

Liber Mechanicum

V1.1

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 10 - The Divisio Tactica Mechanicum

Change the last sentence to:

'The Divisio Tactica army lists count as having the Mechanicum faction for the purposes of levels of Alliance.'

Page 26 - Caleb Decima Invictus, Special Rules

Add:

- 'Guardian Retinue'

Page 29 - Tech-Priest Auxilia, Lachrimallus

Change the second sentence to:

'Friendly Adsecularis Tech-thrall units with at least one model within 6" of one or more Tech-Priest or Magos Auxilia with this special rule add +1 to their Feel No Pain Damage Mitigation rolls or **gain** the Feel No Pain (6+) special rule if they do not already possess the Feel No Pain (X) special rule.'

Page 30 - Arcuitor Magisterium, Options

Change the third bullet point to:

'The Arcuitor may take one of the following:'

Page 36 - Scyllax Guardian-automata Maniple, Special Rules

Change 'Support Unit' to 'Support Squad'

Page 61 - Archmagos Draykavac, Liquifactor

Change the last sentence to:

'For example, if Archmagos Draykavac's player rolls a result of 9 against a Karacnos Assault Tank with a Rear Armour Value of 12 (halved to 6), three Penetrating Hits are inflicted (9-6=3).'

Page 62 - Anacharis Scoria

Add 'Character' to this unit's Unit Sub-types.

Change 'Machina Protectiva' to 'Mechanicum Protectiva'

Remove the 'Adamantium Will (5+)' and 'Firing Protocols (3)' special rules.

Page 72 - Warlord Battle Titan, Special Rules

Add:

- 'Night Vision'

Page 81 - Knight Castigator, Wargear

Change the second bullet point to:

- 'Arm Mounted Castigator bolt cannon'

Page 89 - Uhlan

Change the last sentence to:

'This upgrade may not be given to an Acastus Knight Asterius or an Acastus Knight Porphyron.'

Page 90 - Armiger Unit Type

Add the following bullet point to this Unit Type:

- 'A model with the Mechanised Unit Sub-type is affected by the Haywire, Detonation, Armourbane (X) and Battlesmith (X) special rules as if it had the Dreadnought Unit Type.'

Page 101, Reductor

Change the third sentence of the Demolisher bullet point to:

'Instead they may only choose from the following effects (If you are selecting the second effect listed, the model with the Battlesmith (X) ability can still use it, even if they are locked in combat and normally would not be able to fire a weapon):'

Page 102 - Ardex Defensor

Change the first sentence to:

'A model with the Knight or Titan Unit Sub-types that has weapons with this special rule may make the Overwatch Reaction when it is triggered by models that do not have the Knight, Titan, Super-heavy, or Lumbering Unit Sub-types, or that have fewer than 8 Wounds.'

Page 106 - Ram (X)

Change this special rule to:

'When a model with a weapon with this special rule performs a Ram Attack, it inflicts a number of additional hits equal to the value of X. These additional hits are resolved using the profile of the weapon with this special rule.'

Page 111 - Vortex

Change the last sentence of the third paragraph to:

'If the model has the Vehicle Unit Type and suffers a Penetrating Hit due to this effect then it adds a modifier of +3 to that roll on the Vehicle Damage table instead of the +2 modifier it would normally add due to being AP1.'

Page 114 - Auto Weapons list, Gatling Blaster

Change the 'Apocalyptic Blast (9")' special rule to 'Apocalyptic Blast (10")'

Page 117 - Las, Photon and Pulsar Weapons list, Turbo-laser Destructor

Change this weapon's Strength characteristic to '12', its AP characteristic to '2' and add the 'Ignores Cover' special rule.

Page 117 - Las, Photon and Pulsar Weapons list, Belicosa Volcano Cannon & Nemesis Volcano Cannon

Change the 'Apocalyptic Blast (9")' special rule to 'Apocalyptic Blast (10")'

Page 124 - Aktaeus Class Seismic Excavator Macro-drill

Change the last sentence of the second paragraph with:

'Units may not choose to Embark onto or Disembark from the Ordinatus Aktaeus in a turn in which the Seismic Shockwave ability is used, but may do so as normal in subsequent turns.'

FAQ

Q. Does a model that has used either the Battlesmith (X) special rule count as having made a shooting attack for purposes of gaining an additional Reaction from The Logic of Victory Warlord Trait?

A. No.

Q. Can a model equipped with a machinator array or servo arm choose to resolve all of its attacks using that melee weapon profile?

A. Yes.

Q. Can a unit with the Paragon Unit Sub-type make Reactions?

A. No.

Designers Note: For the purposes of the Feudal Hierarchy special rule:

- Treat Calleb Decima Invictus as an Archmagos Prime.
- Treat Archmagos Draykavac as an Archmagos Prime.
- Treat Archmagos Draykavac on Abeyant as an Archmagos Prime on Abeyant.
- Treat Archmagos Anarcharis Scoria as an Archmagos Prime on Abeyant.