



# PSYCHIC AWAKENING: FAITH & FURY

## Indomitus Version 1.1

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**.

## ERRATA

### \*Page 62 – Cursed Despoilers

Change the second sentence to read:

'Select one Obstacle or Area Terrain feature.'

### \*Page 73 – Headhunter

Change the first sentence to read:

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

### Page 74 – Sabotaged Armoury

Add the following sentence to the end of this Stratagem:

'(if the affected **VEHICLE** would explode on a roll of 6, it will explode on a roll of 6+ instead.)'

### Page 93 – Banner of Rage

Change the third sentence to read:

'If they do, until the end of the phase, add 1 to the Attacks characteristic of models in friendly **WORLD EATERS** units whilst their unit is within 6" of that model.'

## FAQs

### CHAOS

*Q: If a unit has an ability that allows it to be set up in a location other than the battlefield, can this be done when they are selected for the Tactical Perfection Stratagem?*

A: Yes, unless the mission specifies that the unit cannot be set up in that manner. For example, the mission may specify the unit must be set up on the battlefield.

*Q: Can the Scorn of Sorcery Stratagem be used after attempting to Deny the Witch?*

A: Yes.

*Q: If the Dour Duty Stratagem is used on a unit that is within 6" of a model with the Bastion Warlord Trait, will enemy attacks with an Armour Penetration characteristic of -2 that are made against that unit be treated as AP -1 or AP 0?*

A: The attacks will be treated as AP 0. The Dour Duty Stratagem turns any attacks with AP-2 that are made against that unit into AP -1, at which point the Bastion Warlord Trait will cause them to be treated as AP 0.

*Q: When using the Red Butchers Stratagem, can a **TERMINATOR CHARACTER** unit be selected?*

A: Yes.

*Q: What happens when two models that both have the Vox Daemonicus Relic are within 6" of each other?*

A: The player whose turn it is chooses the order in which the two Relics take effect.

*Q: When using the Daemon Shell Stratagem on a model attacking with the Hydra's Teeth Relic, does that attack automatically hit?*

A: Yes

*Q: If a weapon can target units that are not visible to the bearer, how does it interact with an Alpha Legion unit that has been selected for the Conceal Stratagem?*

A: The Alpha Legion unit must still be the closest target.

*Q: Must a model with the Helm of Furore declare a charge if it is not eligible to do so, such as if it Advanced or Fell Back this turn?*

A: No. It must only declare a charge if it is otherwise able to do so.