

# WARHAMMER: THE HORUS HERESY

# LEGIONS IMPERIALIS RULEBOOK

## V1.0

**T**hese 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 80 – Engine Killer (X)

Change the first sentence of the first paragraph to:

'When a Vehicle, Super-heavy Vehicle, Knight or Titan suffers a Wound caused by a weapon with the Engine Killer (X) trait, they suffer a number of additional Wounds equal to the number shown in brackets.'

Change the second paragraph to:

'If a weapon has the Engine Killer (X) trait and the Rend trait, enemy Vehicles, Super-heavy Vehicles, Knights and Titans suffer a number of additional Wounds equal to the number shown in brackets if they lose a Fight against the model that has that weapon.'

#### Page 85 – Warp

Change the second sentence of the first paragraph to the following:

'If targeting a Knight or Titan, then the Dice value of the weapon is 1.'

#### Page 152 – Legion Storm Eagle Squadron, Weapons

Remove '• Tempest rockets'.

Remove the 'Tempest rockets' weapon profile.

