

LIBER ADDENDA

As the range of Horus Heresy miniatures grows and transitions from resin to plastic kits, there will be occasions where Units and profiles from the various Liber books need to be updated. The Liber Addenda will present those changes so that players have access to the most up-to-date rules for their Units. The following profile replaces the Myrmidon Destructor Host profile found on page 29 of *Liber Mechanicum* – rules for Weapons, Special Rules and Traits used on this profile are found in *Liber Mechanicum*.



MYRMIDON DESTRUCTOR HOST

UNIT COMPOSITION: 1 DESTRUCTOR LORD AND 2 DESTRUCTORS

150 Points

- May include up to 7 additional Destructors at +45 Points per Model.

Much like their Secutor brethren, the Myrmidon Destructors view combat as a method by which they might divine the will of the Omnissiah. However, they do so through the thunder of heavy guns, the blast of plasma and searing pulse of rad-flame. For these towering ancients, each salvo is a prayer and each battle won a humble offering to the Omnissiah. Such is the power of their onslaught that the Magos Militant of a Forge World will go to great lengths to seek out and recruit such warriors when conflict looms and the horns of war sound.

USING THIS UNIT: This Core Unit can be included in Detachments from the Mechanicum Taghmata Army List.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Destructor	6	4	4	5	5	4	2	2	9	9	8	8	3+	5+
Destructor Lord	6	5	5	5	5	4	2	3	9	9	8	8	3+	5+

WARGEAR

- Shock chargers
- Frag grenades

TRAITS

- [Allegiance]
- Myrmidax

SPECIAL RULES

- Bulky (3)
- Vanguard (3)
- Battle Meditation (Destructor Lord only)

UNIT TYPE

- **Destructor:** Infantry (Heavy)
- **Destructor Lord:** Infantry (Heavy, Champion)

OPTIONS

- All Models in this Unit must select one of the following options:
 - Volkite culverin.....Free
 - Irradiation engine+15 Points per Model
 - Conversion beamer.....+15 Points per Model
 - Darkfire cannon.....+20 Points per Model