

Liber Imperium

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 24 - Contemptor-Achillus Dreadnought

Replace the second bullet point of this unit's wargear with:

- Gravis power fist
- Two Lastrum storm bolters'

Change this unit's options to:

- Any Contemptor-Achillus Dreadnought may replace its Achillus Dreadspear and in-built Corvae las-pulser with one of the following:
 - Gravis power fist Free
- A Contemptor-Achillus Dreadnought may replace any Lastrum storm bolter with one of the following:
 - Twin-linked Adrathic destructor..... +15 points each
 - Infernus incinerator..... +5 points each'

Page 51 - Knight Vestal Covenant

Change this unit's Save characteristic to '3+'.

Change the Vigilant Covenant special rule to:
'A Knight Vestal Covenant is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, each model in the Knight Vestal Covenant may leave this unit and join another unit from the same Detachment they were selected as part of.'

Page 56 - Kharon Pattern Acquisitor, Options

Change this bullet point to:

- A Kharon Pattern Acquisitor may exchange its hellion heavy cannon array for a Hull (Front) Mounted multi-melta for no additional points cost.'

Page 58 - Pursuer Cadre, Options

Change the first line of the third bullet point to:

'Any Pursuer or Pursuer Mistress model in the unit may exchange their close combat weapon for an'

Page 61 - Subjugator Cadre

Add the following to this unit's Wargear:

- Frag grenades
- Krak grenades'

Change this unit's Unit Types to:

- Subjugators: Cavalry (Antigrav, Skirmish, Light, Anathema)
- Subjugator Mistress: Cavalry (Antigrav, Skirmish, Light, Anathema, Character)'

Page 97 - Solar Auxilia Leman Russ Strike Squadron, Options

Change the first option in the second bullet point to:

'- Turret Mounted Gravis lascannon..... Free'

Change the second option in the second bullet point to:

'- Turret Mounted Gravis autocannon..... Free'

Page 102 - Solar Auxilia Tarantula Sentry Battery, Special Rules

Add '• Firing Protocols (2)' and '• Fearless'.

Page 104 - Solar Auxilia Malcador Heavy Tank Squadron

Change each instance of 'Side' in this unit's Wargear and the fourth bullet point of this unit's Options to 'Hull'.

Page 104 - Solar Auxilia Malcador Heavy Tank Squadron, Options

Change the first option in the second bullet point to:

'Hull (Front) Mounted Gravis lascannon 10 points'

Page 115 - Clade Culexus Assassin, Animus Speculum

Remove 'Force' from this weapon's Type.

Page 117 - Polymorphine

Change the first sentence to:

'A unit composed entirely of models with polymorphine may not be targeted for a Shooting Attack, Charge or Reaction of any kind by an enemy unit as long as the unit with polymorphine has not made an attack of any kind during the battle.'

Page 124 - Clade Vanus Infocyte Assassin

Add '• Panoply of the Assassin' to this unit's Wargear.

Remove '• Independent Character' from this unit's Special Rules.

Page 129 - Anathema Sub-type

Add the following to the end of the third bullet point:

'In addition, the Leadership Characteristic of a model with the Anathema Unit Sub-type can only be used for a Leadership test or Morale check if all models in that unit have the Anathema Unit Sub-type.'

Page 136 - The Shadow of Death

Change 'Primarch Sub-type' to 'Primarch Unit Type'

Page 156 - Wargear

Add the following Wargear:

'MELTA CUTTERS

Specially designed emitters that use concentrated bursts of exotic radiation and microwaves to superheat a target at extremely close range.

When a model with melta cutters makes a Ram Attack targeting a model with the Vehicle Unit Type or a Building, it adds an additional modifier of +2 to the Strength of the attack, to a maximum of Strength 10.'

Page 158 - Tarsus Buckler

Change this Wargear's ability to:

'Reduce the Strength characteristic of Shooting Attacks made against a unit in which the majority of models have a Tarsus Buckler by -2 (to a minimum of 1).'

FAQ

Q. For the purposes of the Legio Custodes special rule, is a unit treated as a Nemesis unit if any of the specified Characteristics has been modified to 5 or above (for example, by a special rule such as Reach (X), or the Space Wolves Bestial Savagery provision)?

A. No.