PSYCHIC AWAKENING: ENGINE WAR

Indomitus Version 1.2

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 & RELIC 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, or where a relic appears that replaces one of those weapons, they are updated to match.*

UPDATES & ERRATA

*Page 35 – Serberys Sulphurhounds, Unit Description
Change the penultimate sentence to read:
'The Serberys Sulphurhound Alpha is equipped with: phosphor blast pistol; sulphur breath; clawed limbs; arc maul.'

*Page 35 – Serberys Sulphurhounds, Weapons Table
Delete 'Power maul' entry.
Add the following:

WEAPON	RANGE	TYPE	S	AP	D
Arc maul	Melee	Melee	+2	-1	1

Abilities: When attacking a **Vehicle** model, this weapon has a Damage of D3.

*Page 43 – Melee Weapons
Delete 'Power maul' entry.
Add the following:

WEAPON	POINTS PER WEAPON
Arc maul	+5

Page 36 – Serberys Raiders
Add the following to the end of the Skirmishing Line ability:
'This unit can only be moved once before the start of each battle.'

*Page 36 – Serberys Raiders, Eye of Serberys
Change the first sentence to read:
'Each time you select a target for a weapon a model in this unit is making an attack with, you can ignore the Look Out, Sir rule.'

Page 37 – Pteraxii Sterylizors
Replace the third sentence of the unit description with the following:
'The Pteraxii Sterylizor Alpha is equipped with: flechette blaster; taser goad; pteraxii talons.'

*Page 39 – Skorpius Dunerider, Hover Platform
Delete this ability.

*Page 39 – Skorpius Disintegrator, Hover Platform
Delete this ability.

Page 40 – Archaeopter Transvector
Add '**Skitarii**' to this unit's Faction keyword line.

Page 41 – Archaeopter Stratoraptor
Add '**Skitarii**' to this unit's Faction keyword line.

Page 42 – Archaeopter Fusilave
Add '**Skitarii**' to this unit's Faction keyword line.

Page 47 – Fabrications of the Artisan
Replace the third bullet point with the following:
'**Enhanced Engine Interfaces:** Friendly **<Forge World> Vehicle** models within 6" of this **Warlord** can shoot in a turn in which they Fell Back.'

*Page 48 – Tactica Obliqua
Change the second sentence of this Stratagem to read:
'That unit cannot fire Overwatch this phase, but it can immediately make a Normal Move or Fall Back as if it were your Movement phase.'

*Page 50 – Machine God's Chosen
Change to read:
'Each time a Morale test is failed for a unit with this dogma, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attrition tests (rounding fractions down).'

Page 52 – Forge World Canticles of the Omnissiah
Add the following to the end of the first paragraph:
'When a Forge World canticle from the list below is chanted, it only affects units from the appropriate **<Forge World>**. For example, your army includes a **Warlord** model from the **Ryza** Forge World. You can replace one Canticle from the Canticles of the Omnissiah with the Citation in Savagery Canticle. When this Canticle is chanted, it only affects **Ryza** units from your army.'

*Page 68 – Dread Households of Infamy
Add the following:

'Crusade
Each time you add a **Chaos Knights** unit (excluding **Dreadblade** units) to your Crusade force's Order of Battle, you can choose for that unit to belong to a dread household as described here. If you do, that unit gains the relevant **<Dread Household>** Faction keyword.

When mustering a Crusade army:
- **Chaos Knights** units cannot gain a new **<Dread Household>** Faction keyword.
- If all of the **Chaos Knights** units in a Detachment (excluding **Dreadblade** units) belong to the same dread household, it gains access to the Household Bonds, Warlord Traits and Artefacts of Tyranny rules as outlined on this page.'

*Page 69 – Artefact of Tyranny, Serpentstrike, Abilities
Change to read:
'Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.'

*Page 80 – Scourging Whip (Shooting)
Delete this weapon's abilities.

*Pages 81 & 83 – Living Whip
Delete this weapon's abilities.

Page 83 – Keeper of Secrets
Change the damage table to the following:

DAMAGE
Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	A	SNAPPING CLAWS
9-16+	14"	6	4
5-8	11"	5	3
1-4	7"	4	2

Page 83 – Keeper of Secrets
Change this model's Shining Aegis ability to read:
'**Shining Aegis:** If this model has a shining aegis, then when it would lose a wound, roll one D6; on a 6 that wound is not lost. If that wound would be lost as a result of a mortal wound, that wound is not lost on a 5+ instead of 6.'

*Pages 84, 85 & 86 – Lashes of Torment, Abilities
Change to read:
'This weapon can be fired even if there are enemy units within Engagement Range of the bearer, and attacks made with this weapon can target enemy units within Engagement Range of friendly units.'

Page 86 – Herald of Slaanesh on Hellflayer
Change the Damage characteristic of this model's Ravaging claws to 2.

Page 94 – Exalted Bloodthirster
Add the following to the end of the first paragraph of this Stratagem:
'Each model can only be affected by this Stratagem once.'

Page 96 – Exalted Lord of Change
Add the following to the end of the first paragraph of this Stratagem:
'Each model can only be affected by this Stratagem once.'

Page 98 – Exalted Great Unclean One
Add the following to the end of the first paragraph of this Stratagem:
'Each model can only be affected by this Stratagem once.'

*Page 99 – Effluvior, Abilities
Delete the first sentence.

Page 100 – Exalted Keeper of Secrets
Add the following to the end of the first paragraph of this Stratagem:
'Each model can only be affected by this Stratagem once.'

*Page 101 – Whip of Agony, Abilities
Delete the first sentence.

FAQS

Q: Can the Mechanicus Locum Stratagem be used to give characters other than your warlord one of the Holy Order Warlord Traits?
A: No. The **Character** is only considered your **Warlord** for the purposes of the Warlord Trait itself, not for what Warlord Traits it has access to.

Q. Does the Panegyric Procession Canticle allow a transuranic arquebus to be fired after moving?
A: No.

Q: Is the Thunderfire Cannon's Operated Artillery ability considered an aura ability for the purposes of the Electro-filament Countermeasures Stratagem?
A: No.

Q: Can the Tactica Obliqua Stratagem be used if the unit in question could not fire overwatch due to an ability, psychic power, etc.?
A: Yes.

Q: Can Pteraxii Skystalker and Pteraxii Sterylizor models embark upon a Skorpius Dunerider?
A: Yes.

Q: When using the Arc Grenade Cluster ability for a unit of Pteraxii Skystalkers, is the number of D6 rolled equal to the number of models in that Pteraxii Skystalkers unit?
A: Yes.

Q: If the Luminescent Blessing Canticle of the Omnissiah is in effect, are affected models with an invulnerable save that is better than 4+ (such as Fulgurite Electro-Priests under the effect of their Siphoned Vigour ability) affected, effectively reducing their invulnerable save to 4+?
A: No.

Q: Does the Endless Torment Dread Household Bond allow you to re-roll a single dice for each weapon that makes a random number of attacks a model is equipped with?
A: Yes.