

WARHAMMER: THE HORUS HERESY

LEGIONS IMPERIALIS RULEBOOK

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 48 – March Orders

Change this Order to:

'Each model within a Detachment issued with the March Order may move up to a number of inches equal to twice its Movement characteristic. Models in a Detachment issued a March Order may not fire during the First Fire or Advancing Fire stages of the Combat phase.'

Page 49 – Movement

Change the last paragraph to:

'A Movement characteristic of '-' means models in the Detachment cannot move, cannot Embark or Disembark from a Transport and the characteristic cannot be modified in any way. If such a model is required to Withdraw from a Combat, it is destroyed.'

Page 55 – Advancing Fire Stage

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

'All Detachments issued with an Advance Order must be activated in this stage, though they can be activated and do nothing.'

Page 57 – Resolve Hits

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

'A model can only be allocated a Hit if it is an eligible target for a model in the firing Detachment – in most instances, this means the allocated model must be in range and line of sight of a firing model.'

Page 72 – Garrisoning Structures

Add the following after the second sentence of the second paragraph:

'A Detachment can Garrison a Structure if this would bring it within the Engagement Zone of an enemy model, but not if it would cause them to become Engaged.'

Page 72 – Engaging Garrisoned Structures

Change the third sentence to the following:

'Infantry models in base to base contact with the Structure count as Engaged with all enemy Detachments Garrisoned within the Structure.'

Page 79 – Burrowing

Add the following sentence to the end of this Trait:

'Weapons with the Burrowing trait cannot target Flyers.'

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 83 – Quake

Change this Trait to:

'If one or more Hits are scored against a Detachment by a weapon with the Quake trait:

- The next time that Detachment moves, halve the Movement characteristic of all models within that Detachment.
- The next time that Detachment fires, subtract 1 from the result of any Hit rolls the Detachment makes.

This Trait is ignored if all Hits scored by a weapon with this Trait are allocated to a target's Void Shields.'



ERRATA CONT.

Page 84 – Shock Pulse

Change the first paragraph to:

‘If one or more Hits are scored against a Vehicle, Super-heavy Vehicle, Knight or Titan Detachment by a weapon with the Shock Pulse trait:

- The next time that Detachment moves, halve the Movement characteristic of all models within that Detachment.
- The next time that Detachment fires, it can only fire with a maximum of one weapon per model.’

Page 85 – Skyfire

Change the last sentence of the second paragraph to:

‘All Skyfire weapons in a Detachment firing at a Secondary Target must target the same Detachment, unless another rule overrides this.’

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 87 – Automated Sentry

Add the following additional paragraph:

‘Models in a Detachment with this special rule have a Tactical Strength of 0 and this cannot be modified in any way.’

Page 88 – Deep Strike

Change the fourth and fifth sentences of the second paragraph to:

‘If the model scatters off the battlefield, into an area of Impassable terrain or onto a Structure then that model, and the model’s Detachment, are destroyed. If it scatters within 1" of another model or onto an Objective marker, it must be moved the shortest possible distance so it is no longer within 1" of any other models or on an Objective marker.’

Add the following additional paragraph:

‘An Overwatch called against a Detachment that has Deep Striked is resolved after all Models have been set up, and all other effects of that Deep Strike have been resolved, including Disembarking from Models with the Transport (X) special rule and the effects of the Orbital Assault special rule.’

Page 88 – Drop Pod

Add the following additional paragraph:

‘Models in a Detachment with this special rule have a Tactical Strength of 0 and this cannot be modified in any way.’

Page 89 – Flyer

Add the following sentence to the end of the third paragraph:

‘Models with the Flyer special rule cannot call Overwatch during the Movement phase.’

Page 90 – Forward Deployment

Change the first sentence to:

‘After both players have deployed their armies, including Infiltrating Detachments, but before the first round of the battle, if all models in a Detachment have the Forward Deployment special rule, the Detachment may make a special move.’

Page 92 – Infiltrate

Add the following additional sentence:

‘A Detachment that is deployed in this way cannot be issued a Charge Order during the first round.’

Page 93 – Master Tactician

Change the first and second sentence to:

‘A Detachment that contains one or more models with this special rule may issue a command when it is activated. If the controlling player chooses to do so, they may select one other friendly Detachment that has yet to be activated this round, and is within 6" of one or more models with this special rule that are being activated. The selected Detachment’s Order token is discarded and replaced with a different Order they were eligible to be issued during the Orders phase of this round.’

Page 96 – Transport (X)

Add the following to the end of the first paragraph:

‘Models can only Embark onto Transport Models from the same Army List.’



ERRATA CONT.

Page 120 – Breakthrough

Change the first sentence to:

‘At the start of the first round, before any Order tokens are placed, the player with this Secondary Objective secretly notes down up to five friendly Detachments that are either deployed on the battlefield or Embarked within a Transport that is deployed on the battlefield to be carrying some supplies.’

Page 152 – Legion Storm Eagle Squadron, Weapons

Remove ‘• Tempest rockets’.

Remove the ‘Tempest rockets’ weapon profile.

Page 164 – Ultramarines, Interlocking Tactics

Change the first sentence to:

‘An Ultramarines model may re-roll any Hit rolls of a 1 when firing upon an enemy Detachment that has already had one or more Hits scored against it this round by an Ultramarines model from a different Detachment in the same Formation as the firing model.’

Page 168 – Word Bearers, True Believers

Change the first sentence to:

‘Detachments within a Word Bearers Formation never count as Broken for the purposes of being issued an Order, i.e., they can be issued any Order they normally could instead of just the Advance Order or Charge Order.’

Page 171 – Alpha Legion, Mutable Tactics

Change the first sentence to:

‘At the start of the battle, before any Detachments are deployed, for each Formation made up entirely of Alpha Legion Detachments in an Army (ignoring Allied Contingents), the controlling player may select up to 3 Alpha Legion Detachments in the Army to be affected by Mutable Tactics.’

FAQ

Q. Are Engaged and Engaged & Pinned Detachments issued Orders as normal?

A. Yes.

Q. If an Engaged & Pinned Detachment makes a Pile-in Move while issued a Charge Order, do Models that were not in base to base contact still gain the bonus to Fight rolls if they move more than 1”?

A. Yes.

Q. Does a Detachment that is on the losing side in a Combat and fails the Morale check receive a Fall Back Order in addition to making a Withdrawal move?

A. No.

Q. If a Detachment with a Movement characteristic of 0 or ‘-’ is not within Detachment Coherency, can it move in order to avoid models being destroyed?

A. No.

Q. If a Structure is within range of an Objective marker, are all Models Garrisoned in that Structure treated as being within range of that Objective marker?

A. Yes.

Q. If a Structure collapses, can surviving Garrisoned models be placed in a position where they are Engaged with enemy models?

A. No.

Q. When firing a weapon with the Firestorm trait at a Structure, is a Hit roll made against every model Garrisoning the Structure, even if the Structure is not at least 50% under the Flame template?

A. Yes.

Q. If a Detachment with the Automated Sentry special rule has another Model assigned or attached to it (such as by use of the Commander special rule), can that Detachment be issued an Order?

A. No.

Q. Detachments with the Automated Sentry special rule cannot be issued Orders. Does this mean they will automatically be issued an Advance Order when activated, as per the No Orders in the Movement Phase rule?

A. No.

Q. If a Detachment has Dedicated Transports, is it required to be deployed or arrive from Reserves Embarked upon them?

A. No.

FAQ CONT.

Q. Is the limit on the number of Legate Commanders permitted in a Solar Auxilia army based on the total agreed points limit of the battle, rather than the total points value of Detachments in that player's army?

A. Yes.

Q. Do Detachments or Models that do not count when calculating the Break Point of a Formation (such as Dedicated Transports, or Detachments with the Automated Sentries or Drop Pods special rules) count towards reaching the Break Point of their Formation when destroyed?

A. Yes.

Q. If a Detachment in a Broken Formation is on the losing side in a Combat and is forced to make a Morale check, is the result reduced by 1 as per the rules for Broken Formations, in addition to rolling two dice and taking the lowest as stated under 'Determine Combat Result'?

A. Yes.

Q. Is the penalty to Hit rolls imposed when firing at a Detachment in Dangerous terrain cumulative with the penalties to Hit rolls imposed by other Terrain types?

A. Yes.

Q. When a Model with a variant of the Transport (X) special rule is destroyed during Overwatch, are transported Detachments placed within 2" of the destroyed model at the point in its move where the opponent chose to resolve the Overwatch attacks?

A. No.

Designer's Note: When moving a Detachment, players should establish the start and end point of a move first, then once the 'line of movement' of each model from start point to end point has been determined, the opponent can select at which point along this line of movement the Overwatch will take place. Regardless of the point along the line of movement that the Overwatch takes place, players should assume that the move is completed before any destroyed models are removed (and, if that model has the Transport (X) special rule, any transported models can still be placed in Detachment Coherency with the rest of their Detachment).

Q. If a Detachment has Dedicated Transports, can another Model which joins that Detachment through a special rule (such as Commander), also Embark upon one of those Dedicated Transports, assuming there is sufficient Transport Capacity?

A. Yes.

Q. Can a Flyer with the Hover special rule that enters the battlefield from Reserve replace the Flyer special rule with the Skimmer special rule when it is placed on the battlefield?

A. No.

Q. Can special rules which require a Detachment to be within a certain distance of another Detachment, such as Inspire (X), take effect while the Detachment or Model with that special rule is Embarked on a Transport?

A. No.

Q. Can special rules which require a Detachment to be within a certain distance of another Detachment, such as Inspire (X), take effect while the Detachment or Model with that special rule is Garrisoning a Structure?

A. Yes.

Q. If a model that is equipped with two weapons with the Engine Killer (X) and the Rend traits wins a Fight, are the Engine Killer values cumulative when calculating how many Wounds are suffered by the losing model affected by the Engine Killer (X) trait?

A. Yes.

Q. If an Independent Unit is forced to make a Withdrawal Move after being on the losing side in a Combat, is the Detachment Core of the same Detachment also required to make a Withdrawal Move?

A. No.

Q. Can an eligible Detachment using the Infiltrate special rule to deploy outside of a player's deployment zone Garrison a Structure when it is deployed?

A. Yes.

Q. If an Ultramarines Detachment fires weapons with the Light trait at a Detachment that would cause Hits to be discarded, do the Hits still count as having been scored for the purposes of the Ultramarines Interlocking Tactics special rule?

A. Yes.

Q. Are large movable elements, such as the doors on Drop Pods, considered to be 'insignificant elements' for the purposes of measuring distances?

A. No.

Designer's Note: When models such as Drop Pods are set up on the battlefield, they should be set up with the movable doors in the open position.

Q. If a Transport is within 1" of a Structure, can models Disembark directly into that Structure, Garrisoning it?

A. No.



Q. Can line of sight be drawn from any part of a model?

A. Yes.

Designer's Note: We recommend ignoring the same insignificant elements that line of sight cannot be drawn to (as described on page 40 of the *Legions Imperialis* Rulebook), in order to maintain parity between drawing line of sight to and from the same model.

Q. Can a Detachment be included in a Formation if it is unable to fulfil the restrictions of that Formation? For example, Legion Aerial Assault Formation states that 'all Detachments within the Formation that do not have the Flyer special rule must begin the game Embarked upon a Transport with the Flyer special rule.' A Legion Javelin Detachment could fill the Optional Vanguard slot in this Formation but does not have the Flyer special rule and as a Cavalry Detachment, cannot Embark onto any Transports. Can it be included in that Formation?

A. No.

Q. When resolving a Fight, are Fight rolls made simultaneously (before any re-rolls are made)?

A. Yes.

Q. Is a model that is fleeing required to finish such a move facing the direction of travel (e.g., face the controlling player's battlefield edge)?

A. No.

Q. If a model with a Morale characteristic other than '–' joins a Detachment with a Morale characteristic of '–', are Morale checks made for that Detachment still automatically passed?

A. Yes.

Q. The Battlesmith special rule uses the phrase 'AP-2 or worse'. Does this mean weapons with an AP characteristic of -2, -1 or 0?

A. Yes.

Q. Can the Battlesmith special rule be used against weapons that would normally have an AP characteristic of -3 or better, but which have been modified into the eligible range by another special rule or trait (e.g., Light AT)?

A. Yes.

Q. If a model from a Detachment with the Automated Sentry special rule has no eligible targets for the weapon it has, can it fire at a different target that is not one of the listed Detachment Types?

A. No.

Q. Can models from a different Formation Embark upon a Transport selected in a non-Transport slot (e.g., a Thunderhawk Gunship in an Air Support slot) if they are from the same Army List?

A. Yes.

Q. If a Detachment with the Infiltrate special rule is joined by a model that does not have the Infiltrate special rule, can it use that special rule to deploy?

A. No.

Q. Can a model with both Skyfire and Point Defence weapons fire them at two different Secondary Targets?

A. Yes.

Q. If an enemy Detachment has models within another model's Front and Rear arcs and that model has weapons that are restricted to such arcs, such as a Marauder Bomber's nose mounted lascannon and Marauder heavy bolter turrets, can both weapons be fired at that Detachment?

A. Yes.

Q. If a Solar Auxilia Iconic Formation includes a Legate Commander, can this be used in Armies of less than 1500 points?

A. No.

Q. Can line of sight be drawn over the top of Obstructing terrain if the firing Detachment and/or its target are taller than the physical components that make up that area of Obstructing terrain?

A. No.

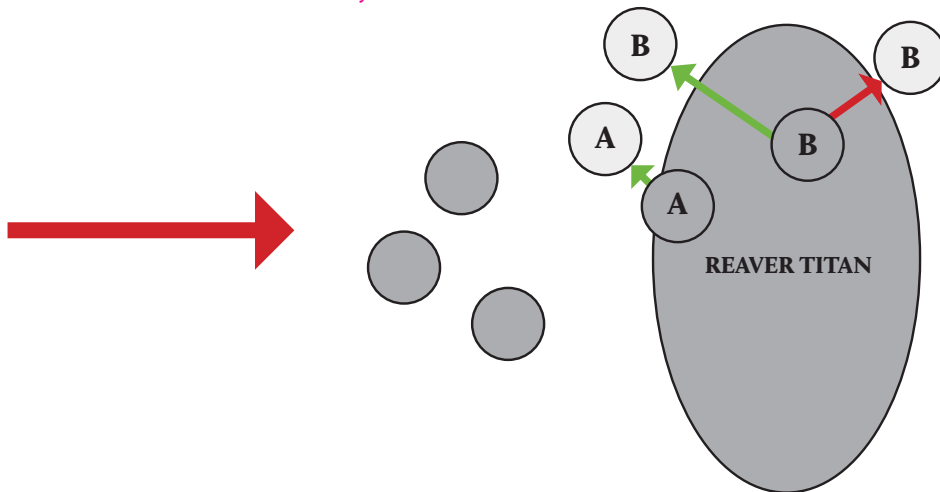
Designer's Note: All Obstructing terrain is considered to be 'infinitely high' and line of sight can only be drawn through it the specified distance, even if the Models drawing line of sight are taller or higher up than the piece of Obstructing terrain between them.

Q. If a model with the Inspire special rule joins another Detachment, can the range of the Inspire special rule be drawn from any model in that Detachment?

A. No.

Q. Fleeing models must maintain Coherency where possible. Does this mean that if they end that move overlapping a friendly model, and must be moved the shortest possible distance so they are not overlapping, that move must also allow those models to remain in Coherency?

A. Yes.



Example, in this scenario above, a Detachment that is fleeing ends that move with models overlapping the friendly Reaver Battle Titan. Model A can be moved easily by the shortest distance and remain in Coherency with the rest of their Detachment. Moving Model B by the shortest distance would move it to the far side of the Reaver, out of Coherency with its Detachment. Instead, Model B must be moved by a slightly longer distance that allows it to not be overlapping the Reaver and also within Coherency of its Detachment.

WARHAMMER: THE HORUS HERESY LEGIONS IMPERIALIS – LIBER STRATEGIA V1.0

ERRATA

Page 38 – Legion Kratos Squadron

Change the AP characteristic on the second line of the Kratos Battlecannon's profile to '-4'.

Page 40 – Legion Typhon Squadron

Change this Detachment's Morale characteristic to '3+'.

Page 44 – Legion Rhino Detachment & Page 237 – Weapon Reference

Remove 'Arc (Front)' from the weapon profiles for Pintle Mounted havoc launcher and Pintle Mounted twin-linked bolter.

Page 67 – Alpha Legion, Mutable Tactics

Change the first sentence to:

'At the start of the battle, before any Detachments are deployed, for each Formation made up entirely of Alpha Legion Detachments in an Army (ignoring Allied Contingents), the controlling player may select up to 3 Alpha Legion Detachments in the Army to be affected by Mutable Tactics.'

Page 103 – Auxilia Shadowword Squadron, Page 104 – Auxilia Stormsword Squadron & Page 105 – Auxilia Stormblade Squadron

Change the Dice characteristic on this Detachment's lascannon sponson turrets to '2'.

Page 123 – Taghma Sub-Covenant

Change this Formation's Dedicated Transports special rule to:

'Detachments within this Formation that contain only Infantry models may be upgraded with Triaros Armoured Conveyors as Dedicated Transports.'

Page 136 – Thanatar Siege Automata Maniple & Page 237 – Weapon Profiles

Add the 'Barrage' trait to the Plasma Mortar profile.

Page 142 – Dark Mechanicum Special Rules

Add the following to the end of this section:

'If your Army includes any Archmagos Prime, Archmagos Prime on Abeyant or Tech-Priest Auxilia Detachments, these are also subject to the Master of Machines and Tech-Priest Auxilia special rules (see page 120).

Page 181 – Questoris Mechanicum Knight Banner

Note that the grey banding over the graviton gun should expand to the line below and the Graviton Pulse trait applies to that weapon, not the lightning cannon.

Page 192 – Iron Warriors Proioxis Macro-Assault Wing

Change the Expanded Detachments cost to '+355 Points'.

Page 205 – Expanded Detachments

Change the second sentence of the text for the second Auxilia Rapier Battery to:

'These models are equipped with quad launchers.'

Change the second sentence of the text for the third Auxilia Rapier Battery to:

'These models are equipped with mole mortars.'

Page 235 – Hull Mounted multi-melta

Change the To Hit characteristic of this weapon to '5+'.



WARHAMMER: THE HORUS HERESY

LEGIONS IMPERIALIS – JOURNAL

STRATEGIA: RUIN OF

THE SALAMANDERS

V1.0

FAQ

Q. When using the Saturnine Teleportation Transponder special rule, does the first model from any other Detachments still scatter after being placed within 6" of the Legion Saturnine Command Squad model?

A. Yes.

WARHAMMER: THE HORUS HERESY

LEGIONS IMPERIALIS – LEGIONES ASTARTES FORMATION AND DATASHEET CARDS V1.0

ERRATA

Legion Kratos Squadron Card

Change the AP characteristic on the second line of the Kratos Battlecannon's profile to '-4'.

Legion Typhon Squadron Card

Change this Detachment's Morale characteristic to '3+'.

Legion Rhino Detachment Card

Remove 'Arc (Front)' from the weapon profiles for Pintle Mounted havoc launcher and Pintle Mounted twin-linked bolter.

Iron Warriors Proioxis Macro-Assault Wing

Change the Expanded Detachments cost to '+355 Points'.

WARHAMMER: THE HORUS HERESY

LEGIONS IMPERIALIS – SOLAR AUXILIA FORMATION AND DATASHEET CARDS V1.0

ERRATA

Solar Auxilia Ultima Pattern Cohort – Expanded Detachments

Change the second sentence of the text for the second Auxilia Rapier Battery to:

‘These models are equipped with quad launchers.’

Change the second sentence of the text for the third Auxilia Rapier Battery to:

‘These models are equipped with mole mortars.’

Auxilia Shadowsword Squadron Card, Auxilia Stormsword Squadron Card & Auxilia Stormblade Squadron Card

Change the Dice characteristic on this Detachment’s lascannon sponson turrets to ‘2’.



WARHAMMER: THE HORUS HERESY

LEGIONS IMPERIALIS – MECHANICUM FORMATION AND DATASHEET CARDS

V1.0

ERRATA

Thanatar Siege Automata Maniple Card

Add the 'Barrage' trait to the Plasma Mortar profile.

Taghma Sub-Covenant Card

Change this Formation's Dedicated Transports special rule to:

'Detachments within this Formation that contain only Infantry models may be upgraded with Triaros Armoured Conveyors as Dedicated Transports.'

