

Liber Hereticus

V1.2

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 30 - Legion Damocles Command Rhino

Add 'Infantry Transport' to this unit's special rules.

Page 58 - Legion Sabre Strike Squadron, Options

Change the sixth bullet point to:

- Any Legion Sabre may take up to:
 - Four Hull (Front) Mounted Sabre missiles.....+5 points each'

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).'

Page 259 - Achean Force

Change the second sentence to:

'To activate this special rule, the controlling player must make a single Psychic check using the Leadership Characteristic of any model in the unit that does not have the Independent Character special rule (unless the unit is entirely composed of models with the Independent Character special rule, in which case the controlling player can select which of those model's Leadership Characteristics is used).'

Page 334 - Venom Spheres, Type

Change 'Poison (3+)' to 'Poisoned (3+).'

Page 337 - Alpharius, The Pythian Scales

Change the second sentence to:

'In addition, if Alpharius is the only model in his unit when declared as the target of an attack, Hits caused by that attack with a weapon with the Fleshbane or Poisoned (X) special rules gain no benefit when rolling To Wound and are resolved using the standard rules (if an attack with the Poisoned (X) or Fleshbane special rules that targets Alpharius has no Strength Characteristic, then treat it as Strength 1).'

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. Note also that Zardu Layak can be the Leader of a Retinue Squad, and this will become part of the same unit as Zardu Layak and the Anakatis Kul Blade Slaves, but he will not be able to leave this unit until all models from the Retinue Squad have been removed as casualties.

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.

Q. Are the following Thousand Sons units treated as having gained the Psyker Unit Sub-type through the Cult Arcana ability (and are therefore not eligible to gain a Psychic Discipline unless they have another special rule or option which grants access to one)?:

- Magnus the Red
- Sekhmet Terminator Cabal
- Contemptor-Osiron Dreadnought Talon
- Castellax-Achea Automata
- Khenetai Occult Cabal
- Azhek Ahriman
- Magistus Amon
- Ammitara Occult Intercession Cabal (*see Legacies of The Age of Darkness*)
- Thousand Sons Numerologist Cabal (*see Exemplary Battles of the Age of Darkness: The Axandria IV Incident*)

A. Yes

Q. If a Rite of War or other ability requires units to be designated or selected at the start of the battle, before any units have been deployed to gain a Special Rule, are these units designated before any Independent Characters are able to join those units?

A. Yes.

Designer's Note: In these cases, the Independent Character could also be designated as one of these units and then join another of the designated units while in Reserves as normal. Note that Characters which already have the appropriate special rule granted from another source can also join designated units which are in reserves as normal. Similarly an Independent Character which has been joined by a Retinue Squad is treated as being a single unit for the purposes of designation.

Q. If a unit has a note on its unit entry that states it gains an additional attack for having two melee weapons, is this in addition to the additional attack granted by the core rules for having two melee weapons?

A. No.

Q. If a unit that is limited to not exceeding a certain percentage of your army's total points cost (such as a Primarch) takes a Retinue Squad, is the Retinue Squad, and any Dedicated Transports purchased for them, considered part of the value of that original unit for the purposes of the total value of that unit?

A. Yes.

Q. When the Legion Chaplain Consul upgrade allows you to grant a power weapon the Master-crafted special rule, which weapons can be selected for this?

A. The following weapons can be selected:

- Power sword
- Power axe
- Power maul
- Power lance

Q. Can a model with the Independent Character and Bitter Duty special rules join a unit that does not have the Bitter Duty special rule?

A. Yes.

Q. Can a model with the Independent Character, Legiones Astartes (X), Master of the Legion and Bitter Duty special rules select a Retinue of any kind that does not also have the Bitter Duty special rule?

A. Yes.

Q. Does the Sons of Horus Merciless Fighters special rule come into effect in a turn when a Disordered Charge is made by a unit belonging to either player?

A. Yes.

Q. Can a model that has upgraded their bolter to have a Legion-specific variant weapon (such as an Iron Warriors model that has upgraded their bolter to a shrapnel bolter) take other wargear options which require that model to have the original weapon (such as a bayonet or chain bayonet)?

A. No.

Q. When an Iron Warriors unit with the Vehicle Unit Type makes a Shooting Attack that only allows Defensive weapons to be used (such as part of the Return Fire or Overwatch Reactions) against a model with the Dreadnought, Automata, Vehicle or Building Unit Type, does the Strength bonus granted by the Legiones Astartes (Iron Warriors) special rule prevent weapons with a Strength Characteristic of 6 from making attacks?

A. No.