

Independent National Warhammer 40,000

Tournament FAQ - APPENDIX v.1.0 (02/08/2010)

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This appendix document is an extension of the main 'Independent National Warhammer 40,000 Tournament FAQ' (INAT FAQ, for short) designed to cover questions arising from the use of Imperial Armor and Apocalypse units in tournament games of Warhammer 40,000. If you are looking for questions and answers for the main Warhammer 40,000 rulebook or its codexes, then please refer to our main INAT FAQ document that should be available from the same site you downloaded this appendix from.

The INAT FAQ is a completely 100% independent (unofficial) Q&A list for the game of Warhammer 40,000 5th edition. The purpose of this FAQ is to give players advance knowledge of how tournament judges will be ruling the myriad of tricky situations that arise in games of 40k at the event they are planning to attend.

This appendix has been kept separate from the main INAT FAQ for a few good reasons, chief amongst those is that (even more than the standard rules for Warhammer 40,000) the Apocalypse and Imperial armor rules were not written for tournament play and as such suffer from quite a few typographical errors, head-scratching rules conundrums and a bewildering method of updating only a few unit entries with each new volume produced.

Because of this, using Apocalypse and Imperial Armor units in a tournament is not for the faint of heart and most organizers don't bother. But for those who are up for the challenge, it can be incredibly helpful to have a pre-made list of rulings on some of the more confusing elements of Apocalypse/Imperial Armor units, even if those rulings are made unofficially by other gamers...and that's exactly why this appendix exists.

It is designed to provide questions and answers for *using* Apocalypse and Imperial Armor units in tournament games but **NOT** for *playing* Apocalypse games (that's a big difference!). As such, you will *not* find rulings regarding Apocalypse Formations or Stratagems in this document, nor will you find rulings regarding Imperial Armor army lists, as most of these armies can generally be fielded within the more open army structure of the newer codices.

Also, due to Forgeworld's lackadaisical method of updating their official Imperial Armor FAQs (which are often so old they refer to previous editions of the Warhammer 40,000 rules), this appendix essentially ignores these Forgeworld Imperial Armor FAQs. We use (and include) their older rulings wherever they still fit the current edition of the rules, but otherwise we treat the rest of these FAQs as outdated material. This **does not** include the Imperial Armor rules *updates* (currently available for Imperial Armor Volumes 1 & 2). These updates are essentially errata to the original volumes and are treated as such.

As with the main INAT FAQ document, after each FAQ answer there is a bracketed notation letting you know under what circumstances we felt the ruling was made:

- Rulings based on the rules as written are noted as **[RAW]**.
- Rulings that clarify an issue that has no conclusive RAW answer are noted as **[clarifications]**.
- Rulings that change the RAW because we feel playing that way is absurd, unfun, or goes against the style the vast majority of people play are noted as **[rules change]**.
- Situations where we feel the issue is clearly based on a typographical error are noted as **[typo]**.

Despite being lengthy, the organization of this FAQ makes finding the answer to your question a breeze. Each question is numbered in reference to the particular rulebook or supplement page number it corresponds to. So, for example, if the query is the first question from page 52 of the 'Apocalypse' supplement, the number assigned to it will be: "APOC.52.01" (Apocalypse.Page 52.Question 1).

Some questions also have a reference number at the end (such as: "Ref: Apoc.52.01"). This indicates that the question in some way references a question in another section of the FAQ. Either the two topics are related, or sometimes the same question is repeated multiple times (if it appropriately falls into multiple areas of the rules).

At the end of the day please remember that miniature gaming is meant to be fun. While a FAQ can help provide standards and guidelines it is never a replacement for common sense and good sportsmanship.

If you have any questions regarding this FAQ or if you'd like to submit a rules query for consideration to be added to the document please email us at: adepticon@gmail.com

Please feel free to use any portion of this FAQ for your own tournament (or any other reason you see fit). This FAQ is updated frequently, so be sure to check back regularly to see if there is an updated version available.

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Many thanks go out to the numerous Internet forums, their posters, clubs/groups and GW staff that contributed invaluable questions, feedback and/or advice to help create this FAQ.

This section covers general questions about using Apocalypse/Imperial Armor rules in tournaments.

IA.GEN.01 – Q: When rules for a particular unit are found in BOTH an Apocalypse supplement AND in (sometimes multiple different) Imperial Armor volumes, which rules do I use?

A: You should always, always, always check with your tournament organizer to see what rules they are allowing in the tournament and from what publication to find those rules.

However, to keep things simple and coherent for as many players as possible, unless the tournament organizer rules otherwise, **only** the most current rules published for any given unit will be allowed, whether that be in an Apocalypse or the most recent Imperial Armor supplement. It also means the Imperial Armor rules for Super-Heavy vehicles, Flyers and Gargantuan creatures found in some of their older volumes are all replaced by the Apocalypse rules found on pages 102-108 of the 'Imperial Armor Apocalypse 2' supplement (which itself is an updated version of the basic Apocalypse rules found on pages 90-97 of the original Apocalypse supplement) [clarification].

Please refer to **APPENDIX C** in this document for a full listing of Apocalypse / Imperial Armor units and in what publication you can find the most current rules for that unit.

IA.GEN.02 – Q: A recent Imperial Armor publication has new rules (and points cost) for a unit that is found in my codex. Can I use this new version instead of what's in my codex?

A: As always, please check with your tournament organizer to see what rules they allow you to use in their tournament.

However, we find it *extremely* confusing to have a tournament where two players are playing the *same type of army*, but can potentially have the same unit costing and behaving differently depending on which supplements they own!

As such, unless the tournament organizer rules otherwise, if a particular unit has an entry in a codex, players **must use the codex version** of the unit [clarification]. The only exception we make to this rule is the case where an Apocalypse/Imperial Armor entry is identical to the codex version except for additional options (such as additional weapon variations, for example). In this case we allow these additional options via a FAQ ruling located in the section of this document dedicated to that particular supplement.

IA.GEN.03 – Q: Are the Imperial Armor FAQs off of the ForgeWorld website still valid?

A: Unfortunately, the FAQs found on their website are extremely outdated and often refer to old editions of the Warhammer 40,000 rules. As such, this appendix does not reference those FAQ documents. Note that this doesn't include the Imperial Armor 'updates' which are errata to those volumes and are treated as such [clarification].

IA.GEN.04 – Q: What Force Organization slot in my army does an Apocalypse or Imperial Armor unit fill?

A: Many Imperial Armor unit entries specify what force organization slot the unit fills in your army, but for those units that don't, please refer to **APPENDIX C** of this document or to pages 91-100 of the Imperial Armor Apocalypse Volume 2 supplement for a full list of Apocalypse/Imperial armor units and what Force Organization slot they occupy.

If War Machine Detachments are allowed in your tournament, please check with the tournament organizer to find out exactly how these units fit into your army structure.

IA.GEN.05 – Q: Many Apocalypse and Imperial Armor rules say that units may (or have to) begin the game in 'Strategic Reserve'. What does this mean?

A: In regular games of 40K this simply means the unit starts the game in Reserve [clarification].

IA.GEN.06 – Q: Many Apocalypse units have the 'Agile' special rule. Are these models considered to have the 'fleet' special rule?

A: Yes all 'Agile' creatures count as having 'Fleet'. These units can 'run' either 1D6" or 2D6" in the shooting phase (depending on their particular version of the rule they have) and then still assault in the subsequent Assault phase [clarification].

IA.GEN.07 – Q: Many units in the Imperial Armor books are classed as 'Type: Immobile', what exactly does this mean?

A: Unless specified otherwise in the unit's special rules, it means the vehicle cannot move under its own volition (although some are allowed to be towed) and counts in all respects as a vehicle that has suffered an Immobilized damage result (which cannot be repaired in any way). At the end of the game a 'Type: Immobile' vehicle always counts as immobilized, even if it is being towed when the game ends [clarification].

IA.GEN.08 – Q: When a firing unit draws line of sight through the legs of a Titan or Gargantuan Creature to an enemy unit beyond, does this count as shooting 'through a unit' for the purpose of cover saves?

A: Yes it does [clarification].

IA.GEN.09 – Q: Many Imperial flyers in a variety of the Imperial Armor books list options such as “Armoured Cockpit” and “Chaff Launcher”. Where can I find the rules for these?

A: See Imperial Armor Apocalypse 2, page 81. Unless specified otherwise in the unit’s datasheet, here are the point values for those upgrades:

- Flare/Chaff launcher: +10 pts.
- Armoured Cockpit: +20 pts.
- Infra-red Targeting: +5 pts.
- Illum Flares: +5 pts.
- Distinctive Paint Scheme/Decals: +10 pts [clarification].

IA.GEN.10 – Q: Hellstrike missiles are listed as being ‘Ordnance 1’. Does this mean they use the 5” blast marker? Can any other weapons be fired the same phase one of these Hellstrike missiles are launched?

A: Hellstrike missiles are a *non-blast* Ordnance weapon. As with all Ordnance weapons, only a single Hellstrike missile may be fired when shooting, and no other weapons may be fired at the same time (unless, of course the Flyer is Super-Heavy in which case it may fire all of its weapons) [RAW].

IA.GEN.11 – Q: Several Apocalypse and Imperial Armor units have the ability to destroy (or alter) pieces of terrain during the game. Exactly what kind of terrain am I allowed to destroy?

A: Players using units that have the ability to destroy terrain features must declare this fact to their opponent before each game and between them decide exactly which terrain features will be eligible targets to be destroyed during the game (within the limitations presented, if any, for the terrain destroying ability) [clarification].

IA.GEN.12 – Q: If models are in or on a terrain piece that is destroyed by a special ability, what happens to them?

A: Models that are in terrain when it is removed/destroyed by a special ability don’t suffer any damage simply for being in/on the terrain feature that is being removed (unless the ability specifies that they do!). After the terrain piece is removed from the table, place the models back onto the table as close to their original location as possible.

IA.GEN.13 – Q: Abilities that destroy terrain often say that the destroyed terrain should be replaced by rubble. What happens if we don’t have access to such a damaged terrain piece (or we run out of them)?

A: If no suitable wreckage terrain is available, then simply remove the destroyed terrain from the table leaving nothing in its place [clarification].

IA.GEN.14 – Q: Imperial Armor features several Artillery units with immobile gun models. Since units always move at the speed of their slowest model, does that mean the gun crew models are unable to move?

A: No, these units are an exception to the rule. The gun crew models may move normally despite the fact that their guns may not move [rules change].

IA.GEN.15 – Q: If an Artillery unit with immobile gun models is forced to Fall Back, what happens?

A: In this case, the gun crew Falls Back, abandoning their guns (as they can’t move them). Remove the gun models from the game as casualties [clarification].

IA.GEN.16 – Q: If an Artillery unit with immobile gun models is forced to move (such as with the ‘Lash of Submission’ psychic power), what happens?

A: If the rule specifies that the unit can be moved out of coherency, then the crew models may be moved out of coherency from their guns (in which case they would have to return to coherency as soon as possible). Otherwise, the crew can be moved around but must remain in coherency with the gun models [clarification].

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91)

APOC.91A.01 – Q: Can a Gargantuan Creature ram enemy vehicles?

A: Gargantuan Creatures may ram non-Super-Heavy enemy vehicles (they count as being a tank and having a frontal armor value of 14 as stated in their rules). Remember that a ramming Gargantuan Creature will have to move as far as possible in a straight line and will not be able to shoot in the subsequent shooting phase (but can still Assault in the subsequent Assault phase) [clarification].

APOC.91B.01 – Q: Can a Gargantuan Creature run in the shooting phase instead of shooting? If so, can it tank shock/ram during this move?

A: Yes they can run [RAW], but they cannot tank/shock ram during this move [clarification].

APOC.91B.02 – Q: If a Gargantuan Creature is only partially covered by a blast is it only hit on a roll of '4+'?

A: No, a Gargantuan Creature at least partially covered by a blast is hit by it [clarification].

APOC.91B.03 – Q: Can a Gargantuan Creature move and fire an Ordnance weapon? And does firing an Ordnance weapon restrict how many other weapons it may fire that phase?

A: Yes, Gargantuan Creatures may move and fire an Ordnance weapon and they are allowed to fire all of their weapons each turn, even if some of them (or all of them) are Ordnance weapons [clarification].

Ref: [APOC.92C.01](#)

APOC.91C.01 – Q: Can a Gargantuan Creature tank shock/ram while making an assault move?

A: No [clarification].

APOC.91C.02 – Q: Gargantuan Creatures' close combat attacks against vehicles count as Ordnance. How does this work for the penetration roll?

A: For each hit, roll 2D6 and pick the highest result (as the attack counts as Ordnance). Then add a further D6 to the total (because of the Monstrous Creature special rule) [clarification].

APOC.91C.03 – Q: At the end of a round of combat if a unit (that is not a Super Heavy Walker or Gargantuan Creature) is locked both with a Gargantuan Creature and another unit does it still consolidate away from the Gargantuan Creature?

A: In this case, the enemy unit makes pile-in moves towards the non-Gargantuan unit as if they are not engaged with the Gargantuan creature. If there are enemy models in base contact with both the Gargantuan Creature and another model or there are enemy models that aren't allowed to move for any reason, then the Gargantuan Creature must be "cheated" the minimum distance needed to make sure it ends the Assault phase at least one inch away from all non-Gargantuan or Super-Heavy enemies [rules change].

APOC.91C.04 – Q: If a Fearless unit loses a round of combat to a Super Heavy Walker or Gargantuan Creature is it subject to 'No Retreat' wounds even though the unit must consolidate out of combat?

A: Yes, as this consolidation move doesn't occur until *after* the combat is fully resolved [RAW].

APOC.91C.05 – Gargantuan Creature Assault Phase:

Ignore the reference to the Gargantuan Creature counting as 30 models for outnumbering purposes as this refers to rules that are no longer used [clarification].

APOC.91D.01 – Q: Gargantuan Creatures are not "affected" by Psychic Powers that don't have a Strength value. What exactly is meant by this?

A: The Gargantuan Creature is completely unaffected by all the following enemy powers (the power is not cancelled, the Gargantuan Creature just ignores its effects):

- **Blood Angels:** Transfixing Gaze.
- **Chaos Space Marines:** Gift of Chaos, Lash of Submission, Wind of Chaos.
- **Daemonhunters:** Sanctuary, Word of the Emperor.
- **Dark Angels:** Mind Worm.
- **Eldar:** Doom, Mind War, Veil of Tears.
- **Imperial Guard:** Nightshroud, Weaken Resolve.
- **Orks:** Zogwort's Curse.
- **Space Marines:** Null Zone.
- **Space Wolves:** Jaws of the World Wolf, Tempest's Wrath.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Paroxysm, Psychic Scream.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Word of the Emperor.

* Please note that Gargantuan Creatures cannot benefit from any friendly psychic powers as well [clarification].

Ref: [APOC.93C.01](#)

APOCALYPSE ADDITIONAL RULES: GARGANTUAN CREATURES (page 91) *CONTINUED*

APOC.91D.02 – Q: Does a Gargantuan Creature suffer D3 wounds when suffering a Force Weapon's Instant Death ability?

A: Some force weapons inflict "Instant Death" which Gargantuan Creatures ignore. Force weapons in older codices kill models outright in which case the Gargantuan Creature suffers D3 wounds instead [RAW].

APOC.91D.03 – Q: If a Gargantuan Creature is hit by a non-Sniper/Poisoned weapon that always wounds on a specified roll (a 4+, for example) is this modified up to a 6+ to wound?

A: No. All non-Sniper or Poisoned weapons (such as a DE Agonizer) function normally against Gargantuan Creatures [RAW].

APOCALYPSE ADDITIONAL RULES: SUPER-HEAVY VEHICLES (page 92)

APOC.92B.01 – Q: Do Super-Heavy vehicles benefit from moving on roads?

A: Yes, but note that only 'Fast' Super-Heavy vehicles are able to move at cruising speed, which is required to benefit from a road [clarification].

APOC.92C.01 – Q: Can a Super-Heavy vehicle move and fire an Ordnance weapon? And does firing an Ordnance weapon restrict how many other weapons it may fire that phase?

A: Yes, Super-Heavy vehicles may move and fire an Ordnance weapon and they are allowed to fire all of their weapons each turn, even if some of them (or all of them) are Ordnance weapons [clarification].

Ref: [APOC.91B.03](#)

APOC.92E.01 – Q: When rolling on the Super-Heavy vehicle Damage Table do the normal modifiers from the basic rulebook apply?

A: Yes, all normal modifiers (AP1, Open-topped, etc) apply and are cumulative [clarification].

APOC.92H.01 – Q: Do Super-Heavy Fast Vehicles really get to move up to 12" and fire all of their weapons or move up to 24" and fire no weapons?

A: No, they may move up to 12" and fire all their weapons or up to 18" and fire no weapons [RAW – IAA2].

APOC.92K.01 – Q: Can Super-Heavy Walkers run in the shooting phase instead of shooting?

A: Yes [RAW].

APOC.92K.02 – Q: Can Super-Heavy Walkers Tank Shock/Ram as they move like Gargantuan Creatures?

A: Yes. They are treated as a 'tank' and use their frontal armor value for resolving the ram [clarification].

Ref: [APOC.140.02](#)

APOC.92L.01 – Q: When a Super-Heavy transport is destroyed it is unclear whether the units onboard automatically make an emergency disembarkation or disembark from the vehicle's access points?

A: Follow the normal rulebook rules for disembarking: models disembark from the vehicle's access points but if some models are unable to deploy because of enemy models or impassable terrain then the unit can perform an emergency disembarkation [clarification].

APOC.92L.01 – Q: Do passengers onboard a Super-Heavy Transport suffer any damage when the vehicle is destroyed?

A: Follow the normal rulebook damage effects for passengers on a destroyed vehicle (pg 67 of the rulebook) with the 'Explosion' result being the equivalent of 'Explodes' [clarification]. Passengers onboard a Super-Heavy transport that suffers an 'Apocalyptic Explosion!' are automatically destroyed with no saves of any kind allowed [RAW – IAA2].

APOC.93C.01 – Q: Super-Heavy Vehicles are not "affected" by Psychic Powers that don't have a Strength value. What exactly is meant by this?

A: Exactly the same thing as with Gargantuan Creatures. See [APOC.91D.01](#) for full details.

Ref: [APOC.91D.01](#)

APOC.93E.01 – Q: When a Super-Heavy Vehicle suffers an 'Explosion' or 'Apocalyptic Explosion!' is each model within range rolled for separately or are the normal casualty removal rules for shooting used? Are cover saves allowed against these explosions?

A: Use the normal casualty removal rules for shooting, cover saves may be taken against this blast, draw line of sight from the center of the exploding vehicle to the affected unit to determine whether they are in cover or not [clarification].

APOCALYPSE ADDITIONAL RULES: FLYERS (pages 94-95)

APOC.94A.01 – Q: Can other models move underneath Flyers?

A: Yes they may [RAW – IAA2]. In fact, other models are even allowed to move onto the Flyer's base if necessary (although please take special care not to damage someone else's base when moving models onto it). When the flyer moves away in its next turn, remove these models from its base and return them to the same location, but now on the table [clarification].

APOC.94B.01 – Q: Can Flyers really end their move over terrain they can't physically sit on?

A: No, just as with Skimmers, they must be able to be physically set down at the end of their move, and cannot be left theoretically 'hovering' over awkwardly shaped terrain [clarification].

APOC.94B.02 -- Q: Can a Flyer end its movement over friendly or enemy models?

A: As long as a Flyer doesn't end its move with its **base** on top of any model or within 1" of any enemies, it is fine to have portions of the Flyer model end up over other models, provided they physically fit underneath the Flyer [clarification].

APOC.94D.01 -- Q: When firing at a Flyer do you measure range to the base or up to the actual model?

A: As the height of flying stands can vary dramatically, with Flyers, all range to and from the model is measured using its base [rules change].

APOC.94D.02 – Q: Can Blast weapons hit a Flyer?

A: No, unless they have the AA mount special rule [RAW].

APOC.94D.02 – Shooting at Flyers: Flyers do not downgrade penetrating hits to glancing, instead they count as being obscured (a 4+ cover save against shooting attacks) [RAW – IAA2].

APOC.94E.01 – Q: Can Flyers ever be rammed?

A: No [rules change].

APOC.94H.01 – Q: When Flyers move in Hover Mode do they count as a 'Fast' skimmer or just a standard skimmer?

A: They just count as a Skimmer, so they will not be 'Fast' unless they also have that classification [RAW].

APOC.94H.02 – Q: Can embarked units inside a Flyer capture objectives?

A: No they cannot unless the Flyer is in 'Hover Mode' (i.e. is acting as a Skimmer) or has otherwise landed [rules change].

APOC.94H.03 – Q: Can a Flyer contest an objective at the end of the game?

A: No (unless it ends the game as a Skimmer in 'hover mode') [clarification].

APOC.94H.04 – Q: Is a Flyer that ends the game as a Skimmer in 'Hover Mode', considered a scoring unit?

A: No it does not, although it is able to contest an objective this way [clarification].

APOC.94H.05 – Q: If a Flyer that is acting as a Skimmer using 'Hover Mode' is suffering from a 'Stunned' damage result at the start of its turn (or is otherwise unable to move) can it revert back to moving as a standard Flyer that turn?

A: No, it must be able to move in order to switch back into moving as a standard Flyer [clarification].

APOC.94H.06 – Q: What happens if a Flyer has enemy models on top of its base but wants to move as a Skimmer that turn using 'Hover Mode'?

A: A Flyer using 'Hover Mode' follows all the normal rules for Skimmers and so *must* end its movement phase with no models on top of its base (and more than 1" away from enemy models). If the player is unable to follow this rule, then the Flyer may not utilize 'Hover Mode' that turn and must instead move as a regular Flyer [rules change].

APOC.94H.07 – Q: When a Flyer is acting as a Skimmer using 'Hover Mode' how are templates, ramming and disembarking passengers handled with a model so high off the table? Can other models still move underneath its wings? What happens if it is immobilized with models underneath it? Etc.

A: Please refer to the FAQ rulings regarding how to play the Imperial Guard Valkyrie/Vendetta in these types of situations (in the main INAT FAQ document and in the official GW FAQ) and apply the same logic [clarification].

APOC.95B.01 – Q: If Jump Infantry passengers are being disembarked using a 'Drop Run' and this unit ends up rolling either a 'Misplaced' or 'Delayed' result on the Deep Strike mishap table, what happens?

A: With 'Misplaced' the opponent can place the unit anywhere on the table as usual [RAW]. With 'Delayed' the unit counts as having failed to disembark from the Flyer this turn [clarification].

APOCALYPSE ADDITIONAL RULES: SPECIAL RULES (pages 96-97)

APOC.96D.01 – Q: Can cover saves provided by Smoke Launchers and Skimmers moving 'flat-out' be used against Destroyer weapons?

A: No cover saves may be taken against a Destroyer weapon attack [RAW].

APOC.96K.01 – Q: Is an Eldar Titan Holo-field a cover save and can it be used against close combat attacks?

A: The Eldar Titan Holo-field is considered an invulnerable saving throw that can be used against hits generated from both shooting and assault. If the save is successful, the hit is ignored. As always, you may not attempt both an invulnerable and cover save against the same hit (it is one or the other) [clarification – IAA2].

APOC.97D.01 – Q: Does the Apocalyptic Barrage template have to be directly centered over an enemy model?

A: No, the center ring of the marker (the one marked "5-6") may be placed anywhere as long as it is fully over a model in the target unit [clarification].

APOCALYPSE DATASHEETS: IMPERIAL GUARD (pages 100-111)

APOC.105.01 – Hellhammer Super-Heavy Tank

Options: May purchase a Hunter-Killer Missile, Pintle-Mounted Heavy Stubber or Storm Bolter from the Imperial Guard Codex for +10 pts each [clarification].

APOCALYPSE DATASHEETS: ORKS (pages 128-137)

APOC.130.01 – Q: When the Stompa fires its Supa-Gatler, what happens if there is no enemy unit within 12" of the previous target?

A: In that case the rest of the ammunition is wasted blasting into the ground and weapon stops firing [clarification].

Ref: [PDF.ORK1.02](#), [WDD350.46.01](#)

APOC.131.01 – Q: When a Lifta-Droppa drops a vehicle on a non-vehicle unit, what kinds of saves can be taken against the 2D6 wounds?

A: It is a shooting attack, so armor, invulnerable and cover saves may be taken as normal. Cover is determined as usual from the point of view of the Lifta-Droppa weapon mount to the target models [clarification].

APOC.131.02 – Q: When a Lifta-Droppa drops a vehicle on a non-vehicle unit, this counts as a tank shock. Can a Death or Glory Attack be attempted?

A: Yes, but even if the vehicle is stunned, immobilized or destroyed the Tank Shock still occurs [clarification].

APOC.131.03 – Q: When a Lifta-Droppa drops a vehicle on another vehicle, besides both vehicles suffering D6 glancing hits, what happens?

A: Ignore the reference to vehicles tank shocking each other as the current rules no longer function this way. Instead, if a vehicle gets dropped onto another vehicle or Gargantuan creature move the dropped vehicle back along the "line of the arrow" the minimum distance needed to place it on the table still touching its target and then resolve the damage to both models. This counts as a shooting attack so target vehicles hit by this attack can attempt a cover save against the damage if they are obscured from the point of view of the Lifta-Droppa weapon mount [clarification].

APOC.134.01 – Q: What happens to passengers embarked on a Gargantuan Squiggoth when it dies?

A: Before removing it as a casualty, disembark the passengers as if it were an open-topped vehicle. This means all passengers take a S3 hit [rules change].

Ref: [IAA.44.01](#)

APOC.134.02 – Q: Can passengers embarked on a Gargantuan Squiggoth fire in the Shooting phase?

A: Yes, they are treated exactly as if they were embarked on an open-topped vehicle, with line of sight drawn from the top of the howdah [clarification].

Ref: [IAA.44.02](#)

APOCALYPSE DATASHEETS: ELDAR (pages 138-145)

APOC.140.02 – Q: What happens if a Revenant Titan uses its 'Jump Jets' to land on an enemy vehicle, Flyer, Gargantuan Creature or Super-Heavy vehicle?

A: A Revenant cannot use its Jump Jets to land on flyers, Gargantuan Creatures, or Super-Heavy vehicles. If it lands on a standard vehicle it will perform a 'ram'. When performing this type of ram, the Revenant is not actually placed on top of the vehicle model but rather on the table and in contact with the enemy vehicle [clarification].

Ref: [APOC.92K.02](#)

APOCALYPSE DATASHEETS: TYRANIDS (pages 146-156)

APOC.148.01 – Q: When exactly does a non-based Hierophant count as being in base contact for the purposes of close combat?

A: To ensure it always plays similarly, when dealing with an un-based Hierophant, draw an imaginary line the minimum distance needed to go completely around all of its legs. This 'footprint' counts as the model's base for game purposes [rules change].

APOC.148.02 – Q: How does the Hierophant function in conjunction with the release of the latest Tyranid codex?

A: Use the existing characteristics and profile with the following changes:

- **Scything Talons:** A Single set of Scything Talons.
- **Lash Whip:** As printed in the codex.
- **Regenerate:** The 'Regeneration' Biomorph.
- **Warp Field:** No benefit (there is no Warp Field *psychic power* in the codex)
- **Toxic Miasma:** As printed in the codex [clarification].

APOC.149.01 – Q: How does the Barbed Hierodule function in conjunction with the release of the latest Tyranid codex?

A: Use the existing characteristics and profile as printed [clarification].

APOCALYPSE DATASHEETS: NECRONS (pages 162-165)

APOC.164.01 – Q: Can the Pylon's Gauss Annihilator ever be completely destroyed by enough 'Weapon Destroyed' results?

A: No [RAW].

Ref: [PDF.CSM2.01](#)

APOC.164.02 – Q: What Happens if a Pylon Deep Strikes onto an immobile enemy vehicle, friendly models or off the table?

A: See the rulings for the Necron codex FAQ regarding the Monolith Deep Striking in similar situations and apply the same logic here [clarification].

APOC.164.03 – Q: Can a Gauss Pylon attempt to Deep Strike directly over an enemy unit? If it does end up landing within 1" of an enemy model does it still roll on the Deep Strike mishap table (just ignoring the 'Terrible Accident!' result)?

A: It can attempt to land directly over an enemy model and if it does so, the enemy models are pushed out of the way as described in its 'special deployment' rule and no mishap is rolled [clarification].

APOCALYPSE DATASHEETS: CHAOS (pages 170-176)

APOC.172.01 – Plaugereaper of Nurgle Options: May purchase from the Chaos Space Marine Codex: Pintle-mounted twin-linked Bolter (+5 pts), Combi-flamer (+10 pts) and/or Havoc Launcher (+15 pts) [clarification].

APOC.173.01 – Q: If a psyker targets a Brass Scorpion with a psychic power and then rolls a '2' or '12' for his psychic test does he suffer two 'perils of the warp' attacks?

A: Just one [clarification].

Ref: [REL.53.02](#), [IAA2.73D.01](#)

APOC.173.02 – Q: What exactly does it mean to 'target' a Brass Scorpion with a psychic power?

A: The power must actually target a unit (or units) and the Brass Scorpion must be the target of the power (or one of the targets) [clarification].

Ref: [REL.53.03](#), [PDF.CSM1.01](#)

APOC.173.03 – Q: Does the Brass Scorpion get the +2 'Catastrophic Damage' modifier when *attacking* other Super-Heavies?

A: No, that modifier is only when rolling damage for the Brass Scorpion itself [clarification].

Ref: [REL.53.04](#)

APOCALYPSE REOLAD DATASHEETS: ORKS (pages 22-29)

REL.29.01 – Q: Can an Ork Pulsa Rokkit upgrade to have a 'Besta Force Field' in a standard 40K game?

A: It can, but it will have no effect as strategic assets are not used in standard 40K games [clarification].

APOCALYPSE REOLAD DATASHEETS: CHAOS SPACE MARINES (pages 52-59)

REL.53.01 – Q: Do wounds that are saved still count towards a Tower of Skulls 'Reknit Form' special rule? What if the Tower blows up an enemy vehicle, do wounds caused by this explosion count?

A: Only unsaved wounds count for 'Reknit Form'. Un-saved vehicle explosion wounds (from both sides) caused by the Tower do indeed count [clarification].

REL.53.02 – Q: If a psyker targets a Tower of Skulls with a psychic power and then rolls a '2' or '12' for his psychic test does he suffer two 'perils of the warp' attacks?

A: Just one [clarification].

Ref: [APOC.173.01](#), [IAA2.73D.01](#)

REL.53.03 – Q: What exactly does it mean to 'target' a Tower of Skulls with a psychic power?

A: The power must actually target a unit (or units) and the Tower of Skulls must be the target of the power (or one of the targets) [clarification].

Ref: [APOC.173.02](#), [PDF.CSM1.01](#)

REL.53.04 – Q: Does the Tower of Skulls get the +2 'Catastrophic Damage' modifier when *attacking* other Super-Heavies?

A: No, that modifier is only when rolling damage for the Tower of Skulls itself [clarification].

Ref: [APOC.173.03](#)

APPENDIX A: APOCALYPSE PDF DOWNLOAD QUERIES (PDF)

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These downloadable PDF Apocalypse Datasheets can be found here on the GW website:

<http://www.games-workshop.com/gws/content/article.jsp?catId=cat60005a&categoryId=900006§ion=&aId=3400020>

APOCALYPSE PDF DATASHEETS: IMPERIAL GUARD

PDF.IG1.01 – Shadowsword Super-Heavy Tank

Options: May purchase a Hunter-Killer Missile, Pintle-Mounted Heavy Stubber or Storm Bolter from the Imperial Guard Codex for +10 pts each [clarification].

APOCALYPSE PDF DATASHEETS: CHAOS SPACE MARINES

PDF.CSM1.01 – Q: What exactly does it mean to 'target' a Doom Blaster of Khorne with a psychic power?

A: The power must actually target a unit (or units) and the Doom Blaster must be the target of the power (or one of the targets) [clarification].

Ref: [APOC.173.02](#), [REL.53.03](#)

PDF.CSM2.01 – Q: Can the Silver Tower of Tzeentch's 'Bolts of Change' ever be completely destroyed by enough 'Weapon Destroyed' results?

A: No [RAW].

Ref: [APOC.164.01](#)

APOCALYPSE PDF DATASHEETS: ORKS

PDF.ORK1.01 – Q: In non-Apocalypse games of 40K, what happens when the 'Evil Eye In Da Sky' Stompa launches a Deff Kopta?

A: As Apocalypse Stratagems are not used in standard games of 40K, Deff Koptas may not be launched from an 'Evil Eye' Stompa in this case [clarification].

PDF.ORK1.02 – Q: When the 'Evil Eye' Stompa fires its Supa-Gatler, what happens if there is no enemy unit within 12" of the previous target?

A: In that case the rest of the ammunition is wasted blasting into the ground and weapon stops firing [clarification].

Ref: [APOC.130.01](#), [WD350.46.01](#)

PDF.ORK2.01 – Q: When the Ork Minelayer is allowed to 'lay' a mine at the beginning of the Ork shooting phase, what exactly does that mean?

A: The Ork player is allowed to place a mine in base contact with the minelayer laying it. If the player doesn't have any more mines to place, then no mine is laid that turn [clarification].

PDF.ORK2.02 – Q: The Ork Minelayer's Mines say that they can be detonated 'if an enemy model passes within 2" of its base'. How is this resolved when an opponent is moving a unit made up of several models?

A: When the Ork player wishes to detonate a mine, he tells his opponent to immediately stop moving whatever model is being moved. Range is then measured to see if the current model's movement is within 2" of the Mine's base. If this is the case, the Mine immediately explodes [clarification].

PDF.ORK2.03 – Q: Can Ork mines be shot at or assaulted? Are they ever affected by blasts or anything else?

A: No, they are not considered models, cannot be shot at, assaulted or affected by anything and nor do they prevent movement of any kind. The only way they are ever removed from the table is if the Ork player successfully detonates them [clarification].

US WHITE DWARF 350: ORK STOMPAS (pages 46-49)

WD350.46.01 – Q: When the Kustom Stompa fires its Supa-Gatler, what happens if there is no enemy unit within 12" of the previous target?

A: In that case the rest of the ammunition is wasted blasting into the ground and weapon stops firing [clarification].

Ref: [APOC.130.01](#), [PDF.ORK1.02](#)

WD350.47A.01 – Q: When the Kustom Stompa swings its 'Krusha Ball' is this done in the shooting phase?

A: Yes it is [clarification].

WD350.47A.02 – Q: When a Kustom Stompa swings its 'Krusha Ball', how high up does this attack go? For example, will it hit models on different levels of a ruin?

A: The Krusha Ball swings in a giant arc, so it will hit everything in the 2" wide corridor regardless of what height the model is on the table [clarification].

WD350.47A.03 – Q: If the Kustom Stompa's 'Krusha Ball' destroys a terrain piece and replaces it with rubble what happens to the models inside?

A: Models simply in/on a terrain piece that becomes rubble do not suffer any damage unless they are actually in the 2" arc of the Krusha Ball. After the terrain piece is swapped out with rubble, place the surviving models back in as close to the same place they were as you can [clarification].

WD350.47A.04 – Q: Does a Kustom Stompa swinging its 'Krusha Ball' automatically destroy occupied buildings that are in its arc?

A: No, in the case of occupied buildings (those with an Armor value and models embarked inside of them as defined on pages 79-80 of the rulebook), resolve the Krusha Ball's Destroyer hit against the building as usual and only remove the building if it suffers a 'wrecked' or 'explodes' damage result. Even if the building is destroyed, the (formerly) embarked models **do not** suffer a Destroyer hit from the Krusha Ball [clarification].

WD350.47A.05 – Q: Can the Kustom Stompa's Krusha Ball affect friendly models and models locked in close combat?

A: Yes and yes [clarification].

WD350.47C.01 – Q: Can the Kustom Stompa's Belly Gun be reloaded on a turn it isn't allowed to fire (such as when suffering a 'Gun Crew Shaken' damage result)?

A: Yes, as long as the weapon doesn't fire for one turn (for any reason) it is allowed to fire in its next turn (assuming it isn't again prevented from firing by a further 'Gun Crew Shaken' damage result, for example) [clarification].

WD350.47C.02 – Q: How are cover saves and vehicle armor arcs determined when firing a Kustom Stompa's Belly Gun?

A: A Belly Gun is not technically a blast weapon, so cover saves and vehicle armor arcs are determined from the line of sight of the Belly Gun's mounting on the Stompa. This also means that the attack always affects vehicles at the full S7 [RAW].

WD350.49C.01 – Q: Can a Goff Rok'N'Rolla Stompa use its Megadeff Rolla Assault move to destroy an occupied building?

A: No, in the case of occupied buildings (those with an Armor value and models embarked inside of them as defined on pages 79-80 of the rulebook), resolve the Megadeff Rolla's Destroyer hit against the building as usual and only remove the building if it suffers a 'wrecked' or 'explodes' damage result. If the building survives, then the Stompa counts as contacting impassable terrain and the Rolla assault ends. If the building is destroyed, then the Rolla Assault continues and can potentially pass over the freshly disembarked unit [clarification].

APPENDIX B: IMPERIAL ARMOR VOLUME 1 QUERIES (IA1)

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Please note that this Q&A refers to the rules update (v1.1) provided for the volume via downloadable PDF from the Forgeworld website: <http://www.forgeworld.co.uk/pdf/IA1update28AUG.pdf>

IA VOL 1: IMPERIAL GUARD ARMOURED VEHICLES (pages 14-183)

IA1.60.01 – Leman Russ Conqueror: is taken as part of a standard Leman Russ Squadron in a Codex Imperial Guard army [clarification].

IA1.72.01 – Q: Is the Destroyer Tank Hunter's 'Laser Destroyer' a 'Blast' Ordnance weapon?

A: No it is not [RAW].

IA1.128.01 – Q: Can the alternate Chimera turret weapons be utilized despite the fact the codex entry doesn't include them?

A: Yes. As well as the normal turret options, a Chimera has the option to take an Autocannon for +15 pts or twin-linked heavy bolters for +15 pts as its turret weapon [rules change].

IA1.136.01 – Q: Can Salamander Scouts arriving from Reserves use their 'Overcharged Engines' that turn?

A: No, as any ability that can prevent a unit from entering play on the turn it arrives may not be used [RAW].

Ref: [IAA2.44D.01](#), [IAA2.45C.01](#)

IA1.136.02 – Q: What happens to a squadron of 3 Salamander Scouts who all use 'Overcharged Engines' but one of them 'stalls'?

A: Squadrons always have to move at the same speed, which in this case would be not at all [RAW].

IA1.142.01 – Q: In regards to the Salamander Command's 'Mobile Command Vehicle' rule, what the heck is an 'Artillery Strike'?

A: An 'Artillery Strike' is something that may only be utilized when playing with an Imperial Armor 'Armoured Battlegroup' army [RAW].

IA1.150.01 – Q: If an Atlas drags an immobile vehicle, does that vehicle no longer count as being immobilized?

A: No, an immobilized vehicle cannot move under its own power unless it is actually fixed by some other means, so would still be automatically hit in close combat if assaulted, for example [clarification].

IA1.150.02 – Q: Can an Atlas drag a wreck which has models on it, and if so what happens to them?

A: An Atlas may drag a wreck with models on it, in which case the models remain in the same position on the table while the wreck is moved out from under them [clarification].

IA1.154.01 – Cyclops Remote Control Demolition Vehicle: Operators are Unit Type: 'Infantry' [clarification].

IA1.154.02 – Q: The Cyclops Operator is said to be a "Death Korps Guardsman." What is meant by this?

A: Nothing, it is simply an explanation. The operator is just a Guardsman [clarification].

IA1.154.03 – Q: If at least one Operator in the unit remains alive can all of the Cyclops in the squadron function normally?

A: No, each Cyclops has a particular Operator and if that Operator is killed, the Cyclops can no longer do anything [clarification].

IA1.154.04 – Q: If 3 Cyclops are taken as a unit, do they all have to stay within coherency of each other? Do they have to stay within coherency of the Operators?

A: All Cyclops taken as a single force organization choice form a vehicle squadron together and must maintain normal squadron coherency (4") [RAW]. The Cyclops do not have to maintain coherency with their Operators, but the Operators do form a separate unit and must maintain 2" coherency with each other [rules change].

IA1.154.05 – Q: With a Squadron of Cyclops, what happens if one Operator is killed or moves more than 48" away from his Cyclops?

A: In this case, treat the Cyclops as being (temporarily) immobilized, which in the case of a squadron means the immobile Cyclops immediately counts as being destroyed [clarification].

IA1.154.06 – Q: Does an Operator need to be within line of sight of his Cyclops to detonate it?

A: No [RAW].

IA1.154.07 – Q: If a Cyclops is beyond 48" from its Operator and it suffers a glancing or penetrating hit can it possibly detonate?

A: Yes it can. It is only if its Operator is killed that it can no longer detonate at all [RAW].

IA1.154.08 – Q: Can Cyclops (or their Operators) embark on vehicles?

A: As there are no rules allowing vehicles to embark onto other vehicles, no a Cyclops may not embark onto another vehicle. However their Operators, being infantry, can [clarification].

IA VOL 1: IMPERIAL GUARD ARMOURED VEHICLES (pages 14-183) *CONTINUED*

IA1.154.09 – Q: Can a Cyclops contest an enemy-held objective?

A: Yes they can, so long as they are within 48" of their Operator [clarification]. Operators are able to contest enemy-held objectives as well [RAW].

IA1.154.09 – Q: How are Kill Points and Victory Points determined for Cyclops units?

A: The enemy gets one Kill Point if all of the Cyclops in the unit are destroyed or incapacitated by the end of the game (whether they detonated themselves or not) and a second Kill Point if all the Operators in the unit are killed as well.

When calculating Victory points, treat all the models taken as a single force organization choice as one unit. So, for example, if 3 Cyclops were taken as a single Fast Attack choice, and 1 Operator and 2 Cyclops were removed as casualties during the game (including by their own detonation) the opponent would then get half VPs for the unit [clarification].

IA1.158.01 – Sentinel Powerlifter: 1-3 Sentinel Powerlifters may be taken as a single Fast Attack choice forming a squadron [clarification].

IA1.192.01 – Earthshaker Platform: An Earthshaker Platform now counts as an 'Earthshaker Cannon' and is fielded as part of the 'Heavy Artillery Battery' found in 'Imperial Armor Apocalypse 2' (page 14) [clarification].

IA VOL 1: IMPERIAL GUARD TANK ACES (pages 209-214)

IA1.213.01 – Q: When Col. Stranski fires from his Chimera's hatch using 'All Guns Blazing' is this resolved as part of the Chimera's shooting or along with his embarked unit's shooting?

A: He fires along with his own unit's shooting. Although it is worth nothing that he alone is still able to fire even if the Chimera moves at 'cruising speed' [clarification].

IA1.214.01 – Q: Grizmund's 'Best of the Best' special rule mentions 'Ace Crew Skills', what are these?

A: Ace Crew Skills are only utilized when using an army chosen from the Imperial Armor 'Armoured Battlegroup' army list [clarification].

IA VOL 1: IMPERIAL NAVY AIRCRAFT (pages 215-254)

IA1.228.01 – Thunderbolt: for details on the Bomb's weapon profile, see the 'Marauder' entry also found on the same page of the IA Vol. 1 PDF update (v1.1).

A Hellstrike Missile uses the following profile: 72" Range, Str 8, AP3, Ordnance 1, single shot [clarification].

IA1.240.01 – Marauder Destroyer, Options: replace: "The Marauder Destroyer may carry *either*:" with: "The Marauder Destroyer may carry:"

A Hellstrike Missile uses the following profile: 72" Range, Str 8, AP3, Ordnance 1, single shot [clarification].

IA VOL 1: IMPERIAL NAVY AIRCRAFT UPGRADES (page 260)

IA1.260.01 – Imperial Navy Aircraft Upgrades: The rules listed in the Imperial Armor Volume 1 PDF update (v1.1) are obsolete. Please refer to Imperial Armor Apocalypse 2 (page 81) for the new rules, and the Imperial Armor Apocalypse 2 section of this document for questions and answers regarding these upgrades [RAW].

APPENDIX B: IMPERIAL ARMOR VOLUME 2 QUERIES (IA2)

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Please note that this Q&A refers to the rules update (v1.3) provided for the volume via downloadable PDF from the Forgeworld website: <http://www.forgeworld.co.uk/pdf/IA2Update28Aug.pdf>

IA VOL 2: SPACE MARINE ARMoured VEHICLES (pages 12-178)

IA2.142C.01 – Q: A Mortis Dreadnought may be taken by a 'Dark Angels Successor Chapter.' What exactly is meant by that?

A: That simply means an army chosen using the Dark Angels codex [clarification].

IA2.178B.01 – Q: Do all of the Hyperios platforms taken as a single Heavy Support choice have to be deployed near each other?

A: Yes, they form a squadron of (immobile) vehicles and so must be deployed within 4" coherency of each other [RAW].

IA2.178B.02 – Q: What does "flight path" mean in the Hyperios Battery's 'Targeting' rule?

A: Ignore the reference to a flyer's "flight path". Instead, in its shooting phase, each platform will fire once at **every** enemy flyer within 36" [clarification].

IA VOL 2: FORCES OF THE INQUISITION (pages 192-219)

IA2.195.01 – Q: When using a Land Raider Prometheus in a Witch Hunters or Daemonhunters army, what do the 'Power of the Machine Spirit' and 'Assault Vehicle' special rules refer to?

A: Refer to the official Daemonhunters/Witch Hunters online FAQ for details about the 'Power of the Machine Spirit'. The 'Assault Vehicle' special rule means that models who disembark from the vehicle are allowed to assault in the same turn [clarification].

IA2.218.01 – Q: Can the Psycannon upgrade for the Grey Knight Dreadnought be utilized despite the fact the codex entry doesn't include it?

A: Yes. As well as the normal weapon options, a Grey Knights Dreadnought has the option to take a psycannon for +40 pts [rules change].

IA VOL 2: SISTERS OF BATTLE FIGHTING VEHICLES (pages 220-238)

IA2.238.01 – Q: Can a Repressor be taken as a transport option for Daemonhunter Inquisitorial Storm Troopers?

A: No, only Witch Hunter Inquisitorial Storm Troopers have this option [clarification].

IA VOL 3: VEHICLES OF THE TAU (pages 158-222)

IA3.180B.01 – Tetra Scout Speeder Team 'Forward Scouts' special rule: Use the 'Scouts' USR in the main rulebook instead as the current Tau codex no longer uses this rule [rules change].

IA3.190A.01 – Q: If a Tau Drone Sentry Turret Deep Strikes onto an enemy vehicle does a Deep Strike Mishap occur?

A: Yes it does. Ignore the reference to both vehicles taking a glancing hit as it no longer applies with the current rules of the game [clarification].

IA3.190D.01 – Q: If a Tau Drone Sentry Turret did not fire in its previous turn but is hit on the *same* turn it fires (from friendly scattering fire or close combat lasting from a previous turn, for example) does it count as open-topped?

A: Yes, when a Tau Sentry Turret fires, it *immediately* counts as being open-topped until the start of its next turn, at which point it counts as being not open-topped until it fires again [rules change].

IA3.190D.02 – Q: If a Tau Drone Sentry Turret suffers a 'Crew Shaken' or 'Crew Stunned' result does this mean it no longer counts as open-topped for the rest of the game even if it fire again later?

A: No, when it suffers this result it immediately counts as not being open-topped, but will count as being open-topped again the next time it fires [rules change].

IA3.190E.01 – Q: Do Tau Drone Sentry Turrets give up half Victory Points at the end of the game for being immobile? If they suffer an 'Immobilized' damage result during the game does this count as a 'Weapon Destroyed' result instead?

A: Tau Drone Sentry Turrets always give up at least half Victory Points at the end of the game as they always count as having suffered an 'Immobilized' damage result [clarification]. However, per their 'damage' special rule they ignore any and all actual 'Immobilized' damage results rolled [RAW].

IA3.190F.01 – Q: Does a model who 'markerlight targets' for a Deep Striking Tau Sentry Turret prevent the rest of his unit from firing in the subsequent shooting phase?

A: No. Although he and his unit cannot move in that movement phase, the rest of his unit is able to fire normally (that models just doesn't fire) [clarification].

IA3.190G.01 – Q: I know it is unlikely, but can a Tau Sentry Turret contest an enemy-held objective?

A: Yes it can [clarification].

Ref: [IA3.193F.01](#)

IA3.193D.01 – Q: Does a Remote Sensor Tower Team fire at *every* infiltrating unit within 4D6", or just one?

A: A player with Remote Sensor Tower waits until all infiltrators have been set up, rolls 4D6" once, and may then fire once at each enemy unit within this distance (provided they are also within range and line of sight). If both sides have the same ability, randomly determine which player fires his units first [clarification].

IA3.193D.02 – Q: Is the Remote Sensor Tower's pre-game Sensor Array markerlight shot(s) affected by the Night Fighting?

A: If Night Fighting is in effect at the start of the game, after all infiltrators are deployed and the 4D6" Sensor Array distance is established, make a separate Night Fighting sight roll (2D6x3) for each enemy infiltrating unit the player wishes to fire upon. Infiltrating units beyond this distance rolled may not be fired at [RAW].

IA3.193E.02 – Q: If a Tau Remote Sensor Tower suffers a 'Crew Shaken' or 'Crew Stunned' result is it unable to use its Markerlight, Target Lock and Sensor Array for the rest of the game?

A: No, it is only unable to use these abilities for as long as it is unable to shoot [clarification].

IA3.193E.03 – Q: Do Tau Remote Sensor Towers give up half Victory Points at the end of the game for being immobile? If they suffer an 'Immobilized' damage result during the game does this count as a 'Weapon Destroyed' result instead?

A: Tau Remote Sensor Towers always give up at least half Victory Points at the end of the game as, they always count as having suffered an 'Immobilized' damage result [clarification]. However, per their 'damage' special rule they ignore any and all actual 'Immobilized' damage results rolled [RAW].

IA3.193F.01 – Q: I know it is unlikely, but can a Remote Sensor Tower contest an enemy-held objective?

A: Yes it can [clarification].

Ref: [IA3.190G.01](#)

IA VOL 3: VEHICLES OF THE TAU (pages 158-222) *CONTINUED*

IA3.218.01 – Goaded Great Knarloc Herd:

Ignore the references to the 'Kroot Mercenary force', including the 'Signature Evolutionary Adaptations' special rule, as these rules are no longer valid in the current edition of the game. Replace the 'Rending Beak' special rule with the 'Rending' rule found in the rulebook. The Shaper cannot choose from the Armory, but instead can upgrade his Kroot Rifle to a Pulse Rifle or Pulse Carbine for +5 points [rules change].

IA3.218.02 – Q: In a Goaded Great Knarloc Herd, does the 'Hits on the Squad' rule apply to close combat hits?

A: No, only shooting hits follow this rule [clarification].

Ref: [IA3.220.02](#)

IA3.220.01 – Great Knarloc Baggage Herd:

Ignore the references to the 'Kroot Mercenary force', including the 'Signature Evolutionary Adaptations' special rule, as these rules are no longer valid in the current edition of the game [clarification].

IA3.220.02 – Q: In a Great Knarloc Baggage Herd, does the 'Hits on the Squad' rule apply to close combat hits?

A: No, only shooting hits follow this rule [clarification].

Ref: [IA3.218.02](#)

IA3.222.01 – Knarloc Rider Herd:

Ignore the references to the 'Kroot Mercenary force', including both the 'Signature Evolutionary Adaptations' and the 'Eaters of the Dead' special rules, as these rules are no longer valid in the current edition of the game [rules change].

IA VOL 3: TAU AUXILIARY FORCES (page 281)

IA3.281.01 – Q: Where do I find weapon profiles for the weapons carried by the Tau Auxiliary forces?

A: Refer to the Imperial Guard codex for their weapon profiles [clarification].

IA3.281A.01 – Q: 'Imperial Troops' hit Gue'vesa on a roll of 3+ in close combat. What exactly constitutes an 'Imperial Troop' in this case?

A: Any model chosen from the: Black Templars, Blood Angels, Daemonhunters, Dark Angels, Imperial Guard, Space Marines, Space Wolves or Witch Hunters codex [clarification].

IA VOL 5: FORCES OF THE IMPERIUM (pages 86-155)

IA5.111.01 – Centaur, Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Centaur can take the following vehicle upgrades:

- Searchlight for +1pt.
- Camo Netting for +20 pts.
- Dozer Blade for +10 pts.
- Extra Armour for +15 pts.
- Smoke Launchers for +5 pts.

Transport Option: Disregard the reference to the Centaur being a transport option for a 'Grenadier' squad.

Extra Armour: Disregard this rule as there is no longer an option to take Grenadier squads in the current codex [clarification].

IA5.111.02 – Q: Can the enemy attack a weapon being towed by a Centaur?

A: Yes, in which case any shooting will hit the weapon (as the crew is safe inside the Centaur). A towed artillery weapon may not be assaulted [clarification].

IA5.111.03 – Q: On the Centaur, is the Hull Mounted weapon fired at the same time/target as the embarked unit or along with the vehicle's firing?

A: The weapon is fired along with the embarked unit's firing, although the weapon counts as being mounted on a Fast vehicle for the purposes of being able to move and shoot [clarification].

IA5.115.01 – Heavy Mortar Battery, Options:

A Mortar Battery may take one additional type of ammunition from the following list, but must pay the listed points to do so:

- Siege Shells for +10 pts per mortar.
- Illumination Shells for +5 pts per mortar.
- Smoke Shells for +5 pts per mortar.
- Infernus Shells for +20 pts per mortar [clarification].

IA5.115.02 – Q: Does the Heavy Mortar follow the rules for Artillery units found on page 55 of the rulebook?

A: Yes, except that the gun models are immobile (unless towed). If the crew is forced to Fall Back for any reason the guns count as destroyed [clarification].

IA5.115B.03 – Q: Do Heavy Mortar Smoke Shells used on a vehicle use the smoke launcher rules from the rulebook?

A: Yes, a vehicle protected by a Smoke Shell counts as obscured [rules change].

IA5.115B.04 – Q: Do units hit by a Heavy Mortar's Infernus Shells count as 'Falling Back' or do they just make a Fall Back move?

A: They just make a Fall Back move but are otherwise not Falling Back, which means they do not have to regroup, cannot be 'Trapped!' and will not move off the table (they just stop at the edge) [clarification].

IA5.115B.05 – Q: If a 'Fearless' unit is hit by a Heavy Mortar's Infernus Shells can they choose to make a fall back move if they'd like to?

A: No, Fearless units never Fall Back [clarification].

IA VOL 6: FORCES OF THE IMPERIUM (pages 93-132)

IA6.117.01 – Macharius 'Vulcan', Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Macharius 'Vulcan' can take the following vehicle upgrades:

- Hunter-Killer Missile for +10 pts.
- Pintle-mounted Heavy Stubber for +10 pts.
- Searchlight for +1pt.
- Smoke Launchers for +5 pts [clarification].

IA6.123.01 – Q: Can Red Scorpions Tactical Squads be used in any Space Marine army?

A: Any army chosen from the Space Marine codex may select Red Scorpion Tactical squads as a Troops choice, however if they do, then the army is bound by the 'Have Pride in your Colours' rule and may not utilize the Infiltrate or Scouts special rules (including the ability to outflank) [clarification].

IA VOL 6: FORCES OF CHAOS (pages 133-185)

IA6.155A.01/IA6.155B.01/IA6.156.01 – Malcador, Malcador 'Annihilator' & Malcador 'Defender', Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, any type of Malcador can take the following vehicle upgrades:

- Camo Netting for +20 pts.
- Hunter-Killer Missile for +10 pts.
- Pintle-mounted Heavy Stubber for +10 pts.
- Dozer Blade for +10 pts.
- Smoke Launchers for +5 pts [clarification].

Engine Damage: Replace with: If the Malcador (including the Annihilator/Defender) suffers an engine damage result, it loses D6" movement instead of halving its maximum move [clarification].

IA6.159.01 – Q: The Dreadclaw is listed as a Flyer, does this mean it cannot be used in games that do not allow flyers?

A: Yes [RAW].

IA6.159.02 – Q: The Dreadclaw has to be placed on the table for one turn before it can land, if during that time what happens if the enemy destroys the Dreadclaw?

A: As with any flyer transport that is destroyed, all the passengers are killed as well [RAW].

IA6.132A.01 – Q: Can a Siege Dreadnought use its built-in Heavy Flamer in the shooting phase and then again in the assault phase when it successfully penetrates a building?

A: Yes [RAW].

IA6.132A.02 – Q: Does a Siege Dreadnought actually have to 'penetrate' a building in order to use its built-in Heavy Flamer or does a glancing hit qualify as well?

A: No, only a penetrating hit allows the Dreadnought to use its built-in Heavy Flamer in the Assault phase [clarification].

IA6.159.03 – Q: When the Dreadclaw lands it can deviate D6". What happens if this scatter takes it off the table, into impassable terrain, onto friendly models or within 1" enemy models?

A: Reduce the distance deviated by the minimum needed to avoid landing in impassable terrain, on friendly models or within 1" of the enemy. If the scatter takes the Dreadclaw (even partially) off the table it, and the embarked unit, count as being destroyed [clarification].

IA6.159.04 – Q: When a Dreadclaw that has landed is Assaulted what roll is needed 'to hit' it?

A: All close combat attacks against a landed Dreadclaw hit automatically regardless of how far it moved the previous turn [rules change].

IA6.159.05 – Q: Once a Dreadclaw lands can it still be used as a flyer to move units around the table? If so how, as it doesn't have a hover mode?

A: Once a Dreadclaw has landed, a unit may embark onto it and the Dreadclaw may then disengage from the table as with any flyer. The Dreadclaw then returns to the table the following turn using its 'Drop Pod Landing' rule (which means it does not actually land again until the turn after that) [RAW].

IA6.162.01/IA6.165.01 – Hell Talon & Hell Blade, Options:

The 'Daemonic Possession' upgrade may be taken for +20 pts [clarification].

IA VOL 6: FORCES OF CHAOS (pages 133-185) *CONTINUED*

IA6.184.01 – Q: If a Chaos Warhound Titan is within 12” of a friendly Chaos (non-Daemon) unit, is that unit automatically ‘Fearless’ for the rest of the game due to the ‘Dirge Caster’?

A: No, they only remain Fearless while within 12” of the Warhound [clarification].

IA VOL 7: FORCES OF THE IMPERIUM (pages 97-136)

IA7.124.01 – Q: Inquisitor Hector Rex appears to have some wargear whose rules don't match those in the Daemonhunter's codex (such as with his Storm Shield). Which version takes precedence?

A: Use the rules as printed in IA Vol. 7 [RAW].

IA VOL 7: FORCES OF CHAOS (pages 137-188)

IA7.160.01 – Jibberjaw's 'Mindless' special rule:

Jibberjaw must always move as far as he can towards the closest enemy and must try to assault the closest enemy when possible. In close combat he has D6+2 Attacks (D6+3 if he assaulted this turn) – roll everytime he is about to attack.

IA7.165A.01 – Q: An'ggrath's 'HQ' special rule says that he is a HQ choice in an army, but the listing of units in the back of Imperial Armor Apocalypse 2 says that he is a 'War Machine Detachment', what gives?

A: An'ggrath is indeed a HQ choice as described in his 'HQ' special rule, however he would not be allowed in a tournament in which War Machine Detachments were prohibited [clarification].

Ref: [IA7.167A.01](#), [IAA.97.02](#), [IAA2.62.02](#)

IA7.165D.01 – Q: An'ggrath's 'Living Icon' special rule says that 'Lesser Daemons' can be summoned adjacent to him. What does that mean?

A: Ignore that reference. Instead, he counts as having a 'Chaos Icon' as detailed on page 73 of the Chaos Daemons codex [clarification].

Ref: [IA7.167C.01](#), [IAA.97.03](#)

IA7.165E.01 – Q: Gargantuan creatures already move 12", so does An'ggrath's wings give him any additional movement?

A: No, they just allow him to pass over terrain [clarification].

IA7.167A.01 – Q: Scabeiathrax's 'HQ' special rule says that he is a HQ choice in an army, but the listing of units in the back of Imperial Armor Apocalypse 2 says that he is a 'War Machine Detachment', what gives?

A: Scabeiathrax is indeed a HQ choice as described in his 'HQ' special rule, however he would not be allowed in a tournament in which War Machine Detachments were prohibited [clarification].

Ref: [IA7.165A.01](#), [IAA.97.02](#), [IAA2.62.02](#)

IA7.167C.01 – Q: Scabeiathrax's 'Living Icon' special rule says that 'Lesser Daemons' can be summoned adjacent to him. What does that mean?

A: Ignore that reference. Instead, he counts as having a 'Chaos Icon' as detailed on page 73 of the Chaos Daemons codex [clarification].

Ref: [IA7.165D.01](#), [IAA.97.03](#)

IA7.167D.01 – Q: Do the Attacks generated by Scabeiathrax's 'Nurgling Infestation' count as Gargantuan Creature attacks (and ignore armor saves, for example)?

A: No, these attacks do not count as being made by a Gargantuan Creature and do not benefit from any of Scabeiathrax's other special rules (such as the Blade of Decay) [rules change].

IA7.167E.01 – Q: At what point during casualty resolution do you double the wounds caused Scabeiathrax's 'Blade of Decay'?

A: Double every wound caused before allocating wounds onto the affected unit(s). So if Scabeiathrax successfully rolled 4 Wounds against an enemy unit with his Blade of Decay, this would then be doubled up to 8 wounds that would have to be allocated to enemy models in the unit [RAW].

IA7.167F.01 – Q: Does Scabeiathrax have to pass a Psychic Test to use his Psychic Powers? Can he use both in the same turn? And why do his powers come from the Chaos Space Marine codex if he is only allowed in a Chaos Daemons army?

A: Chaos is fickle! For some strange reason, his powers do come from the CSM codex, he does have to pass a Psychic test to use them and he can only use one per turn [RAW].

Ref: [IAA.97.04](#)

IA UPDATE 2006: IMPERIAL GUARD (pages 2-10)

IAU06.08.01 – Support Sentinel Squadron, Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Support Sentinel Squadron can take the following vehicle upgrades:

Any Model may take either of the following:

- Searchlight for +1pt per model.
- Hunter-killer missile for +10 pts per model.

The entire squadron may take:

- Smoke Launchers for +5 pts per model.
- Camo Netting for +10 pts per model.

SPECIAL RULES:

The Multiple Rocket Pod is now a 'Heavy 1, Large Blast' weapon instead of a 'Heavy 2, Blast' weapon.

IAU06.09B.01 – Sabre Gun Platform: The Sabre is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook (ignore the printed reference to page 66 of the rulebook) [clarification].

IA UPDATE 2006: EQUIPMENT (pages 40-44)

IAU06.41A.01 – Searchlight Team: The Searchlight is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook (ignore the printed reference to page 66 of the rulebook) [clarification].

IAU06.41A.02 – Q: How does a Searchlight team 'spot' an enemy unit if they don't have any weapons to fire themselves?

A: In their shooting phase, the Searchlight team is allowed to 'fire' their searchlight like any other shooting weapon in order to try to spot that enemy unit. Of course, even if they do manage to 'spot' the enemy unit, their 'shooting' obviously does no damage itself [clarification].

IAU06.41B.01 – Long Range Ground Scanner: The Ground Scanner is an 'Artillery' unit and follows the rules as described on page 55 of the rulebook (ignore the printed reference to page 66 of the rulebook) [clarification].

IAU06.41B.02 – Q: When does the player declare which mode the Long Range Ground Scanner will be used?

A: The declaration is made before the game begins when the Scanner is either deployed or placed into Reserves [clarification].

Ref: [IAA2.19D.01](#)

IAU06.41B.03 – Q: Can a Long Range Ground Scanner prevent enemy units from outflanking?

A: No, it cannot [RAW].

IMPERIAL ARMOR APOCALYPSE: IMPERIAL GUARD (pages 5-24)

IAA.10.01 – Gorgon, Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Gorgon can take the following vehicle upgrades:

- Camo Netting for +20 pts.
- Hunter-Killer Missile for +10 pts.
- Searchlight for +1pt.
- Smoke Launchers for +5 pts.

Heavy Armoured Prow: Disregard the reference to this granting the Gorgon the 'Rough Terrain Modification' and 'Mine Sweeper' upgrades (as these upgrades no longer exist). Instead, the Gorgon counts as having the 'Dozer Blade' upgrade.

Sponsons: Gorgons have the option to replace their Gorgon mortar sponsons with either:

- 4 Heavy Bolters for +60 pts.
- 4 Heavy Flamers for +60 pts.
- 4 Heavy Stubbers for +30 pts [clarification].

IAA.10.02 – Q: Does the 'save' provided the Gorgon by its 'Heavy Armoured Prow' count as a cover save?

A: No, this 'save' (although it isn't technically a save) is in addition to any cover save the Gorgon may otherwise utilize [RAW].

IAA.11.01 – Macharius, Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Macharius can take the following vehicle upgrades:

- Hunter-Killer Missile for +10 pts.
- Pintle-mounted Heavy Stubber for +10 pts.
- Searchlight for +1pt.
- Smoke Launchers for +5 pts [clarification].

IAA.12.01 – Macharius 'Vanquisher', Options:

Ignore the vehicle upgrades listed in this unit entry. Instead, a Macharius 'Vanquisher' can take the following vehicle upgrades:

- Hunter-Killer Missile for +10 pts.
- Pintle-mounted Heavy Stubber for +10 pts.
- Searchlight for +1pt.
- Smoke Launchers for +5 pts.

Vanquisher Cannon: The Vanquisher Cannon can choose to fire either normal rounds (as listed in its weapon profile) or it can fire AP rounds. AP rounds have no Blast and use the crew's BS 3 to hit (with a re-roll for being twin-linked) but get to roll 2D6+8 for Armor Penetration against vehicles [clarification].

IMPERIAL ARMOR APOCALYPSE: SPACE MARINES (pages 25-34)

IAA.28.01 – Q: The Thunderhawk Transporter can carry '2 Rhino sized vehicles' or '1 Land Raider sized vehicle'. What exactly is meant by this?

A: A 'Rhino sized vehicle' is any friendly vehicle that is based on the Rhino chassis. A 'Land Raider sized vehicle' is any friendly vehicle that is based on the Land Raider chassis [clarification].

IAA.28.02 – Thunderhawk Transporter, Decoy

Launcher: (one use only) If the vehicle is subject to an 'Immobilized' result on the Damage charts, it can re-roll this but must abide by the second result [clarification].

IAA.28.03 – Q: Can vehicles only unload from a Thunderhawk Transporter if it doesn't move that turn?

A: Yes, the Transporter has to declare it will be in 'Hover Mode' that turn and then not move that movement phase (but can pivot) for vehicles to unload from it [RAW].

IAA.28.04 – Q: Can a Thunderhawk Transporter load a vehicle on a turn it moves as a flyer?

A: The Transporter may only load a vehicle by declaring it will be in 'Hover Mode' that turn and then ending its move over the vehicle it wishes to pick up (and the vehicle being picked up does not move that phase) [clarification].

IMPERIAL ARMOR APOCALYPSE: ORKS (pages 43-52)

IAA.44.01 – Q: What happens to passengers embarked on a Big Squiggoth when it dies?

A: Before removing it as a casualty, disembark the passengers as if it were an open-topped vehicle. This means all passengers take a S3 hit [rules change].

Ref: [APOC.134.01](#)

IAA.44.02 – Q: Can passengers embarked on a Big Squiggoth fire in the Shooting phase? What about if the Squiggoth is locked in close combat?

A: Yes, the embarked unit may fire as they are treated exactly as if they were embarked on an open-topped vehicle, with line of sight measured from the top of the howdah. They may even fire if the Squiggoth is locked in combat (and the howdah is typically high enough for them to count as firing cleanly *over* the enemy combatants) [clarification].

Ref: [APOC.134.02](#)

IAA.44.03/IAA.47.01 – Big Squiggoth/'Dethrolla' Battle Fortress:

Kannon: The 'Shell' firing mode actually has a Strength of 8, not 9 [typo].

IMPERIAL ARMOR APOCALYPSE: ELDAR (pages 53-64)

IAA.54.01 – Fire Storm, Firestorm Scatter Lasers:

Has the 'AA mount' ability [clarification].

IAA.47.02 – Dethrolla Battle Fortress, Options:

Ignore the bottom paragraph of vehicle upgrades listed in this unit entry. Instead, a Dethrolla Battle Fortress can take the following vehicle upgrades:

- Grot Riggers for +10 pts.
- Boarding Plank for +10 pts.
- Deff Rolla for +20 pts.
- Grot Bomm Launcha Ramp for +20 pts (see Imperial Armor update 2006 for details).

The Battle Fortress may also have either:

- Grabbin Klaw or Wreckin' Ball for +15 pts [clarification].

IAA.52.01 – Q: If a Grot Bomb Launcha fires its Grot Bomm, does the vehicle now count has no longer having any weapons if it suffers a 'Weapon Destroyed' damage result?

A: Yes, as weapons on a vehicle that cannot possibly fire for the rest of the game no longer count as weapons in regards to 'Weapon Destroyed' damage results [rules change].

IAA.60.01 – Vampire Raider, Special Rules: Has the

'Hover' ability [clarification].

IMPERIAL ARMOR APOCALYPSE: TYRANIDS (pages 65-74)

IAA.67.01 – Q: How does the Scythed Hierodule function in conjunction with the release of the latest Tyranid codex?

A: Use the existing characteristics and profile as printed, which includes 2 sets of Scything Talons [clarification].

IAA.68.01 – Q: How does the Harridan function in conjunction with the release of the latest Tyranid codex?

A: Use the existing characteristics and profile with the following changes:

- **2 Scything Talons:** A Single set of Scything Talons.
- **Gargoyle Brood:** 6 pts per model instead of 12.

IAA.68.02 – Q: A Harridan's 'Flyer' rule says it can fly up to 24" per turn. What exactly does this mean?

A: A Harridan may move up to 24" in its Movement phase instead of the normal 12". It is able to either run or Assault (but not both) in the same turn [clarification].

IAA.68.03 – Q: Can a Harridan move over terrain and intervening units?

A: Yes, a Harridan may move over terrain and models freely but must take a Dangerous Terrain test if it begins or ends its move in difficult or impassable terrain. It may only end its move in impassable terrain if it is actually possible to place the model there. It may not end its move with its base on top of other models [clarification].

IAA.68.04 – Q: When a blast weapon hits a Harridan carrying a Gargoyle Brood how many Gargoyles are hit by this attack? Does this apply to template weapons too?

A: All blast markers that hit the Harridan (regardless of size) cause D6 hits on the Gargoyle brood [rules change]. Template weapons that hit the Harridan do not affect any carried Gargoyles [clarification].

IMPERIAL ARMOR APOCALYPSE: TYRANIDS (pages 65-74) *CONTINUED*

IAA.68.05 – Q: Do Gargoyles carried by a Harridan have to take Instinctive Behavior tests, or morale checks if they suffer casualties from a blast weapon?

A: No, while carried on the Harridan, Gargoyles do not take LD tests [rules change].

IAA.68.06 – Q: If the Harridan is killed while carrying Gargoyles, do they suffer any additional damage?

A: Treat them as if disembarking from an open-topped vehicle except that they do not take the automatic S3 hit. Any Gargoyles that cannot be placed within 2" of the Harridan before it is removed due to impassable terrain, friendly models, or because they would be within 1" of an enemy model count as being destroyed [clarification].

IAA.69.01 – Q: How does the Malanthrope function in conjunction with the release of the latest Tyranid codex?

A: Use the existing characteristics and profile with the following changes:

- **Feeder Tendrils:** No effect, ignore this.
- **Warp Field:** Provides 6+ invulnerable save (as it is listed in its profile).
- **Synapse Creature:** As printed in the codex.
- **The Horror:** As printed in the codex (psychic power).

IAA.70.01 – Q: Are Meiotic Spores just a single model per Fast Attack choice?

A: Yes [RAW].

IAA.70.02 – Q: What do Meiotic Spores roll for Armor Penetration against vehicles?

A: 2D6+5 and this applies regardless of whether the center of the blast is over the vehicle model or not [clarification].

IAA.70.03 – Q: Can a Meiotic Spore run in the shooting phase, can it go to ground, can it contest an enemy held mission objective?

A: As with regular Spore Mines in the Tyranid codex, Meiotic Spores can never run or go to ground and are always ignored for all mission objectives (including contesting objectives or giving up Kill/Victory Points) [rules change].

IAA.70.04 – Q: What are these 'Bio-Acid Spore Mines' that are generated when a Meiotic Spore explodes?

A: Ignore this reference. Instead, they are D6-1 regular Spore Mines as detailed on page 48 of the codex [clarification].

IAA.70.05 – Q: If a Meiotic Spore fails to kill a model directly beneath it (or that it was in base contact with), can some (or all) of the D6-1 Spore Mines thrown out immediately contact the enemy model and explode?

A: Yes. If any of the Spore Mines generated by the Meiotic Spore's explosion contact an enemy model they immediately detonate. And remember, each Spore Mine now detonates separately from the others in the current codex [RAW].

IMPERIAL ARMOR APOCALYPSE: TAU (pages 75-86)

IAA.76.01 – Manta: Ignore the 'Drone Controlled Submunitions' rule as well as the reference to an 'Escape Pod' as both are no longer applicable in the current rules. Also, the Targeting Array's bonus is already included to the Manta's profile [clarification].

IAA.76.02 – Q: What does the BS (2)4 mean on the Manta's profile?

A: The BS of 2 is used for the Drone Controlled Burst Cannons. Every other weapon uses the BS of 4 [clarification].

IAA.76.03 – Q: What does the Manta's Invulnerable Save do if successfully rolled? And if this save fails to stop the hit can a cover save then potentially be attempted against the same hit?

A: Only one save may be attempted against any hit, and if the invulnerable save is successful, the hit is ignored [clarification].

IAA.78B.01 – Tiger Shark AX-1-0: The Heavy Railgun is actually Strength 'D', not Strength 10 [typo].

IMPERIAL ARMOR APOCALYPSE: TAU (pages 75-86) *CONTINUED*

IAA.79.01 – Q: Can the Tiger Shark's fourteen Gun Drones be deployed as separate units?

A: No, they all must be deployed together as a single unit which then follows the normal gun drone squadron rules [clarification].

IAA.79.02 – Q: Can Drones Deep Striking from a Tiger Shark Deep Strike anywhere on the table?

A: No, see the 'flying transports' rules on page 95 of the Apocalypse supplement [clarification].

IAA.81.01 – DX-6 'Remora' Drone Fighter:

Structure Points: A Remora Drone has no Structure Points, it is just a standard flyer [typo].

Stealth Field Generator: Ignore the reference to a 'Target Priority Test' as it refers to rules no longer found in the current version of the game [clarification].

IAA.81.02 – Q: Does the Remora's Stealth Field Generator benefit at all from the additional 12" of range added when shooting at a flyer?

A: No, rolling for night fighting spotting distance is entirely separate from checking weapon range when actually firing [RAW].

IMPERIAL ARMOR APOCALYPSE: CHAOS (pages 95-109)

IAA.97.01 – Daemon Lord – Zarakynel:

Profile: Zarakynel's profile is listed incorrectly and actually is:

WS10, BS3, S7, T8, W6, I8, A6, Ld10, Sv -/4+ [typo].

Possession: Ignore this rule as Zarkynel can no longer be taken in a Chaos Space Marine army, instead replace it with the following rule:

HQ: Zarakynel is an 'HQ' choice for any Chaos Daemon army of 2,000 pts or more as long as it contains at least one unit of Daemonettes in it [clarification].

IAA.97.02 – Q: If Zarakynel can be taken as a HQ choice for a Daemons army, why does the listing of units in the back of Imperial Armor Apocalypse 2 say that it is a 'War Machine Detachment'?

A: Zarakynel is indeed a HQ choice, however it would not be allowed in a tournament in which War Machine Detachments were prohibited [clarification].

Ref: [IA7.165A.01](#), [IA7.167A.01](#), [IAA2.62.02](#)

IAA.97.03 – Q: Zarakynel's 'Living Icon' special rule says that 'Lesser Daemons' can be summoned adjacent to it. What does that mean?

A: Ignore that reference. Instead, it counts as having a 'Chaos Icon' as detailed on page 73 of the Chaos Daemons codex [clarification].

Ref: [IA7.165D.01](#), [IA7.167C.01](#)

IAA.97.04 – Q: Does Zarakynel really have to pass a Psychic Test to use its Psychic Powers? Why do its powers come from the Chaos Space Marine codex if it is only allowed in a Chaos Daemons army?

A: Chaos is fickle! For some strange reason, its powers do come from the CSM codex and it does have to pass a Psychic test to use them [RAW].

Ref: [IA7.167F.01](#)

IMPERIAL ARMOR APOCALYPSE 2: IMPERIAL GUARD (pages 5-22)

IAA2.7B.01 – Q: Can the Manticore’s alternate missile types (Manticore Missiles & Sky Eagle Rockets) be utilized despite the fact the codex entry doesn’t include them?

A: Yes. A Manticore in an Imperial Guard army has the option to replace its normal Storm Eagle Rockets with Manticore Missiles or Sky Eagle Rockets for -15 pts [rules change].

IAA2.10B.01 – Q: The Banehammer’s ‘Earthshock’ ability says that units moving through the shockwave zone ‘roll a D6 less than normal to determine their maximum movement’, does this rule apply to vehicles, bikes and jump infantry? And what if a unit normally only rolls a single D6 when moving through difficult terrain?

A: This portion of the ‘Earthshock’ rule only applies to units that normally roll to see how far they can move through difficult terrain (such as Infantry, for example) [clarification]. If a unit normally only rolls a single D6 when moving through difficult terrain then it would be unable to move at all through the shockwave zone [RAW].

IAA2.10B.02 – Q: Are Skimmers, Jetbikes and Jump Infantry able to move *over* the shockwave zone created by a Banehammer’s Tremor Cannon without suffering any negative effects?

A: Yes. Skimmers, Jetbikes and Jump Infantry are only affected by ‘Earthshock’ if they begin or end their movement inside the shockwave zone [clarification].

IAA2.10B.03 – Q: If units Deep Strike into a shockwave zone created by a Banehammer’s Tremor Cannon, do they count as landing in difficult terrain?

A: Yes they do [clarification].

IAA2.12C.01 – Q: Are the optional Heavy Stubbers mounted on the sides of a Stormlord fired along with the vehicle’s firing or are they fired when the embarked passenger unit fires?

A: No, these Stubbers are fired as part of the Embarked unit’s shooting, and two Embarked models must actually fire them [clarification].

IAA2.15.01 – Trojan Support Vehicle: The Trojan is a Troops choice in an Imperial Guard army and can also be purchased as an upgrade for some Artillery units (as listed in their unit entries) [clarification].

IAA2.15B.01 – Q: Can the enemy attack a weapon platform being towed by a Trojan?

A: Yes they may. If either the Trojan or its towed weapon platform is destroyed then they count as being immediately unlimbered from each other [clarification].

IAA2.15B.02 – Q: If a weapon platform being towed by a Trojan is attacked in close combat do these attacks hit the platform automatically?

A: While being towed the platform no longer counts as being immobile for the purposes of attacking it in an assault [clarification].

IAA2.16B.01 – Q: Does the Hades still get positive modifiers when ramming vehicles for how fast it moved, because it is a tank, etc?

A: It just inflicts a S10 hit; no modifiers apply (although how far it moved will make a difference for what Strength hit it will suffer in return) [clarification].

IAA2.16B.02 – Q: In what phase does a Hades Drill attack a building with its ‘Power Cutter Assault’?

A: If the Hades drill moves into contact with the building in the movement phase then it immediately inflicts a S10 hit on the building as if assaulting it [clarification].

IAA2.16D.01 – Q: If an enemy unit is occupying a large piece of terrain that players both agree the Hades Drill cannot destroy, can that unit be targeted by the Hades Deep Strike emergence attack?

A: Yes, the Hades emergence attack is resolved where the blast marker ends up. After that, the actual model is placed on the table and if it would arrive in terrain that it cannot destroy then the Hades model is placed as close as possible to its intended target point [clarification].

IAA2.16D.02 – Q: What happens if the Hades Drill arrives under an occupied building using its Deep Strike special rule?

A: In the case of an occupied building (as defined on pages 79-80 of the rulebook), it inflicts the S10, Melta hit on the building. If this hit causes the building to be destroyed, the models inside it disembark (but are not hit directly by the Hades) and the Hades then emerges onto the table. If the building is not destroyed by the hit, then it counts as impassable terrain and the Hades is placed on the table next to the building as close as possible to its intended target [clarification].

IMPERIAL ARMOR APOCALYPSE 2: IMPERIAL GUARD (pages 5-22) *CONTINUED*

IAA2.16D.03 – Q: How are casualties resolved from a Hades Drill emergence? Can cover saves be taken against this attack?

A: Any unit hit by the Drill emergence follows the normal rules for casualty removal (i.e. any model in the unit can be allocated the wounds), including cover saves. Draw line of sight from the center of the blast to determine whether they are in cover or not [clarification].

IAA2.16D.04 – Q: How are exactly are models that survive the Hades Drill emergence attack moved? Are immobile models moved too?

A: Move surviving models the minimum distance needed to get them at least 1" away from the Hades model, without moving them into impassable terrain and/or within 1" of other enemy models (except for enemy models they were already locked in combat with). Immobile models are moved as well, with immobile vehicles keeping their same facing, if possible. Models which absolutely cannot be moved out of the way (due to extreme lack of space) count as destroyed [clarification].

IAA2.16D.05 – Q: Can a Hades Drill emergence attack affect Jetbikes, Skimmers and Flyers? What about models on the upper levels of a ruin?

A: Skimmers and Jetbikes are affected as normal (the attack represents melta blasting too!) [RAW]. Flyers and models on the upper levels of a ruins are unaffected however [rules change].

IAA2.16D.06 – Q: Can a Hades Drill move normally the same turn it emerges? Can it fire in the shooting phase?

A: It may not move further that phase after emerging, but it can fire in the shooting phase due to its 'Lumbering' special rule [clarification].

IAA2.16E.01 – Q: How does an Engineer squad arrive using the 'Follow-up Attack' special rule if the Drill is still sitting on its Emergence point in the next turn?

A: The center point of where the Drill model was actually placed on the table is considered the 'point from which the Drill emerged.' Squads arriving the next turn using the 'Follow-up Attack' may move on from this point as if it was a table edge, ignoring the Hades Drill model as they do so. However, if there isn't enough room to move on all the arriving models due to the proximity of enemy models and/or impassable terrain, any models that can't be placed on the table count as casualties [rules change].

IAA2.19D.01 – Q: When does the player declare which mode a Sentry Gun will be used?

A: The declaration is made before the game begins when the Sentry Gun is either deployed or placed into Reserves [clarification].

Ref: [IAU06.41B.02](#)

IAA2.20B.01 – Q: Can the Quad-Launcher be reloaded if the unit has gone to ground or is locked in combat?

A: Yes. It just cannot fire three turns in a row [RAW].

IMPERIAL ARMOR APOCALYPSE 2: SPACE MARINES (pages 28-36)

IAA2.28D.01 – If a Deathstorm Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?

A: No, in this case the Deathstorm suffers a Deep Strike mishap [RAW].

Ref: [IAA2.31D.01](#)

IAA2.31.01 – Q: Can I just use a regular Games Workshop Drop Pod model to represent a 'Lucius Pattern' Drop Pod?

A: No, you may not. The Lucius Drop Pod is much larger than the standard Drop Pod model, so you must either purchase the model from Forgeworld or scratch-build/convert one that is the same size as the Forgeworld model [clarification].

IAA2.31A.01 – Q: When a player deploys a Lucius Pattern Drop Pod can he choose to keep the doors open or closed? If the Drop Pod doors are deployed open can models deploy within 2" of them?

A: Once the Drop Pod lands, the doors remain open for the rest of the game. However, all measurements to and from the Drop Pod, besides firing its weapon, are done based on the hull of the Drop Pod (its shape when the doors are closed). This means, for example, that friendly and enemy models will be able to move on top of the open doors [clarification].

IMPERIAL ARMOR APOCALYPSE 2: SPACE MARINES (pages 28-36) *CONTINUED*

IAA2.31D.01 – Q: If a Lucius Pattern Drop Pod's scatter would take it off the table is the scatter reduced as if it were landing in impassable terrain?

A: No, in this case the Drop Pod suffers a Deep Strike mishap. Make one roll for both the Pod and the embarked Dreadnought on the mishap table [RAW].

Ref: [IAA2.28D.01](#)

IMPERIAL ARMOR APOCALYPSE 2: ORKS (pages 43-52)

IAA2.44B.01 – Q: If an Ork Mega-Dread successfully makes his invulnerable saving throw, what happens? And if the save if failed can it then attempt a cover save (if applicable)?

A: If the Invulnerable save is successful the glancing/penetrating hit is ignored. As with non-vehicle models, only one save may be attempted against any particular hit [clarification].

IAA2.44D.01 – Q: Can an Ork Mega-Dread use its 'Mega-Charga' on the turn it arrives from Reserves?

A: No, as any ability that can prevent a unit from entering play on the turn it arrives may not be used [RAW].

Ref: [IA1.136.01](#), [IAA2.45C.01](#)

IAA2.45C.01 – Q: Can an Ork Mekboy Junka use its 'Turbo-Charga' on the turn it arrives from Reserves?

A: No, as any ability that can prevent a unit from entering play on the turn it arrives may not be used [RAW].

Ref: [IA1.136.01](#), [IAA2.44D.01](#)

IAA2.46C.01/IAA2.48C.01/IAA2.50B.01 – Q: Where do I find the rules for 'Grot Sponsons'?

A: Page 81 of Imperial Armor Apocalypse 2 [RAW].

IMPERIAL ARMOR APOCALYPSE 2: CHAOS (pages 61-76)

IAA2.62.01 – Q: The other Daemon Lords require at least a 2,000 pt army and 1+ units of Daemons from their patron to be taken. Do these same restrictions apply to Aetaos'rau'keres too?

A: While he is taken as a 'HQ' choice for a Chaos Daemons army, none of those other restrictions apply [clarification].

IAA2.62.02 – Q: If Aetaos'rau'keres can be taken as a HQ choice for a Daemons army, why does the listing of units in the back of Imperial Armor Apocalypse 2 say that he is a 'War Machine Detachment'?

A: Aetaos'rau'keres is indeed a HQ choice, however he would not be allowed in a tournament in which War Machine Detachments were prohibited [clarification].

Ref: [IA7.165A.01](#), [IA7.167A.01](#)

IAA2.62A.01 – Q: Aetaos'rau'keres has 'Boon of Mutation' that uses a template. How exactly does that work?

A: Place the template as with a normal template weapon. Any models touched by the template are hit by the power and must pass a Toughness test or be turned into a Spawn [clarification].

IAA2.62D.01 – Q: Exactly which psychic powers can Aetaos'rau'keres reflect back onto their user?

A: The following powers can be reflected back upon their user:

- ul>
- **Blood Angels:** Transfixing Gaze.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle's Rot, Wind of Chaos.
- **Daemonhunters:** Holocaust, Scourging.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Mind War.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zzap.
- **Space Marines:** The Avenger, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Thunderclap.
- **Tyranids:** Aura of Despair, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance.
- **Witch Hunters:** Divine Pronouncement, Hammer of the Witches, Scourging [clarification].

IMPERIAL ARMOR APOCALYPSE 2: CHAOS (pages 61-76) *CONTINUED*

IAA2.62E.01 – Q: Aetaos'rau'keres's 'Render of Veils' rule says that the unit of Horrors he creates 'act exactly as if they have been summoned that turn'. What exactly does this mean?

A: It means they may not shoot, run or assault the turn they arrive [clarification].

IAA2.73D.01 – Q: If a psyker targets a Greater Brass Scorpion of Khorne with a psychic power and then rolls a '2' or '12' for his psychic test does he suffer two 'perils of the warp' attacks?

A: Just one [clarification].
Ref: [APOC.173.01](#), [REL.53.02](#)

IMPERIAL ARMOR APOCALYPSE 2: ADDITIONAL FORGEWORLD RULES (page 81)

IAA2.81C.01 – Q: Do Grot Sponsons fire when the vehicle fires, when the embarked unit (if applicable) fires, or some other time altogether?

A: All the Grot Sponsons on a vehicle fire at the same time, but can fire at a different target and at a different time than the vehicle's (or even an embarked unit's) shooting [clarification].

IAA2.81D.01 – Q: Where the heck are the rules for Ejector Seats?

A: The rules for Ejector Seats are no longer part of the game. No unit may purchase them [clarification].

IAA2.81D.02 – Q: What are the points values for these aircraft upgrades?

Unless specified otherwise in the unit's datasheet, here are the point values for the upgrades:

- Flare/Chaff launcher: +10 pts.
- Armoured Cockpit: +20 pts.
- Infra-red Targeting: +5 pts.
- Illum Flares: +5 pts.
- Distinctive Paint Scheme/Decals: +10 pts [clarification].

IAA2.81D.03 – Illum Flare: replace: "They allow one enemy unit...to be fired at in the next turn..." with: They allow one enemy unit...to be fired at in the *player's* next turn..." [clarification].

IAA2.81D.04 – Q: The Illum flare rule says 'one enemy unit spotted by the aircraft'. What does this mean?

A: This means one enemy unit that was successfully spotted and then fired at by the flyer [clarification].

INCLUDED BELOW IS A COMPLETE REFERENCE OF ALL IMPERIAL ARMOR & APOCALYPSE UNITS AND WHERE TO FIND THE MOST CURRENT PUBLISHED VERSION OF RULES FOR THAT UNIT, AS OF THE DATE OF THIS DOCUMENT'S PUBLICATION.

IF YOU DO NOT SEE A PARTICULAR UNIT LISTED, PLEASE CONSULT THE Q&A AFTER THE LIST FOR MORE DETAILS.

PLEASE NOTE THAT THIS LIST DOES NOT REPRESENT WHAT UNITS ARE ALLOWED OR NOT ALLOWED IN ANY PARTICULAR TOURNAMENT. PLEASE CONTACT YOUR TOURNAMENT ORGANIZER FOR INFORMATION ABOUT WHAT ARMIES AND RULES ARE ALLOWED IN THE TOURNAMENT YOU ARE ATTENDING.

** Units marked with an asterisk (*) do not use up a player's force organization allotment when taken or have additional rules about how they can (or must) be taken. See their unit entry for full details.*

UNIT NAME	ARMIES THAT CAN TAKE IT	FOC CHART USED	CURRENT RULES FOUND IN	PAGE #
IMPERIAL UNITS (BT,BA,DH,DA,IG,SM,SW & WH)				
Aquila Lander	BA,BT,DH,DA,IG,SM,SW,WH	Transport* (DH,IG,WH Only) & Heavy Support	IMPERIAL ARMOR APOCALYPSE	36
Arvus Lighter	BA,BT,DH,DA,IG,SM,SW,WH	Transport* (IG Only) & Heavy Support	IMPERIAL ARMOR APOCALYPSE	41
Atlas Recovery Tank	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	150
Baneblade Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	90
Banehammer Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	10
Banesword Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	13
Captain Obadiah Schfeer (Steel Dog Alpha)	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	212
Centaur Carrier	IG	Transport*	IMPERIAL ARMOR VOL. 5	111
Chaplain Dreadnought	BT,DA,SM	Elites	IMPERIAL ARMOR APOCALYPSE 2	30
Chimera alternate turret weapons (see FAQ for more details)	DH,IG,WH	Transport*	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	128
Colonel 'Snake' Stranski	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	213
Cyclops Remote Control Demolition Vehicle	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	154
Damocles Command Rhino	BA,BT,DA,SM,SW	HQ	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	82
Deathstorm Drop Pod	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	28
Destroyer Tank Hunter	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	72
Doomhammer Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	11
Emperor Battle Titan	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
General Grizmund (Grace of the Throne)	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	214
Gorgon	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	10
Grey Knights Dreadnought Psycannon upgrade (see FAQ for more details)	DH(GK)	Heavy Support	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	218
Grey Knights Land Raider Redeemer	DH(GK)	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	40
Grey Knights Thunderhawk Gunship	DH(GK)	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	214

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Hades Breaching Drill	IG	Elites*	IMPERIAL ARMOR APOCALYPSE 2	16
Heavy Artillery Battery (Earthshaker Cannon/Medusa Siege Gun)	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	14
Heavy Mortar Battery	IG	Elites	IMPERIAL ARMOR VOL. 5	115
Hellhammer Super-Heavy Tank	IG	WMD (Heavy Support)	APOCALYPSE	105
Hyperios Air Defense Battery	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	178
Inquisitor Land Raider Prometheus	DH,WH	Transport*	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	195
Inquisitor Lord Hector Rex	DH	HQ	IMPERIAL ARMOR VOL. 7	124
Inquisitorial Valkyrie	DH,WH	Transport*	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	205
Land Raider Ares	BA,BT,DA,SM,SW	Heavy Support	GW ONLINE PDF DOWNLOADS	PDF
Land Raider Helios	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	32
Land Raider Prometheus	BA,BT,DA,SM,SW,WH	Elites	IMPERIAL ARMOR APOCALYPSE 2	33
Land Raider Terminus Ultra	BA,BT,DA,SM,SW	Heavy Support	APOCALYPSE RELOAD	16
Land Speeder Tempest	BA,BT,DA,SM,SW	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2	29
Leman Russ Annihilator	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	6
Leman Russ Conqueror	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	60
Lightning	BA,BT,DH,DA,IG,SM,SW,WH	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	25
Long-Range Ground Scanner	IG	HQ	IMPERIAL ARMOR UPDATE 2006	41
Lucius pattern Dreadnought Drop Pod	BA,BT,DA,SM,SW	Transport*	IMPERIAL ARMOR APOCALYPSE 2	31
Macharius	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	11
Macharius 'Vanquisher'	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	12
Macharius 'Vulcan'	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 6	117
Malcador	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 6	155
Malcador 'Annihilator'	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 6	155
Malcador 'Defender'	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 6	156
Manticore Launcher Tank weapon options (see FAQ for more details)	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	7
Marauder Bomber	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	234
Marauder Destroyer	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	240
Maximillian Weisman (212 Arethusia)	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	211
Minotaur Artillery Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	8
Mortis Dreadnought	DA	Elites	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	142
Ordo Malleus Razorback	DH	Transport*	IMPERIAL ARMOR VOL. 7	114
Quad-Launcher Battery	IG	Elites	IMPERIAL ARMOR APOCALYPSE 2	20
Reaver Battle Titan	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	38
Red Scorpion Tactical Squad	SM	Troops*	IMPERIAL ARMOR VOL. 6	123-124
Repressor	WH	Transport*	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	238
Sabre Gun Battery	IG	Heavy Support	IMPERIAL ARMOR UPDATE 2006	9
Salamander Command	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	142

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Salamander Scout	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	136
Searchlight Team	IG	Troops	IMPERIAL ARMOR UPDATE 2006	41
Sentinel Powerlifter Squadron	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	158
Sentry Gun Battery (Tarantula)	BA,BT,DA,IG,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	19
Shadowword Super-Heavy Tank	IG	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Siege Dreadnought	BA,BT,DA,SM,SW	Elites	IMPERIAL ARMOR VOL. 6	132
Solomon Lok & Retinue	DH	HQ	IMPERIAL ARMOR VOL. 4	140
Stormblade Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	104
Stormlord Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	12
Stormsword Super-Heavy Tank	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	110
Support Sentinel	IG	Fast Attack*	IMPERIAL ARMOR UPDATE 2006	8
Support Weapons Platform (Hydra/Manticore)	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	18
The Fortress of Arrogance	IG	WMD (Heavy Support)	APOCALYPSE	106
Thunderbolt	BA,BT,DH,DA,IG,SM,SW,WH	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	228
Thunderer Siege Tank	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forgeworld PDF update v1.1)	78
Thunderhawk Gunship	BA,BT,DA,SM,SW	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	172
Thunderhawk Transporter	BA,BT,DA,SM,SW	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	28
Trojan Support Vehicle	IG	Troops	IMPERIAL ARMOR APOCALYPSE 2	15
Valdor Tank Hunter	IG	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	9
Vulture Gunship	BA,BT,DH,DA,IG,SM,SW,WH	Fast Attack (IG Only) & Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	24
Warhound Scout Titan	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	APOCALYPSE	125
Warlord Battle Titan	BA,BT,DH,DA,IG,SM,SW,WH	WMD (Heavy Support)	APOCALYPSE	124
Whirlwind Hyperios	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR VOL. 2 (w/ Forgeworld PDF update v1.3)	66
CHAOS UNITS (CD & CSM)				
Banelord of Khorne	CSM	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Blight Drone of Nurgle	CD,CSM	Fast Attack*	IMPERIAL ARMOR APOCALYPSE 2	65
Blood Slaughterer of Khorne	CD,CSM	Heavy Support*	IMPERIAL ARMOR APOCALYPSE 2	64
Brass Scorpion of Khorne	CSM	WMD (Heavy Support)	APOCALYPSE	173
Chaos Reaver Battle Titan	CSM	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	70
Chaos Warhound Titan	CSM	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 6	184
Daemon Lord - Aetaos'rau'keres, Slayer of Souls	CD	GC (HQ)	IMPERIAL ARMOR APOCALYPSE 2	62
Daemon Lord - An'ggrath the Unbound	CD	GC (HQ)*	IMPERIAL ARMOR VOL. 7	165
Daemon Lord - Scabeiathrax the Bloated	CD	GC (HQ)*	IMPERIAL ARMOR VOL. 7	167
Daemon Lord - Zarakynel	CD	GC (HQ)*	IMPERIAL ARMOR APOCALYPSE	97
Doom Blaster of Khorne	CSM	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Dreadclaw	CSM	Transport*	IMPERIAL ARMOR VOL. 6	159
Gorefeaster	CD	Heavy Support	IMPERIAL ARMOR VOL. 7	158

Greater Brass Scorpion of Khorne	CSM	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	73
Hell Blade	CSM	Heavy Support	IMPERIAL ARMOR VOL. 6	165
Hell Talon	CSM	Heavy Support	IMPERIAL ARMOR VOL. 6	162
Jibberjaw	CD	Heavy Support	IMPERIAL ARMOR VOL. 7	160
Khorne Lord of Battles	CSM	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Khorne Tower of Skulls	CSM	WMD (Heavy Support)	APOCALYPSE RELOAD	53
Mamon, Daemon Prince of Nurgle	CD	HQ	IMPERIAL ARMOR APOCALYPSE 2	66
Nurgle Plague Tower	CSM	WMD (Heavy Support)	APOCALYPSE RELOAD	54
Plague Hulk of Nurgle	CD,CSM	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	72
Plague Ogryns	CSM	Elites*	IMPERIAL ARMOR APOCALYPSE 2	74
Plaguereaper of Nurgle	CSM	WMD (Heavy Support)	APOCALYPSE	172
Silver Tower of Tzeentch	CSM	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Slaanesh Subjugator	CSM	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Uraka 'The Warpfien'd Daemon Prince of Khorne	CD	HQ	IMPERIAL ARMOR APOCALYPSE 2	68
Zhufo'r the Impaler	CSM	HQ	IMPERIAL ARMOR VOL. 7	174
ELDAR/DARK ELDAR UNITS (DE & ELD)				
Cobra	ELD	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	54
Fire Storm	ELD	Heavy Support	IMPERIAL ARMOR APOCALYPSE	54
Night Spinner	ELD	Heavy Support	IMPERIAL ARMOR APOCALYPSE	59
Nightwing Interceptor	ELD	Heavy Support	APOCALYPSE	142
Phoenix	ELD	Heavy Support	IMPERIAL ARMOR APOCALYPSE	57
Raven	DE	Heavy Support	IMPERIAL ARMOR APOCALYPSE	92
Relevant Titan	ELD	WMD (Heavy Support)	APOCALYPSE	140
Scorpion	ELD	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	55
Vampire Hunter	ELD	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	61
Vampire Raider	ELD	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	60
Void Dragon Phoenix	DE,ELD	Heavy Support	IMPERIAL ARMOR APOCALYPSE	58
NECRON UNITS (NEC)				
Gauss Pylon	NEC	WMD (Heavy Support)	APOCALYPSE	164
ORK UNITS (ORK)				
Big Mek's Stompa	ORK	WMD (Heavy Support)	APOCALYPSE	131
Big Squiggoth	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE	44
Big Trakk	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	46
Deathrolla Battle Fortress	ORK	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	47
Evil Eye In Da Sky	ORK	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Fighta	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE	48
Fighta-Bommer	ORK	Heavy Support	APOCALYPSE	132
Flakkatrakk	ORK	Heavy Support	APOCALYPSE RELOAD	28
Gargantuan Squiggoth	ORK	WMD (Heavy Support)	APOCALYPSE	134
Goff Klawstompa	ORK	WMD (Heavy Support)	APOCALYPSE RELOAD	23

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Goff Rok 'N' Rolla	ORK	WMD (Heavy Support)	WHITE DWARF 350 (US)	49
Grot Bomb Launcha	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE	52
Grot Bomb Launcha Ramp	ORK	Vehicle Upgrade	IMPERIAL ARMOR UPDATE 2006	18
Kill Krusha 'Eavy Tank	ORK	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	50
Kustom Battle Fortress	ORK	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE 2	48
Kustom Stompa (including upgrades)	ORK	WMD (Heavy Support)	WHITE DWARF 350 (US)	46-47
Mega-Dread	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	44
Mekboy Junka	ORK	Elites / Transport*	IMPERIAL ARMOR APOCALYPSE 2	45
Minelayer	ORK	WMD (Heavy Support)	GW ONLINE PDF DOWNLOADS	PDF
Pulsa Rokkit	ORK	WMD (Heavy Support)	APOCALYPSE RELOAD	29
Skullhamma Battle Fortress	ORK	WMD (Heavy Support)	APOCALYPSE	133
Stompa	ORK	WMD (Heavy Support)	APOCALYPSE	130

TAU UNITS (TAU)

Barracuda Air Superiority Fighter	TAU	Heavy Support	APOCALYPSE	158
Drone Sentry Turret	TAU	Heavy Support	IMPERIAL ARMOR VOL. 3	190
DX-6 "Remora" Drone Fighter	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE	81
Goaded Great Knarloc Herd	TAU	Heavy Support*	IMPERIAL ARMOR VOL. 3	218
Great Knarloc Baggage Herd	TAU	Troops*	IMPERIAL ARMOR VOL. 3	220
Great Knarloc Pack	TAU	Heavy Support	APOCALYPSE	159
Gue'vesa Teams	TAU	Troops	IMPERIAL ARMOR VOL. 3	281
Heavy Gun Drone Squadron	TAU	Heavy Support	IMPERIAL ARMOR VOL. 3	186
Knarloc Rider Herd	TAU	Fast Attack*	IMPERIAL ARMOR VOL. 3	222
Manta	TAU	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	76
Orca Dropship	TAU	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	77
Piranha TX-42	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE	80
Remote Sensor Tower Team	TAU	Troops	IMPERIAL ARMOR VOL. 3	193
Tetra Scout Speeder Team	TAU	Fast Attack	IMPERIAL ARMOR VOL. 3	180
Tiger Shark	TAU	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	79
Tiger Shark AX-1-0	TAU	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	78
XV-9 'Hazard' Close Support Armor	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2	58

TYRANID UNITS (TYR)

Barbed Hierodule	TYR	GC (Heavy Support)	APOCALYPSE	149
Harridan	TYR	WMD (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	68
Hierophant Bio-Titan	TYR	WMD (Heavy Support)	APOCALYPSE	148
Malanthrope	TYR	HQ	IMPERIAL ARMOR APOCALYPSE	69
Meiotic Spore	TYR	Fast Attack	IMPERIAL ARMOR APOCALYPSE	70
Scythed Hierodule	TYR	GC (Heavy Support)	IMPERIAL ARMOR APOCALYPSE	67

IMPERIAL ARMOR / APOCALYPSE UNIT LIST QUESTIONS

Q: Why haven't you listed the Imperial Armor versions of units that are found also found in codices, especially since some of these units have more updated rules than the version in the codex (such as with the Inquisitorial Rhinos, for example)?

A: Warhammer 40,000 can be a pretty confusing game sometimes. Vehicles in one codex sometimes behave and cost differently from the **same** vehicle in another codex (such as the difference between a Rhino from the Space Marine codex and that from the Daemonhunters codex, for example). But that's how Games Workshop wants their game to behave (with the codex rules existing as written when originally published), as evidenced by answers published in their official online FAQs.

But while it may be a bit confusing to have the same unit behave differently between two different armies, it is a whole other level of complexity to allow players playing the **same** army to potentially use two different set of rules and points costs for the **same** unit. Such a system could result in player 'X' playing against a Daemonhunter foe in round one of a tournament where the DH player is using Rhinos from the codex that behave one way. Then later in the tournament player 'X' could now end up playing against another Daemonhunter army, but this time with the Rhinos taken from Imperial Armor costing and behaving an entirely different way! Not only would this be incredibly confusing to all but the most hardcore players, it would also be a nightmare for tournament organizers attempting to validate the points values of army lists to ensure players aren't cheating.

Ultimately we **strongly** believe that where a unit has rules in a codex, those rules need to always be the default that all players in a tournament must use. To that end we've gone ahead and omitted from the above list any unit found in the Imperial Armor or Apocalypse supplements that also has a unit entry in a codex.

The only exception to this guideline is in the case where the unit presented in Imperial Armor / Apocalypse is the same as the version found in the codex except with some sort of additional weapon options not found in the codex (such as alternate Chimera turrets, Grey Knight Dreadnought Psycannons, etc). In these cases, we've included these additional weapon options on the list along with instructions within this FAQ on how to take these options in your armies.

Q: Why isn't unit 'XXX' on the list? It's included in the master unit list in the back of Imperial Armor Apocalypse 2, so why isn't it included here?

A: The list of units in the back of Imperial Armor Apocalypse 2 is a complete master list of every unit released for Imperial Armor and Apocalypse. While this is a great resource for players looking to find every single rule available, there are some cases on their list where a single Forgeworld model has two sets of near identical rules. A good example of this would be the Chaos 'Jibberjaw' and 'Gorefeaster' models, which are also listed in the Imperial Armor Apocalypse 2 list of units as their older incarnations of 'Giant Chaos Spawn' and 'Spined Chaos Beast'.

Similar to the previous explanation, when it comes to a tournament, the last thing a tournament organizer needs is a single model that has two separate (but eerily similar) sets of rules and points costs running around the tournament. So when it comes to our master list, anytime a single model has more than one set of rules, we've always defaulted with the most current version of the rules for that model...even if the name of the unit is different.

So, for example, the Ork Gunwagon is not included because it is now called the 'Big Trakk'. The 'Earthshaker Platform' has been retired as the model is now part of the 'Heavy Artillery Battery', etc, etc, etc. Not only does this help to lower the amount of confusion naturally involved when you have a model with different rules, but it also helps to ensure that the rules that are being used are the ones that are compatible with the current edition of the game.

40K	Warhammer 40,000	IAA2	Imperial Armor Apocalypse 2
40KA	Apocalypse Supplement (APOC)	IC	Independent Character
APOC	Apocalypse supplement (40KA)	IG	Imperial Guard
ATSKNF	And They Shall Know No Fear	LOS	Line of Sight
BA	Blood Angels	MC	Monstrous Creature
BT	Black Templars	MEQ	Marines and Equivalent
CA	Chapter Approved	MISC	Miscellaneous
CC	Close Combat	NEC	Necrons
CSM	Chaos Space Marines	ORK	Orks
DA	Dark Angels	RAW	Rules As Written
DE	Dark Eldar	RB	Rulebook
DH	Daemonhunters	REL	Apocalypse Reload supplement
ELD	Eldar	SM	Space Marines
FAQ	Frequently Asked Question	SOB	Sisters of Battle (WH)
FOC	Force Organization Chart	SW	Space Wolves
FW	Forge World (IA)	TAU	Tau Empire
GC	Gargantuan Creature	TYR	Tyrannids
GEN	General Question	UK	United Kingdom
GK	Grey Knights	US	United States
GW	Games Workshop	USR	Universal Special Rule
HQ	Headquarters	VP	Victory Point
HW	Heavy Weapon	WBB	We'll Be Back
IA	Imperial Armor (FW)	WD	White Dwarf Magazine
IA1-7	Imperial Armor Vol. 1-7	WH	Witch Hunters
IAU06	Imperial Armor Update 2006 (IA06)	WMD	War Machine Detachment
IAA	Imperial Armor Apocalypse	WYSIWYG	What You See Is What You Get