



PSYCHIC AWAKENING: SAGA OF THE BEAST

Indomitus Version 1.3

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 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.

Page 77 – Da Pincha

Change this weapon's ability to read:

'Each time the bearer fights, it can only make a single attack with this weapon. When resolving an attack made with this weapon, if the target unit contains any **VEHICLE** or **MONSTER** models, the bearer has a WS characteristic of 2+ for that attack.'

FAQs

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

A: Yes.

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.