

Liber Hereticus

V1.0

These documents collect amendments to the rules and present our responses to players' frequently asked questions. 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 newly updated entries will be highlighted in **blue**, while entirely new additions will be highlighted in **magenta**.

ERRATA

Page 84 - Legion Kharybdis Assault Claw

Add the 'Deep Strike' special rule to this unit.

Page 91 - Legion Thunderhawk Gunship, Wargear

Change the second bullet point to:

- Two Turret Mounted twin-linked heavy bolters'

Change the third bullet point to:

- Two Sponson Mounted twin-linked heavy bolters'

Page 102 - Rite of War: Armoured Spearhead

Change the first bullet point under Limitations to:

- All units in a Detachment using this Rite of War with the Infantry Type must begin the battle Embarked upon a model with the Transport Sub-type; any Infantry models in a Detachment using this Rite of War, both those deployed on the battlefield and in Reserves, that are not Embarked upon a model with the Transport Sub-type at the beginning of the battle must be removed as casualties.'

Page 111 - Legion Primus Medicae, Wargear

Replace the second sentence with:

'A Legion Primus Medicae may exchange a bolt pistol or combi-bolter with a needle pistol for +5 points, but may not select two lightning claws, or a boarding shield.'

Page 135 - Exotic and Miscellaneous Weapons

Add 'A needle pistol counts as a 'Needle' weapon for rules that affect such weapons.'

Add the following profile above 'Lascutter (Ranged)':

Weapon	Range	Str	AP	Type
'Needle pistol	12"	2	-	Pistol 2, Poisoned (3+), Pinning'

Page 147 - Vox Disruptor Array

Change this Wargear's ability to:

'At the start of each Game Turn you can declare whether each vox disruptor array in your army is turned on or turned off. While there is at least one model on the battlefield with a vox disruptor array turned on, regardless of whether that model is enemy or friendly, any attempt to perform a Deep Strike Assault, Drop Pod Assault, Area Denial Drop or Subterranean Assault during that turn is Disordered on the roll of a '1', '2' or '3' instead of just on a '1'

Page 182 - Perturabo, Special Rules

Remove the 'Firing Protocols (2)' special rule.

Page 186 - Tyrant Siege Terminator Squad, Options

Change the first sentence of the third bullet point to:

- Any model in the unit may exchange both their combi-bolter and power fist for:'

Page 203 - Night Raptor Squad, Options

Change the second line of the first bullet point to:

- Up to 10 additional
Night Raptors+25 points per model'

Page 239 - Mortarion, Preternatural Resilience

Change this special rule to:

'Any Hits allocated to Mortarion with the Poisoned (X), Rending (X) or Fleshbane special rules only affect Mortarion on a D6 roll of a 6 instead of their usual effect. While Mortarion has joined a unit, this special rule has no effect.'

Page 257 - The Achean Configuration, Effects

Change the third bullet point to:

'A Castellax-Achea model in a Detachment using this Rite of War is considered to have the Line Sub-type as long as that model is within 6" of a friendly model with both the Legiones Astartes (Thousand Sons) special rule and the Psyker Sub-type (excluding Psy-automata models).'



FAQ

Q. Can Fury of the Legion be used when a unit makes a Return Fire Reaction?

A. Yes.

Q. When a model making attacks with a Rapid Fire weapon at a target up to half that Rapid Fire weapon's Maximum Range is affected by a special rule that adds 1 to the number of shots fired (such as Fury of the Legion), how many attacks are made?

A. 3.

Q. Do the primary and secondary components of a combi-weapon count as a weapon of the same type as their standard version (e.g., do the bolter (Primary) and meltagun (Secondary) components of a Combi-melta count as a 'Bolt' weapon and a 'Melta' weapon respectively in the same manner as a standard bolter and a standard meltagun)?

A. Yes.

Q. If I set up a model with a nuncio-vox as the first model as part of a Deep Strike Assault, can I then use that model's nuncio-vox to re-roll the Scatter roll?

A. No.

Q. Can I replace part of a combi-weapon with a weapon option from a Legion Armoury section? (for example, could I replace the bolter component of a combi-weapon on an Iron Warriors model with a shrapnel bolter?)

A. No.

Q. Are the Emperor's Children Phoenix Warden, Sons of Horus Dark Emissary, Word Bearers Diabolist and Alpha Legion Saboteur upgrades considered to be Consul upgrades (and therefore cannot be selected alongside another Consul upgrade)?

A. Yes.

Q. Can a Thousand Sons model with the Independent Character, Apothecarion Detachment or Techmarine Covenant special rules join or be assigned to a Thousand Sons unit which has a different Prosperine Arcana?

A. Yes.

Q. Can Zardu Layak leave the Anakatis Kul Blade Slaves?

A. Yes. Note however, that he must start the battle with them, and cannot join another unit until he has left the Anakatis Kul Blade Slaves.

Q. When including units selected using the Rewards of Treachery as part of the Coils of the Hydra Rite of War, can you select up to three different units?

A. No.

