



PSYCHIC AWAKENING: BLOOD OF BAAL

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**.

UPDATES & ERRATA

***Page 75** – Hive Fleet Adaptations, Morphic Sinews

Change to read:

'**MONSTER** models with this adaptation do not suffer the penalty incurred to their hit rolls for firing at enemy units that are within Engagement Range of them, and do not suffer the penalty incurred to their hit rolls for firing Assault weapons in a turn in which they Advanced.'

Page 76 – Adaptive Physiology

Add the following at the end of the first paragraph:

'Named characters cannot be given an Adaptive Physiology.'

***Page 76** – Infantry Adaptive Physiologies,

Dynamic Camouflage

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.'

FAQs

Q: If an Exocrine model is affected by the Symbiotic Devastation Stratagem in the same turn that it Advanced, can it then shoot that turn?

A: No, because it has still Advanced that turn.

Q: Can the Hive Instinct Stratagem be used after a charge roll is failed for a unit from your army?

A: Yes. However, it will not affect the charge roll that was just failed, as the number of dice to roll for that charge roll will have already been determined by that point.

Q: Does the Bio-metallic Cysts Hive Fleet Adaptation also improve the Armour Penetration characteristic of massive scything talons and monstrous scything talons?

A: No.

*Q: Does the Cranial Channelling Hive Fleet Adaptation allow each **PSYKER** unit with this adaptation to re-roll one Psychic test per turn, or a single **PSYKER** unit with this Adaptation in your army to re-roll one Psychic test per turn?*

A: It allows a single **PSYKER** unit with this Adaptation in your army to re-roll one Psychic test per turn.