

Liber Astartes

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 159 - Lion El'Jonson, The Lion's Choler

Change this special rule to:

'While Lion El'Jonson has 4 Wounds or less, he gains +1 Attack. While Lion El'Jonson has 2 Wounds or less, he gains an additional +1 Attack.'

Page 163 - Deathwing Companion Detachment

Change the third sentence to:

'While deployed, the entire unit gains a 4+ Invulnerable Save against Shooting Attacks and a 5+ Invulnerable Save against Melee Attacks, and any enemy models Engaged with a model from this unit in an assault have their Initiative reduced by -1.'

Page 179 - Rite of War: The Sagyar Mazan, Effects

Replace the second bullet point with:

‘• All units composed entirely of models with the Infantry Unit Type (excluding units with the Unique Unit Sub-type) in a Detachment using this Rite of War must be given both the Kharash (see page 185) and the Feel No Pain (5+) special rules.’

Page 259 - Crimson Paladins, Coriolis Pattern Power Shields

Change the ability of this wargear to:

‘Reduce the result of all To Wound rolls made that target a unit in which the majority of models have a Coriolis pattern power shield by a weapon with the Melee type by -1.’

Page 276 - Silver-iron Will

Change the first sentence to:

‘A Warlord with this Trait and all models in any unit he has joined are never affected by any special rule or effect that lowers a Characteristic (other than Wounds) – including the Fear (X) and Rad-phage special rules and due to losing an assault where the enemy has inflicted more Wounds.’

Page 283 - Medusan Immortals Squad

Add ‘• Breacher charges’ to this unit’s Wargear.

Remove the third bullet point from this unit’s Options.

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. Can I replace part of a combi-weapon with a weapon option from a Legion Armoury section? (For example, could I replace the flamer component of a combi-flamer on a Salamanders model with a dragon’s breath flamer?)

A. No.

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. 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.