



PSYCHIC AWAKENING: WAR OF THE SPIDER

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**.

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 weapons in question, and the updated profile for them, are found at the end of this document, and should be changed wherever they appear in this book.

UPDATES & ERRATA

Page 36 – Shield of Honour

Replace the first sentence of this Stratagem with the following:
'Use this Stratagem in any phase when an **IMPERIUM CHARACTER** unit (excluding **VEHICLE** units) from your army is chosen as the target of an opponent model's attacks.'

Page 38 – Ten Thousand Heroes

Add the following sentence to the end of this Stratagem:
'If a model is given a Warlord Trait using this Stratagem, that model does not gain a second one if they are selected for the Shoulder the Mantle Stratagem during the battle.'

*Page 38 – Vengeance of the Machine Spirit

Change the first sentence to read:
'Use this Stratagem in any phase, when an **ADEPTUS CUSTODES VEHICLE** model (excluding **DREADNOUGHT** models) from your army is destroyed.'

Page 38 – Ancient Artifice

Change this Stratagem to read:
'Use this Stratagem when an **ADEPTUS CUSTODES 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 44 – Prosecutors, Prosecution Protocols

Change to read:

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

*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 63 – Warp Toll

Change the second and third sentences to read:

'Until the end of the phase, while an enemy unit is within 7" of that model:

- Add 1 to Morale tests taken for that unit.
- Two models flee for each failed Combat Attrition test taken for that unit.'

Page 64 – Contaminated Monstrosity

Change the second sentence to read:

'Select one **DEATH GUARD** unit (excluding **CHAOS CULTISTS**, **POSSESSED** and **TITANIC** units) from your army with a Wounds characteristic of 12 or less for 1CP, or 13 or more for 2CP.'

Page 65 – Warlord Traits

Change this to read:

'If a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** model gains a Warlord Trait, they can have the relevant **<PLAGUE COMPANY>** Warlord Trait instead of a Warlord Trait from *Codex: Death Guard*.'

Page 65 – Putrescent Relics

Change the first sentence to read:

'If your army is led by Mortarion or a **DEATH GUARD <PLAGUE COMPANY> Warlord**, you can give the relevant **<PLAGUE COMPANY>** Putrescent Relic to a **DEATH GUARD <PLAGUE COMPANY> CHARACTER** model from your army instead of giving them a Relic of Decay from *Codex: Death Guard*.'

*Page 66 – Rotskull Bomb, Abilities

Add the following:

'Blast'

FAQs

*Q: If an enemy **PSYKER** that is within 18" of a Sisters of Silence unit successfully manifests a psychic power that targets an **ADEPTUS CUSTODES** unit from my army, can I use both the Fortress of Willpower and Empyric Severance Stratagems to attempt to negate the effects of that power? If my army also includes an **ADEPTA SORORITAS** Detachment, and the enemy **PSYKER** is within 24" of an **ADEPTA SORORITAS** unit from my army, could I also use the Purity of Faith Stratagem from Codex: Adepta Sororitas to give me a third attempt to negate the power? If so, how is this resolved?*

A: Yes. Each Stratagem must be used subsequently. If the first Stratagem you use fails, you can then choose to spend Command points to use another, and so on.

Q: When The Emperor's Auspice Stratagem is used, does the effect also prevent re-rolls that are not part of the Making Attacks sequence, such as the number of attacks made for a weapon that makes a random number of attacks?

A: No.

Q: Can Typhus select The Harbinger's Shamblerot Warlord Trait instead of the one specified in Codex: Death Guard?

A: No.

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.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	+1	-3	1	-