

# WARHAMMER: THE HORUS HERESY

## AGE OF DARKNESS THIRD EDITION

### V1.1

#### FOREWORD

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**.

#### FAQ

**Q:** Vehicles 'cannot be locked in combat' does that mean they cannot be attacked or 'Engaged'?

**A:** *No. Vehicles cannot be locked in combat, but they can be targeted by attacks and Engaged as normal.*

**Q:** When a Model explodes and hits a Vehicle, how do you decide which Armour Facing is hit?

**A:** *The Armour Facing in which the exploding Model is present is hit, if the Model is split between more than one Armour Facing then the Player controlling the Model that is hit chooses which Armour Facing it is hit on.*

**Q:** Do the effects of a selected Gambit apply outside of the Challenge Sub-Phase?

**A:** *No, the effects of a Gambit selected at any point in a Battle have no effects outside of the Challenge Sub-Phase, nor are they cumulative from Challenge to Challenge.*

**Q:** If an Enemy Unit **which cannot Control or Contest Objective Markers (e.g. due to containing Models with the Heedless Special Rule or the Cavalry Sub-Type)** is forced to Fall Back after starting the Assault Phase within 3" of an Objective, as described in the second bullet point of the Vanguard (X) Special rule, is that condition (referred to as a status) for scoring Victory Points as per the Vanguard (X) Special Rule met?

**A:** *No.*

**Q:** Allied Detachments may only total up to 50% of the total Points Limit for any Army. Does this include the Points Value of Units in other Detachments, such as Apex Detachments or Auxiliary Detachments, **linked** to the Allied Detachment?

**A:** *Yes.*

**Q:** Are Reserves and Aerial Reserves considered the same for moving Units 'into Reserves' or affecting Units 'in Reserves'?

**A:** *No. Where the term Reserves is used, this applies to only Units expressly placed in Reserves, and does not extend to Units placed in Aerial Reserves. Similarly, where reference to Aerial Reserves is made, this only applies to Units specifically placed in Aerial Reserves and does not extend to Units in Reserves.*

**Q:** The Tactical Status rules state that a Unit affected by a Tactical Status can never gain a bonus due to being Stationary. Does the Stable Sub-Type overrule this?

**A:** *No.*

**Q:** When are Models counted as 'moving through' or 'moving through a Unit' in play?

**A:** *A Model is counted as moving through another Unit when its Line of Movement either crosses the base of a Model from another Unit or passes between two Models from another Unit that are in Unit Coherency with each other.*

**Q:** If a Unit moves into Base Contact with an enemy Unit as part of a Set-up Move, is it considered to have made a successful Charge Move?

**A:** *Yes.*

**Q:** Are a Psychic Weapon and a Weapon with the Psychic Trait the same thing?

**A:** *No.*



**Q:** Does the Alpha Legion Lies and Obfuscation Special Rule affect how far any Line of Sight drawn through an area of Terrain of any kind is deemed to be?

**A:** No.

**Q:** If the last Model in a Unit is Removed as a Casualty in the Morale Sub-Phase due to failing a Check to resist gaining a Tactical Status and having the Malefic Sub-Type, are Victory Points awarded via the Vanguard (X) Special Rule if the Shooting Attack which caused the Check was made by a Unit with a majority of Models with the Vanguard (X) Special Rule?

**A:** Yes.

**Q:** Can the Reactive Player make a Reaction that has a cost of 0 if their Reaction Allotment is or has been reduced to 0 for that Player Turn?

**A:** Yes.

**Q:** Does the bolter (Primary) component of a combi-weapon count as a bolter for the purposes of the Fury of the Legion Special Rule?

**A:** No.

**Q:** Can Models with the Malefic Sub-Type gain the Disgraced Status or a Cybertheurgic Status?

**A:** Yes.

**Q:** Can the Gun Down and Pursue aftermath options be used against an enemy Unit which had Disengaged from the same combat?

**A:** No.

**Q:** Can a Weapon with the Heavy (X) or Ordnance (X) Special Rules be used to make Reactions if this Special Rule would cause the Ranged Strength Characteristic to be increased to a value that stops that Weapon being a Defensive Weapon?

**A:** No.

**Q:** Outside of making Shooting Attacks as part of a Reaction, do Models count as Stationary before their Controlling Player's first Player Turn?

**A:** No.

**Q:** If a Shooting Attack made as part of a Reaction inflicts a Glancing Hit, can that Glancing Hit apply a Tactical Status to the Target Unit via the Vehicle Damage Table?

**A:** No.

**Q:** Are Victory Points gained due to the Vanguard (X) Special Rule if an attack which targets a Unit that is Controlling or Contesting an Objective causes all Models within 3" of that Objective from the targeted Unit to be Removed as Casualties, but does not cause the last Model from that Unit to be Removed as a Casualty?

**A:** No.

**Q:** What do 'friendly' and 'enemy' refer to?

**A:** Models or Units under the control of a Player are friendly Models or Units, while Models or Units under the control of that Player's opponent are enemy Models or Units.

**Q:** Can an Army that has a Primary Detachment that includes Units with a variant of the [Mechanicum] Faction Trait include any Allied Detachments that also include Units with a variant of the [Mechanicum] Faction Trait?

**A:** Yes\*.

*\*Designer's Note: As per the rules for Allied Detachments, such a Detachment would not be able to include any Units with the same Mechanicum Faction Trait as any included in the Primary Detachment. For example, if the Primary Detachment included Units with the Reductor, Cybernetica and Lacrymaerta Faction Traits, an Allied Detachment in the same Army could not include any Units with any of these Faction Traits, but could include Units with the Myrmidax, Macrotek, Malagra or Archimandrite Faction Traits.*

**Q:** If a Model has its Characteristics changed during Army Selection (for example, by applying a Prime Advantage to that Model), is the adjusted Characteristic considered to be the Model's Base Characteristic used during the Battle?

**A:** No.

**Q:** If a Vehicle Model is making a Shooting Attack with a Weapon with the Blast (X) or Template Special Rule, does the whole Blast Marker or Template have to be placed within that Weapon's Firing Arc?

**A:** No\*.

*\*Designer's Note: It is worth noting that the selected Target Unit for that Shooting Attack must still lay within that Weapon's Firing Arc, and the Blast Marker's central hole or the Template must still be placed so at least one Model in the Target Unit remains under it.*

**Q:** If a Model with a given Tactical Status is part of a Unit or joins a Unit where no other Models have that Tactical Status, are the Models that do not have the Tactical Status subject to its effects?

**A:** Yes.

**Q:** If the only Models with a given Tactical Status leave a Unit, are the Models that do not have the Tactical Status still subject to its effects?

**A:** No.



**WARHAMMER: THE HORUS HERESY  
– AGE OF DARKNESS RULEBOOK**

# ERRATA

## Page 175 - Automata Type

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

‘However, if a Unit that contains any Models with the Automata Type also includes any Models that do not have the Automata Type, that Check must be made using the Characteristics of one of the Models that does not have the Automata Type and is not automatically passed.’

## Page 208 – Intercept

Change the second sentence of the Trigger to:

‘The declaration is made as soon as the last Model from the Unit is placed on the Battlefield and has made any moves it is permitted to make when it enters play.’

## Page 212 – Psychic Weapons

Change the first sentence of the second paragraph to read:

‘A Model must have the Psyker Trait in order to make attacks with a Psychic Weapon.’

## Page 224 – The Flyer Sub-Type

Add the following after the second bullet point:

- Models with the Flyer Sub-Type may move through Models with the Vehicle Type, but never inflict Hits on enemy Units they move through and are never eligible to be the Target of the Death or Glory Advanced Reaction.

## Page 224 – Flyer Combat Assignments

The following rule affects all flyer combat assignments in the core rulebook.

### Extended Combat Airspace

As the battle progresses pilots on both sides find themselves increasingly pushed from safe airspace and into contested zones in order to press the attack on the foe. Such pilots can only hope that by that point their allies on the ground have disabled or destroyed enemy anti-aircraft installations.

From the Start of Battle Turn Two and for the remainder of the Battle, when any Combat Assignment for a Model with the Flyer Sub-Type states that a Model may be placed on the edge of the Battlefield within its Controlling Player’s Deployment Zone, it is ignored. Instead, the Controlling Player of a Model with the Flyer Sub-Type that is assigned a Drop Mission, Extraction Mission, Strike Mission or Strafing Run may place the Model at any point on the Battlefield Edge – even within another Player’s Deployment Zone. After the Model is placed on the Battlefield Edge the Combat Assignment continues as normal.



#### Page 226 – Combat Air Patrol Advanced Reaction

Replace Step 3 of the Combat Air Patrol Advanced Reaction Process with the following:

‘Once this move is complete, the Reactive Player may make a single Shooting Attack with the Reacting Unit that must target the Target Unit, counting all Ranged Weapons Models in the Reacting Unit have as Defensive Weapons.’

#### Page 244 – Select Unit Step

Replace the text under the Select Unit step with the following:

‘The Active Player must select a Unit under their control that has not yet been selected or Moved during that Move Sub-Phase.’

*\*Designer's Note: The purpose of this errata is to ensure Units are able to Disembark from a Model with the Transport Sub-Type in the same Player Turn in which that Model has entered play from Reserves.*

#### Page 250 – 8. Select Target Model

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

‘If any eligible Model has already had its Wounds Characteristic or Hull Points Characteristic negatively modified (sometimes referred to as having ‘already lost Wounds’) but has not been removed from the Unit, then such a Model must be selected as the Target Model unless it also has the Paragon Type or the Command Sub-Type.’

#### Page 256 – Challenge Sub-Phase

Change the first bullet point to:

‘The Model must have the Paragon Type or the Command or Champion Sub-Type or a Special Rule that otherwise allows it to take part in a Challenge.’

#### Page 258 – Flurry of Blows

Change this Gambit to:

‘**Flurry of Blows** – If this Gambit is selected, then the Model controlled by the Player that selected this Gambit gains a bonus of +D3 to its Current Attacks Characteristic in the Strike Step, but any Hits inflicted by these attacks have their Damage Characteristic set to ‘1’ and this may not be modified by any Special Rule (including Shred (X) or Critical Hit (X)).’

#### Page 258 – Test the Foe

Change this Gambit to:

‘**Test the Foe** – If this Gambit is selected, then the Model for which it is selected gains no benefit in the Focus or Strike Steps, but if it is not Removed as a Casualty, the Controlling Player automatically gains Challenge Advantage at the start of the next Face-Off Step of the Challenge.’

#### Page 260 – Glory

Change the third paragraph to:

‘If neither Model was Removed as a Casualty and no wounds were inflicted, both Models were Removed as Casualties or both Players inflicted the same number of wounds, then the Challenge is a draw and neither Player gains Combat Resolution.’

#### Page 264 – Basic Close Combat Weapon Example Profile

Change the second and third sentences to:

‘It may only be used when a Model has no Melee Weapons [eligible to make attacks with](#). A basic close combat weapon has the following profile:’

Delete the ‘Melee’ Trait from the Basic Close Combat Weapon Profile.

The Basic Close Combat Weapon is a Melee Weapon.

#### Page 272 – Make Panic Checks Step

Replace the final sentence of the first paragraph with:

‘In addition, the difference between the Combat Resolution Points totals of the winning Player and the losing Player is applied as a negative modifier to the Leadership Characteristic being used to make this Leadership Check.’

#### Page 283 – Prime Slots

Change the last sentence of the second paragraph to:

‘If the Unit chosen to fill the Prime Slot includes any Models with the Unique Sub-Type, then the only Prime Advantages that may be selected are Special Assignment or Logistical Benefit.’



### Page 287 – How To Select An Age Of Darkness Army

Under the “Selecting an Army” heading, change the second paragraph to:

‘Ben must now choose which Force Organisations Slots he will fill in his Primary Detachment and what Units from the Legiones Astartes Army List he will fill those Slots with. The Rules for selecting an Army do not require that Force Organisation Slots be filled in any particular order, nor that any must be filled, so Ben decides to start by selecting his leaders. He chooses to fill his only High Command Slot with a Space Marine Praetor. Ben then chooses to fill two of the Command Slots available in his Primary Detachment with Space Marine Centurions. Finally, Ben chooses to fill two Troops Slots with Space Marine Tactical Squads and a third with a Space Marine Breacher Squad.’

### Pages 288 & 292 – Crusade Primary Detachment Diagram

Switch the Prime Advantage – Master Sergeant, applied to the Prime Command Slot (which is filled with a Space Marine Centurion), with the Prime Advantage – Logistical Benefit and the associated Heavy Assault Slot (which is filled with a Space Marine Cataphractii Terminator Squad), applied to the Prime Troops Slot (which is filled with a Space Marine Tactical Squad).

### Page 345 – Mind-Burst Psychic Power

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, then all Statuses are removed from all Models in the Target Unit, and then the Target Unit must immediately make a Fall Back Move. Once that Fall Back Move has been resolved, a Leadership Check must be made for the Target Unit by its Controlling Player, this Check may not be modified by any effect or Special Rule. If the Leadership Check is successful, then there is no further effect, if it is unsuccessful then all Models in the Target Unit gain the Routed Status.
3. If the Resistance Check succeeds then there is no further effect to the Target Unit.
4. Regardless of whether the Resistance Check succeeds or fails, the Unit that includes the Focus of this Psychic Power may not make a move or Rush in this Movement Phase.

### Page 347 – Tranquillity Psychic Power

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, then all Models in the Target Unit suffer a penalty of -2 to their Willpower Characteristic when attempting to Manifest any Psychic Power or Psychic Reaction. If any Model in the Target Unit makes attacks with a Weapon that has the Psychic Trait, then the Strength Characteristic of all Hits inflicted is reduced by 1.
3. If the Resistance Check succeeds then there is no further effect.



## CORE SPECIAL RULES

# ERRATA

This section presents an errata for the Core Special Rules. These are found in numerous different books, and rather than present each entry in the sub-errata list for each relevant publication, they will be presented once here. The errata presented here should be applied to each instance of the noted Special Rule in all publications where it features.

### The Vanguard (X) Special Rule

Change the second bullet point included as part of this Special Rule to read as follows:

- If a Unit that includes a majority of Models with the Vanguard (X) Special Rule has at least one attack made for it in a Combat that results in one or more enemy Units that had at least one Model within 3" of an Objective at the start of that Assault Phase either Falling Back from Combat or being Massacred.

### The Template Special Rule

Delete the section in brackets from the last sentence of the fourth paragraph.

Change the 'Other Templates' boxout to read:

'In some rare cases a Weapon may use a different Template than the standard Flame Template, in these cases the Template Rule may be expressed with a bracketed section stating which Template must be used when attacking with that Weapon. Otherwise, the Rules for its use are unchanged from those noted under the Template Special Rule, with the exception of the Range Characteristic it is considered to have.

An example of this is the use of the Hellstorm Template for certain very large Weapons. In this case the Rule would be expressed as 'Template (Hellstorm)' and the attack would be resolved using the Template Special Rule, but placing the larger Hellstorm Template. Weapons with the Template (Hellstorm) Special Rule are considered to have a Range Characteristic of '16' when a Rule requires such weapons to have a numbered Range Characteristic.'



# LIBER ASTARTES: LOYALIST LEGIONES ASTARTES ARMY BOOK

## Page 35 – Seal the Veil Psychic Reaction

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, then the Target Unit cannot make a Set-Up Move of more than 1", and when a Charge Roll is made for that Unit in Step 5 of the Charge Procedure, the highest Dice is discarded instead of the lowest.

## Page 38 – Moritat Special Rules

Add the following under the Special Rules heading:

- Bitter Duty

## Page 48 – Tartaros Terminator Command Squad Options

Replace the second bullet point in the left hand column with the following:

- Any Model in this Unit may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.

## Page 56 – Tartaros Terminator Options

Replace the second bullet point in the left hand column with the following:

- Any Model in this Unit may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.

## Page 61 – Assault Squad, Options

Replace the second bullet point in the right column with the following:

'For every five Models in this Unit, two Assault Legionaries in this Unit may have their chainsword and bolt pistol, or their combat shield and chainsword, exchanged for one heavy chainaxe for +5 Points per Model.'

## Page 95 – Automated Fire Protocols

Add the following to the end of the first paragraph of this Special Rule:

'When making a Shooting Attack as part of any of these Advanced Reactions, a Model with this Special Rule may attack with any weapons it has, not just Defensive Weapons.'

## Page 125 – Paladin of the Hekatonystika

### Prime Advantage

Replace the third bullet point with:

- Gains the Order Exemplars Special Rule (see page 137).

## Page 149 – Sire of the White Scars Special Rule

Replace the third sentence of this Special Rule with the following:

'Furthermore, if a Model with this Special Rule is part of an Army, then the following Special Rules are granted to all Models with the Infantry and or Paragon Type with the White Scars Trait in the same Army.'

## Page 169 – Sire of the Space Wolves Special Rule

Replace the third sentence of this Special Rule with the following:

'Furthermore, if a Model with this Special Rule is part of an Army, then the following Special Rules are granted to all Models with the Infantry and or Paragon Type with the Space Wolves Trait in the same Army.'

Replace the second bullet point with:

- Until the end of the first Battle Turn of the Battle, all Models in this Army with the Infantry or Paragon Types and the Space Wolves Trait have the Move Through Cover Special Rule.

## Page 173 – Stormwrought Psychic Reaction

Remove the last sentence under the 'Target' header.

## Page 187 – Bastion of Fire Advanced Reaction

Replace Step 1 of the Bastion of Fire Advanced Reaction Process with the following:

- Once the Bastion of Fire Advanced Reaction has been declared, the Reactive Player makes a Shooting Attack with the Reacting Unit, targeting only the Target Unit.

## Page 208 – Perdition Weapons Armoury Options

Add the following text after the first paragraph:

If a Model has a Perdition weapon as part of its Wargear, you can select one of the following for that Model to have:

- Blade of Perdition
- Axe of Perdition
- Maul of Perdition
- Spear of Perdition





**Page 235 – Lord of Automata Special Rule**

Replace the first and second sentences of the Special Rule with the following:

‘When a Model with this Special Rule is included in a Detachment, one additional Force Organisation Slot is added to that Detachment. This Slot can only be filled with one Castellax Battle Maniple or Castellax Destructor Maniple Unit selected from *Liber Mechanicum*.’

**Page 236 – Gorgon Terminator Squad Wargear**

Add the following under the Wargear heading:

- Combi-bolter

**Page 263 – Forge-crafted heavy flamer Ranged Weapon Profile**

Change the AP Characteristic to ‘4’.





# LIBER HERETICUS: TRAITOR LEGIONES ASTARTES ARMY BOOK

## Page 35 – Seal the Veil Psychic Reaction

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, then the Target Unit cannot make a Set-Up Move of more than 1", and when a Charge Roll is made for that Unit in Step 5 of the Charge Procedure, the highest Dice is discarded instead of the lowest.

## Page 38 – Moritat Special Rules

Add the following under the Special Rules heading:

- Bitter Duty

## Page 48 – Tartaros Terminator Command

### Squad Options

Replace the second bullet point in the left hand column with the following:

- Any Model in this Unit may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.

## Page 56 – Tartaros Terminator Options

Replace the second bullet point in the left hand column with the following:

- Any Model in this Unit may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.

## Page 61 – Assault Squad, Options

Replace the second bullet point in the right column with the following:

'For every five Models in this Unit, two Assault Legionaries in this Unit may have their chainsword and bolt pistol, or their combat shield and chainsword, exchanged for one heavy chainaxe for +5 Points per Model.'

## Page 95 – Automated Fire Protocols

Add the following to the end of the first paragraph of this Special Rule:

'When making a Shooting Attack as part of any of these Advanced Reactions, a Model with this Special Rule may attack with any weapons it has, not just Defensive Weapons.'

## Page 136 – Saul Tarvitz, Special Rules

Replace 'Hatred (Traitors)' with 'Hatred (Traitor)'.

## Page 149 – Bitter Fury Advanced Reaction

Replace the word 'improve' in the last sentence of Step 2 of the Bitter Fury Advanced Reaction Process with the word 'modify'.

## Page 151 – The Breaker

Replace the word 'Reaction' in the first sentence with the word 'Gambit'.

## Page 205 – Shadow of the Reaper Special Rule:

Replace the number '10' with the number '12'.

## Page 339 – Combi-melta:

Replace the 'Melta' Special Rule with 'Melta (6)'.

## Page 224 – Paths of Consequence Psychic Power

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, then all Models in the Target Unit suffer a penalty of -2 to their Movement Characteristic, to a minimum of 0. Furthermore, the first time a Model in the Target Unit Moves in a given Phase, it must take a Dangerous Terrain Test.
3. If the Resistance Check succeeds then there is no further effect.

## Page 281 – Soul Binding Psychic Power

Replace all steps of the Process with the following:

1. Once the Focus and Target Unit have been decided, the Target Unit's Controlling Player makes a Resistance Check for that Unit.
2. If the Resistance Check is failed, the Controlling Player of the Focus Model can select one Model with a Willpower Characteristic of 7 or less from the Target Unit.
3. For the Duration of this Psychic Power, the selected Model is considered to be under the control of the Controlling Player of the Focus of this Power.
4. If the Resistance Check succeeds then there is no further effect.



## LIBER AUXILIA: SOLAR AUXILIA ARMY BOOK

## Page 17 – Auxilia Hull Weapons list

Replace every instance of 'Hull Mounted' with 'Hull (Front) Mounted'.

## Page 34 – Unit Composition

Replace the first bullet point with:

- May include up to 3 additional Rapier Crews at +30 Points per Rapier Crew.

## Page 34 – Rapier Gunner Model Profile

Change the Armour Save Characteristic to 4+.

## Page 34 – Rapier Section Options

Delete the text in brackets in the right hand column after 'Quad launcher'.

## Page 38 – Flare Launchers

Replace every instance of ‘Shrouded Damage Mitigation Roll’ with ‘Invulnerable Save’.

## Page 45 – Malcador Heavy Tank Unit Profile

Change the Unit's starting Points Value to 180 Points.

## Page 46 – Malcador Infernus Special Weapons Tank Unit Profile

Change the Unit's starting Points Value to 205 Points.

## Page 47 – Valdor Tank Destroyer Unit Profile

Change the Unit's starting Points Value to 190 Points.

## Page 72 – Outlast Advanced Reaction

Replace Step 2 of the Outlast Advanced Reaction Process with the following:

'After this Marker has been removed, the Reactive Player makes a Shooting Attack with the Reacting Unit, resolved as Snap Shots and targeting any enemy Unit to which at least one Model in the Reacting Unit has Line of Sight.'

## Page 107 – Fire Support! Advanced Reaction

Replace Step 2 of the Fire Support! Advanced Reaction Process with the following:

‘Once the Reacting Player has resolved this move, they may select a single Friendly Model with the Solar Auxilia Trait which has a Weapon with the Barrage (X) Special Rule within 12" of at least one Model in the Reacting Unit. This Model immediately performs a Shooting Attack against the Target Unit with a single Weapon which has the Barrage (X) Special Rule, which may be made without Line of Sight according to that Special Rule. If this Model has the Vehicle Type, this may be a Battle Weapon and the Model may Pivot immediately before performing the Shooting Attack. Note that this Model’s Unit still counts as having made a Reaction during this Battle Turn.’

## Page 109 – Armoury of the Solar Auxilia

Add the following text after the first paragraph:

‘Some Weapon Profiles are marked with an \*. Such Profiles may not be used when this Weapon is selected to make attacks with unless the Controlling Player has selected the appropriate Wargear option on the firing Model’s Unit entry.’

## Page 111 – Las Weapons Weapon Profiles

Replace 'Blast-charger' in the leftmost column with 'Blast-charger<sup>20</sup>'.



## LIBER MECHANICUM: FORCES OF THE TAGHMATA ARMY BOOK

### Page 24 – Arcuitor Magisterium Options

Replace the third bullet point in the left hand column with the following:

- This Model may have one item from the Mechanicum Melee Weapons list or the Mechanicum Magos Weapons list selected for it.

Replace the first bullet point in the right hand column with the following:

- This Model may have one item from the Mechanicum Pistols list or the Mechanicum Magos Weapons list selected for it.



# LIBER QUESTORIS: KNIGHTS AND TITANS ARMY BOOK

## Page 88 – Select Armies Step

Change the word 'Maniple' to 'Ordinal'.

## Page 89 – Select Armies Step

Change the word 'Maniple' to 'Ordinal'.

## Page 109 – Mag-inverter Shield Wargear

Replace the last sentence of the wargear with:

'If a Unit that includes a majority of Models that have mag-inverter shields is the target of a Charge, reduce the distance of the Charging Unit's Charge Move by 1", to a minimum of 1"'