change to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

Page 63 – Points Values

Add the following entries:

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Heavy laser destroyer	40
Incendium cannon	15
Instigator bolt carbine	5
Las-fusil	15

Page 63 – Points Values

Change the following entries as shown:

FAST ATTACK		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Excluding wargear)
Land Speeders	1-3	45
Skyclaws	5-15	16
Swiftclaws	3-15	23 (Swiftclaw Attack Bike is 35)

Page 70 – Ghazghkull Thraka, Great Waaagh!

Change the first line of this ability to read:

‘Friendly **ORK INFANTRY** and **MONSTER** units within 6" of this model can be chosen to charge with even if they Advanced this turn.’

Page 70 – Ghazghkull Thraka, Grand Warboss

Change the first line of this ability to read:

‘**Grand Warboss:** This model can be included in an **ORK** Detachment without preventing other units from that Detachment from gaining a Clan Kultur or Subkultur.’

Page 70 – Makari

Add the following ability to this datasheet:

‘**Da Boss’ Best Grot:** This model can be included in an **ORK** Detachment without preventing other units from that Detachment from gaining a Clan Kultur or Subkultur if that Detachment also includes **GHAZGHKULL THRAKA**. Note, however, that this model does not benefit from any Clan Kultur.’

Page 71 – Big Mek with Kustom Force Field

Change this ability to read:

‘**Kustom Force Field:** Friendly **ORK** units have a 5+ invulnerable save against ranged attacks whilst they are wholly within 9" of this model. While this model is embarked, the model transporting it has a 5+ invulnerable save against ranged attacks.’

Page 71 – Big Mek with Kustom Force Field

Change this model’s Power Rating to 4 and points value to 75.

FAQs

Q: Does a unit under the effect of Gene-wrought Might, Touch of the Wild and Savage Fury generate 3 additional auto-wounding hits for every 6 rolled?

A: No. If any additional hits are scored as the result of a particular hit roll, those additional hits are not considered to have been made with any hit roll – they simply hit the target and you must continue the attack sequence for them (i.e. make a wound roll). The additional hit from Savage Fury will wound automatically, as detailed in the Gene-wrought Might Stratagem. The additional hit generated from Touch of the Wild does not wound automatically.

Q: If a model gains a Warlord Trait from the Hero of the Chapter Stratagem, does it also gain the associated Deed of Legend?

A: Yes.

Q: Can I use the Kustom Job Stratagem if I do not have a Mekboy Workshop in my army?

A: No.

Q: Does the Saga of Majesty extend the range of Litanies of Battle?

A: Yes, but only the Litany of Hate, Litany of Faith and Cantic of Hate.

Q: Do Da Boomer and Zagzap kustom jobs count as a killkannon and a zzap gun respectively for the purposes of the Periscope ability of a Gunwagon?

A: Yes.



ULRIK THE SLAYER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ulrik the Slayer	6"	2+	2+	4	4	5	4	9	3+
Ulrik the Slayer is a single model equipped with: plasma pistol; crozius arcanum; frag grenades; krak grenades. Only one of this model may be included in your army.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1	7	-3	1	-			
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is destroyed.			
Crozius arcanum	Melee	Melee	+1	-1	2	-			
Frag grenades	6"	Grenade D6	3	0	1	-			
Krak grenades	6"	Grenade 1	6	-1	D3	-			
ABILITIES	<p>Angels of Death (pg 38)</p> <p>Wolf Amulet: Ulrik the Slayer has a 4+ invulnerable save.</p> <p>Healing Balms: At the end of your Movement phase this model can attempt to heal a single model. To do so, select a SPACE WOLVES INFANTRY, BIKER or CAVALRY unit within 3" of him. If that unit contains a wounded model, it immediately regains up to D3 lost wounds. A unit can only be the target of Healing Balms once in each turn.</p>		<p>Slayer's Oath: If this model destroys an enemy CHARACTER or MONSTER model, then for the rest of the battle, you can add 1 to any wound rolls you make in the Fight phase for any friendly SPACE WOLVES units within 6" of him.</p> <p>Wolf Helm of Russ: Friendly SPACE WOLVES units can use this model's Leadership characteristic instead of their own whilst they are within 9" of this model.</p>						
PRIEST	<p>This model knows the Litany of Hate (see below) and two litanies from the Litanies of Battle (pg 59). At the start of the battle round, this model can recite two litanies it knows that has not already been recited by a friendly model that battle round. Roll one D6; on a 3+ the recited litany is inspiring and takes effect until the end of that battle round.</p> <p>Litany of Hate: If this litany is inspiring, you can re-roll hit rolls for attacks made with melee weapons by models in friendly SPACE WOLVES units whilst their unit is within 6" of this model.</p>								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, SPACE WOLVES								
KEYWORDS	INFANTRY, CHARACTER, WOLF PRIEST, ULRIK THE SLAYER								