

INDEPENDENT NATIONAL WARHAMMER 40,000 TOURNAMENT FAQ - APPENDIX

1

VER 3.0 - (03/01/2012)

Please be aware that this document only clarifies supplements that are released **prior** to the above publication date.
In the case that any official GW FAQs are released or updated after this publication date, and they contain rulings which contradict those found in this document, the official GW ruling obviously takes precedence.

TABLE OF CONTENTS

<u>Introduction</u>	2	APPENDIX B:	
<u>General IA/Apoc Tournament Queries</u>	3-5	<u>IMPERIAL ARMOR SUPPLEMENTS</u>	
APPENDIX A:		<u>IA Volume 1 Queries</u>	17-18
<u>APOCALYPSE SUPPLEMENTS</u>		<u>IA Volume 2 Queries</u>	19
<u>Apocalypse Queries</u>	6-12	<u>IA Volume 3 Queries</u>	20
<u>Apocalypse Reload Queries</u>	13	<u>IA Volume 4 Queries</u>	N/A
<u>Apocalypse PDF Download Queries</u>	14-15	<u>IA Volume 5 Queries</u>	21
<u>Apocalypse White Dwarf Article Queries</u>	16	<u>IA Volume 6 Queries</u>	N/A
		<u>IA Volume 7 Queries</u>	N/A
		<u>IA Volume 8 Queries</u>	22-23
		<u>IA Volume 9 Queries</u>	24-25
		<u>IA Volume 10 Queries</u>	26-27
		<u>IA Volume 11 Queries</u>	28-29
		<u>IA Apocalypse 2nd Ed. Queries</u>	30-36
		<u>IA Apocalypse 2 Queries</u>	37-40
		<u>Imperial Armor Update PDF Queries</u>	41-42
		APPENDIX C:	
		<u>REFERENCE</u>	
		<u>Apocalypse/IA Units List</u>	43-50
		<u>Apocalypse/IA Units List Queries</u>	51
		<u>Glossary of Abbreviations</u>	52

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Many thanks: 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.

INTRODUCTION

2

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 is available from inatfaq.com.

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 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 Forge World'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 often ignores these Forge World 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 old FAQs as outdated material. This **does not** apply to 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.

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 goes against the style the vast majority of people play (or is completely and utterly absurd) 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).

New or altered rulings since the last version of this FAQ are denoted with a (◊) symbol before their FAQ number and have their answer text colored red for easy reference.

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: INATFAQ@dakkadukka.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 a new version available.

GENERAL APOCALYPSE/IMPERIAL ARMOR TOURNAMENT QUERIES (IAGEN)

3

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 the 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 says 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 the 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 potentially have the same unit costing and behaving differently depending on which supplements they own!

As such, unless the tournament organizer says 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 Forge World website still valid?

A: Unfortunately, many of the official IA FAQs on the Forge World website are extremely outdated. As such, this appendix does not recognize any FAQ document that hasn't been updated since the release of the 5th edition Warhammer 40,000 rulebook (August 2008). This doesn't apply to the Imperial Armor 'updates' which are errata to those volumes and are treated as such. Note that any rulings found in those old FAQs which still seemed applicable to the current rules has been directly included in this document [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].

GENERAL APOCALYPSE/IMPERIAL ARMOR TOURNAMENT QUERIES (IAGEN)

4

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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 with units that can 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.

Ref: [IA8.141A.03](#)

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 or marker 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].

◇ **IA.GEN.17 – Q:** Several Imperial Armor units have a template weapon that is able to fire a certain distance away. Can these templates be placed over friendly models, close combats, etc?

A: No. Although able to fire away from the vehicle, the template must still be placed conforming to the rest of the restrictions and guidelines for template weapons [clarification].

◇ **IA.GEN.18 – Q:** If a vehicle has an invulnerable save and successfully passes it, what happens? And if the save is 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].

GENERAL APOCALYPSE/IMPERIAL ARMOR TOURNAMENT QUERIES (IAGEN)

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

15

◇IA.GEN.19 – Q: Exactly what models are considered a 'daemon' for rules and abilities that apply to daemons?

A: Consult the following guidelines [clarification]:

- **General:** Imperial Armor Daemon Lords and any other model with the 'Daemon', 'Daemonic' or 'Daemonic Possession' special rule.
- **Chaos Daemons:** All models in the codex (excluding Spawn created by 'Boon of Mutation').
- **Chaos Space Marines:** Daemon Princes, Possessed Chaos Space Marines, Summoned Greater & Lesser Daemons, any vehicle with the Daemonic Possession upgrade.
- **Dark Eldar:** Mandrakes, the Decapitator
- **Eldar:** The Avatar.
- **Grey Knights:** Daemonhosts

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: 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: Gargantuan Creatures may move and fire an Ordnance weapon and they are allowed to fire all of their weapons each turn, even if some (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: If a Gargantuan Creature has an ability that allows them to re-roll misses in close combat (such as with Tyranid 'Scything Talons'), can this ability be used to re-roll missed 'Stomp' attacks?

A: Yes it can [RAW].

APOC.91C.04 – 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 some 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.05 – 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.06 – Gargantuan Creature Assault Phase:

Ignore the reference to the Gargantuan Creature counting as 30 models for outnumbering purposes as this refers to rules from a previous edition of the game [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):

- **General:** A standard Force Weapon's 'Instant Death' ability.
- **Blood Angels:** Blood Boil, Fear of the Darkness, Shackle Soul.
- **Chaos Space Marines:** Gift of Chaos, Lash of Submission, Wind of Chaos.
- **Dark Angels:** Mind Worm.
- **Eldar:** Doom, Foreboding (IA), Mind War, Veil of Tears.
- **Grey Knights:** Cleansing Flame, Dark Excommunication, Heroic Sacrifice, Nemesis Force Weapons 'Instant Death' ability, Sanctuary, Warp Quake, Warp Rift.
- **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.

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

Ref: [APOC.93C.01](#), [IA10.179D.01](#), [IAA2.62D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

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

APOC.91D.02 – 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 (pages 92-93)

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 (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: [IA11.205E.01](#)

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](#), [IA10.179D.01](#), [IAA2.62D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

APOC.93D.01 – Q: If a special ability causes a Super-Heavy Vehicle to suffer a 'crew shaken', 'crew stunned' or 'immobilized' result (such as when damaged by a Thunder hammer), what happens?

A: Treat 'crew shaken' as 'gun crew shaken', 'crew stunned' as 'driver stunned' and 'immobilized' as 'drive damaged'. In the case of a 'gun crew shaken' damage result that isn't inflicted by an opposing model, the player controlling the Super-Heavy Vehicle gets to choose which weapon is affected by the damage [clarification].

APOCALYPSE ADDITIONAL RULES: SUPER-HEAVY VEHICLES (pages 92-93) CONTINUED

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 the base and return them to the same location 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? What about if it is in 'Hover Mode'?

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].

Ref: [IAA2ND.31A.03](#)

APOC.94B.03 – Q: Can a Flyer end its movement with part of the model hanging off the table as long as its base is fully on the table?

A: No, its movement must end with the entire model over the table [clarification]. Note that this means if it enters play using 'Hover Mode', it may have to move faster than 'combat speed' when moving onto the table from Reserve.

Ref: [IAA2ND.31A.04](#)

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 varies dramatically, when not in 'Hover Mode' measure all ranges to and from Flyers using their base instead of their hull [rules change].

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

A: No, unless the weapon has the AA mount special rule, or is in 'Hover Mode' [RAW].

APOC.94D.03 – 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.94D.04 – Are a Flyer's wings considered part of its 'hull'?

A: Yes, wings aren't 'decorative elements' (such as gun barrels, dozer blades, antennas, banners, etc), and are therefore part of the vehicle's hull [clarification].

Ref: [IAA2ND.31A.01](#)

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

A: No (except when in 'Hover Mode') [rules change].

Ref: [APOC.94H.10](#)

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 a Flyer contest an objective at the end of the game?

A: No (unless it is in 'Hover Mode') [clarification].

APOCALYPSE ADDITIONAL RULES: FLYERS (pages 94-95) *CONTINUED*

APOC.94H.03 – 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.04 – Q: If a Flyer in '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.05 – 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.06 – Q: What part of a Flyer model in 'Hover Mode' needs to be in or on terrain in order for it to count as being in or on the terrain piece?

A: While a Flyer in 'Hover Mode' is on its base, only if the base itself is actually in or on the terrain would the model count as being in or on the terrain (unless both players agree otherwise) [clarification].

Ref: [IAA2ND.31A.02](#)

APOC.94H.07 – Q: If a Flyer in 'Hover Mode' is immobilized or destroyed while over other models, what happens?

A: Follow these guidelines [clarification]:

- **Immobilized** – Adjust the Flyer the minimum distance needed to place the model on the table but not over any friendly models, within 1" of any enemies, or in impassable terrain (although it may end up on top of impassable terrain if the model will fit there). Do not turn the model, unless it is absolutely necessary for it to fit on the table, and only then by the minimum required.
- **Wrecked** – Disembark any passengers (if applicable) as normal. Then adjust the model (as described in the immobilized guidelines above) before marking it as a wreck.
- **Explodes** – Resolved normally (with surviving passengers, if applicable, being placed anywhere within the hull 'footprint' of where the vehicle was).

Ref: [IAA2ND.31A.05](#)

APOC.94H.08 – Q: When a transport Flyer in 'Hover Mode' is 'wrecked', if enemy models in base contact with it completely surround its base, are all passengers onboard killed?

A: Yes [clarification].

Ref: [IAA2ND.31A.06](#)

APOC.94H.09 – Q: When a Flyer in 'Hover Mode' is then immobilized (and taken off its base) can friendly or enemy models move under its wings at all?

A: Friendly models are able to move under the wings provided they can physically fit there. Enemy models may also move under the wings provided they physically fit there and don't move so their base is within 1" of the hull (unless assaulting, of course) [clarification].

Ref: [IAA2ND.31A.07](#)

APOC.94H.10 – Q: Is an enemy tank able to ram a Flyer in 'Hover Mode' that is on its base?

A: Yes, treat the Flyer's base as part of its hull for this purpose [clarification].

Ref: [APOC.94E.01](#), [IAA2ND.31A.08](#)

APOC.94H.11 – Q: How are template weapons resolved against a Flyer in 'Hover Mode'?

A: Unless specified otherwise, the firing player holds the template over the top of the Flyer so that the small tip is touching the firer's base (or the weapon barrel for a firing vehicle), but only from a 'top-down' (two-dimensional) standpoint, similar to how templates are held over ruins (see page 85 of the rulebook) [clarification].

Ref: [IAA2ND.31A.09](#)

APOC.94H.12 – Q: Due to a Flyer's height off the table when on its flying stand, how are passengers able to disembark from it when in 'Hover Mode'?

A: Although range is normally measured to and from the hull of a Flyer in 'Hover Mode', for the purposes of embarking/disembarking and capturing/contesting objectives, measure range to and from its base instead [clarification].

Ref: [IAA2ND.31A.10](#)

♦ **APOC.94I.01 – Q:** Can a flyer is suffering from a 'Crew Shaken' damage result still make a bombing run? And with a Super-Heavy Flyer, can a 'Gun Crew Shaken' be used to prevent a bombing run?

A: A regular flyer suffering a 'Crew Shaken' result cannot make a bombing run. With Super-Heavy Flyers, each 'Gun Crew Shaken' damage result can be used to prevent a single type of bomb from being used in a bombing run in the flyer's next turn [clarification].

APOCALYPSE ADDITIONAL RULES: FLYERS (pages 94-95) *CONTINUED*

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].

APOC.95B.02 – Q: Can embarked units inside a Flyer capture objectives?

A: They cannot unless the Flyer is in 'Hover Mode' (i.e. is acting as a Skimmer) or has otherwise landed [rules change].

APOC.95B.03 – Q: Can embarked models with ranged abilities (like a special rule that affects all units within 12", for example) on a Flyer use these abilities to affect other units on the table?

A: Yes, but unless the flyer is in 'Hover Mode' the maximum range of these abilities are reduced by 12", measured (as usual) from the Flyer's base [rules change].

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.96I.01/APOC.96J.01 – Q: When rolling for penetration against a vehicle protected by Power or Void Shields (from a single enemy unit's shooting), do you make the penetration rolls one at a time, and as soon as the last field goes down any remaining hits then strike the vehicle itself?

A: Yes, anytime more hits are scored against the vehicle than it has remaining power/void shields, roll penetration for each hit individually. As soon as the final shield collapses, any remaining hits are rolled for as normal against the vehicle's armor value [clarification].

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 [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: TYRANIDS (pages 146-156)

APOC.148.01 – Q: When exactly does a Hierophant without a base count as being in 'base contact' for the purposes of close combat?

A: To ensure it always plays similarly, when dealing with a Hierophant without a base, 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 exactly 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: When a Deep Striking Pylon moves a vehicle out of its way can players turn the vehicle to face a different direction?**

A: No the owning player moves his vehicle the minimum distance needed to make space for the Pylon and cannot turn the vehicle unless it is the only way to make room (and only then by the minimum amount needed) [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].

◊**APOC.164.034 – Q: What happens if a Pylon Deep Strikes onto friendly models, impassable terrain, immobile enemy models or off the table?**

A: If a Pylon Deep Strikes onto friendly models, impassable terrain or off the table it will suffer a Deep Strike Mishap as normal. If it Deep Strikes onto an immobile enemy model the enemy model is still moved out of the way by the force of the Pylon [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.53.03](#), [IAA2.73D.01](#)

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

A: Only the powers listed below (psychic powers without a Strength value cannot affect a Super-Heavy Vehicle and are therefore not listed):

- **Blood Angels:** Blood Lance*, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt.
- **Dark Angels:** Hellfire*.
- **Eldar:** Destructor*, Eldritch Storm*.
- **Grey Knights:** Holocaust*, Psychic Barrage*, Smite, Vortex of Doom*.
- **Imperial Guard:** Lightning Arc, Soulstorm*.
- **Orks:** Frazzle*, Zzap.
- **Space Marines:** The Avenger*, Smite, Vortex of Doom*.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap*.
- **Tyranids:** Cataclysm*, Warp Blast*, Warp Lance.

* These powers utilize either a blast or template and are therefore only affected by 'Runes of the Blood God' when the Brass Scorpion is the actual target of the power [clarification].

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [IA10.179D.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

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.53.05](#)

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.53B.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: Wounds negated by saving throws or other special rules with similar effects (like ‘Feel No Pain’) do not count, nor do wounds in excess of a model’s Wounds characteristic, only the wounds actually suffered by enemy models (including all of the Wounds lost by models that suffered Instant Death). Un-saved vehicle explosion wounds (from both sides) caused by the Tower do indeed count [clarification].

◇REL.53B.02 – Q: Do unsaved wounds caused on Necrons, or other models that have the ability to return to play after being killed still count towards ‘Reknit Form’?

A: Yes, as only the unsaved wounds matter, regardless of whether or not casualties later return to play [clarification].

REL.53.03 – 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.53.04 – Q: What exactly does it mean to ‘target’ a Tower of Skulls with a psychic power?

A: Only the powers listed below (psychic powers without a Strength value cannot affect a Super-Heavy Vehicle and are therefore not listed):

- **Blood Angels:** Blood Lance*, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt.
- **Dark Angels:** Hellfire*.
- **Eldar:** Destructor*, Eldritch Storm*.
- **Grey Knights:** Holocaust*, Psychic Barrage*, Smite, Vortex of Doom*.
- **Imperial Guard:** Lightning Arc, Soulstorm*.
- **Orks:** Frazzle*, Zzap.
- **Space Marines:** The Avenger*, Smite, Vortex of Doom*.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap*.
- **Tyranids:** Cataclysm*, Warp Blast*, Warp Lance.

* These powers utilize either a blast or template and are therefore only affected by ‘Runes of the Blood God’ when the Tower of Skulls is the actual target of the power [clarification].

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [APOC.173.02](#), [IA10.179D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#)

REL.53.05 – 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)

14

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].

◇PDF.IG2.01 – Q: With the 'Steel Eagle' command Valkyrie, do both sniper 'champion' shots have to be taken in the same shooting phase?

A: No, each Sniper may fire their 'champion' shot in a separate phase if you wish [clarification].

◇PDF.IG2.02 – Q: With the 'Steel Eagle' command Valkyrie, what if anything does 'Regimental Headquarters' do in non-Apocalypse games of 40K?

A: Nothing, as Stratagems are not used in regular games of 40K [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: Only the powers listed below (psychic powers without a Strength value cannot affect a Super-Heavy Vehicle and are therefore not listed):

- **Blood Angels:** Blood Lance*, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt.
- **Dark Angels:** Hellfire*.
- **Eldar:** Destructor*, Eldritch Storm*.
- **Grey Knights:** Holocaust*, Psychic Barrage*, Smite, Vortex of Doom*.
- **Imperial Guard:** Lightning Arc, Soulstorm*.
- **Orks:** Frazzle*, Zzap.
- **Space Marines:** The Avenger*, Smite, Vortex of Doom*.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap*.
- **Tyranids:** Cataclysm*, Warp Blast*, Warp Lance.

* These powers utilize either a blast or template and are therefore only affected by 'Runes of the Blood God' when the Doom Blaster is the actual target of the power [clarification].

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [APOC.173.02](#), [IA10.179D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [REL.53.04](#)

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: [IA8.142G.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: 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)

WD350.49C.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)

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/Downloads/Product/PDF/i/IA1update28AUG.pdf>

17

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, an ability that can prevent a unit from moving on the turn it arrives may not be used [clarification].

Ref: [IA8.166F.01](#), [IA8.189B.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, Cyclops may not. Their Operators, being infantry however, 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 squadron 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 models taken as a single force organization choice as single 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: General 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].

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)

19

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/Downloads/Product/PDF/i/IA2update28AUG.pdf>

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

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

◇ **IA2.238.01 – Repressor:** Replace: '*Adeptus Sororitas Heroine and retinue*' with: '*Sororitas Command Squad*'. Also, remove the reference to 'Adeptus Arbites' squads (as these units are not found in the current codex) [typo].

◇ **IA2.238.02 – Q: Can a Repressor be taken as a transport option for Grey Knight Henchmen Warbands?**

A: No, 'Inquisitorial Storm Troopers' no longer exist in the Grey Knights codex [clarification].

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

◇IA3.220.01 – Great Knarloc Baggage Herd:

Ignore the following references as they pertain to rules that are no longer used:

- the Baggage herd 'being ambushed'
- any mention of 'Kroot Mercenary force'
- a 'Meat Grinder battle'
- the entire 'Hyperactive Nymune Organ' rule. Instead, the unit has the 'Fleet' special rule
- the 'Signature Evolutionary Adaptations' special rule [clarification]

◇IA3.220.02 – Q: What unit type is a Great Knarloc Baggage herd?

A: Infantry (including the Great Knarloc) [clarification].

IA3.220.03 – 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].

◇IA3.220.04 – Q: What happens if a Great Knarloc gets removed from play for failing its 'Hits on the Squad' Ld test, and this leaves an enemy unit no longer locked in combat?

A: If this happens while resolving the combat, then the enemy unit would count as being victorious and consolidates as usual. If this happens outside of resolving the combat (because of errant shooting, for example), then the enemy unit would simply remain where it was and no longer count as being locked in combat [clarification].

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, Dark Angels, Grey Knights, Imperial Guard, Sisters of Battle, Space Marines or Space Wolves 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].

Don't forget to check out the official IA8 FAQ at:

<http://www.forgeworld.co.uk/Downloads/Product/PDF/I/IA8QandA.pdf>

IA VOL. 8: THE ORKS ON KASTOREL-NOVEM (pages 113-195)

IA8.122H.01 – Zhadsnark's 'Da Beast': Disregard the entire second sentence of this rule, as a bike model is *not* a vehicle [typo].

IA8.122H.02 – Q: How exactly is Zhadsnark's special Tank Shock ability (granted by 'Da Beast') performed?

A: In the Assault phase, instead of assaulting, Zhadsnark may instead make a Tank Shock move as if he were a tank (up to a maximum of 6"). Enemy units may attempt a 'Death or Glory' but only count as 'stopping' him if they manage to kill him with the attack [clarification].

IA8.141A.01 – Q: When a Stompa swings its 'Krusha Ball' is this done in the shooting phase?

A: Yes it is [clarification].

IA8.141A.02 – Q: When a 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].

IA8.141A.03 – Q: If a 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].

Ref: [IA.GEN.12](#)

IA8.141A.04 – Q: Does a 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].

IA8.141A.05 – Q: Can a Stompa's Krusha Ball affect friendly models and models locked in close combat?

A: Yes and yes [clarification].

IA8.141C.01 – Q: Can a 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].

IA8.141C.02 – Q: How are cover saves and vehicle armor arcs determined when firing a 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].

IA8.141F.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 mounting to the target models [clarification].

Ref: [IAA2ND.48B.01](#)

IA8.141F.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].

IA8.141F.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 mounting [clarification].

IA VOL. 8: THE ORKS ON KASTOREL-NOVEM (pages 113-195) *CONTINUED*

IA8.142C.01 – Q: Are the rules for 'Grot Sponsons' found in the 'Ork Stompa Wargear' section the same ones used for other vehicles (like on a Big Trakk, for example)?

A: Yes they are [clarification].

IA8.142C.02 – Q: Do Grot Sponsons fire when the vehicle fires, when the embarked unit (if applicable) fires, or some other time altogether?

A: All Grot Sponsons on a vehicle fire at the same time, but may fire at a different target and at a different time than the vehicle's (or an embarked unit's) shooting. Note that all Grot Sponsons must fire at the same enemy target (but not the same target as an embarked unit firing from the same vehicle) unless mounted on a Super-Heavy vehicle, in which case they can each target a separate unit, as usual [clarification].

IA8.142G.01 – Q: When a 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](#)

IA8.166F.01 – Q: Can an Ork Mega-Dread use its 'Mega-Charga' on the turn it arrives from Reserves?

A: No, an ability that can prevent a unit from moving on the turn it arrives may not be used [clarification].

Ref: [IA1.136.01](#), [IA8.189B.01](#)

IA8.189B.01 – Q: Can an Ork Mekboy Junka use its 'Turbo-Charga' on the turn it arrives from Reserves?

A: No, an ability that can prevent a unit from moving on the turn it arrives may not be used [clarification].

Ref: [IA1.136.01](#), [IA8.166F.01](#)

IA8.195B.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 and the unit must take a Pinning test [rules change].

Ref: [IAA2ND.43A.01](#)

IA8.195B.02 – Q: Can passengers embarked on a Gargantuan Squiggoth fire in the Shooting phase? What about if the Squiggoth moved more than 6" in the movement phase and/or 'runs' in the shooting phase?

A: The embarked unit may fire as they are treated exactly as though they are embarked on an open-topped vehicle, with range and line of sight drawn from the howdah. However, this also means the embarked unit may not fire if the Squiggoth has already moved more than 6" that turn (including 'running') when you wish to fire with them [clarification].

Ref: [IAA2ND.43A.02](#)

IA8.195B.03 – Q: Can passengers embarked on a Gargantuan Squiggoth fire in the Shooting phase even if the Squiggoth is locked in close combat?

A: They may, provided they can draw line of sight from their howdah to the target model(s) over/around the enemy combatants that are locked in combat with the Squiggoth [clarification].

Ref: [IAA2ND.43A.03](#)

IA VOL. 9: LORDS OF DESTRUCTION PT. 1 (pages 159-172)

IA9.161C.01 – Q: Is Huron’s ‘Orbital Bombardment’ resolved as a ‘Multiple Barrage’?

A: Yes it is [clarification].

IA9.161D.01 – Q: When Huron is laid down on his side for ‘Shadowed Fate’ can he still be assaulted or affected in any way?

A: While ‘on his side’ Huron does **not** count as a ‘model’ and therefore cannot be assaulted or otherwise affect the game. Mark where he lays and temporarily move Huron out of the way if other models wish to move onto the same spot. If the game ends while Huron is still ‘on his side’ then he counts as a casualty [clarification].

IA9.161D.02 – Q: Does ‘Shadowed Fate’ protect Huron against attacks that remove models from the table (like a Shokk Attack Gun ‘Raargh’ result, for example)?

A: Yes [clarification].

IA9.161D.03 – Q: When Huron is placed back into play via ‘Shadowed Fate’ can he potentially be placed into base contact with an enemy model?

A: No, place him the minimum distance away from where he fell that is more than 1” away from enemy models and not in impassable terrain [clarification].

IA9.161E.01 – Q: What happens with Huron’s ‘Ghost Razors’ vs. special rules that re-roll *failed* invulnerable saves like ‘Fortune’ or ‘Oracle of Eternity’?

A: In this case, *all* the saves, both successful (Ghost Razors) and the failed (Fortune, Oracle of Eternity) are rolled again once [RAW]. To save time (and pointless rolling), if both players agree these rules can simply cancel each other out instead.

Ref: [IA9.170B.02](#)

IA9.162B.01 – Q: Is the ‘Furious Charge’ ability granted to a unit Sumatris has joined lost as soon as he is killed?

A: Yes, Sumatris must be alive when models attack in close combat in order for them to benefit from the ‘Furious Charge’ rule he provides [clarification].

IA9.162B.02 – Q: If an Independent Character is joined to a friendly unit that is within 12” of Sumatris does the IC then benefit from the ‘+1 WS’ he provides?

A: No [clarification].

IA9.163D.01 – Q: Does Valthrex’s 3 Attacks already include the +1A bonus for having two single-handed weapons?

A: Yes [clarification].

IA9.163E.01 – Q: Exactly who are the other ‘named Masters of the Forge’ that cannot be taken in the same army as Valthrex?

A: The only other ‘named’ Master of the Forge (currently) is Vaylund Cal from Imperial Armor Vol. 10 [clarification].

IA9.164C.01 – Q: When exactly do you roll to see if Narvaez’s ‘Actinic Halo’ continues to work?

A: Roll the ‘Actinic Halo’ invulnerable saves one at a time and as soon as a failure occurs immediately roll a second time to see if it continues to work [clarification].

IA9.165C.01 – Q: Do abilities that affect psychic tests (like the Eldar ‘Runes of Warding’, for example) function against Loth’s ‘Armor of Selket’ psychic test?

A: Yes they do, as only abilities that directly nullify or cancel the power are ignored [clarification].

IA9.167E.01 – Q: Culln’s ‘Blade of the Scorpion’ is calculated against enemies he is ‘fighting’. What exactly is meant by that term?

A: It means any model in an enemy unit he is engaged with (i.e. enemy units he is in base contact with). Therefore, an enemy Independent Character only counts as ‘fighting’ Culln when actually in base contact with him [clarification].

IA9.169D.01 – Q: Can cover saves be taken against the pre-game wounds caused by Issodon’s ‘Infiltrate, Isolate and Destroy’ special rule? Can this attack be made against an embarked unit? Can casualties caused by this attack cause a unit to fall back?

A: These attacks cannot be made against an embarked unit and do not cause morale checks. Saves, including cover saves can be taken as normal, however only models actually in terrain (or protected by an ability that provides a cover save) are considered to be in cover from this attack [clarification].

IA9.170B.01/IA9.170D.01 – Q: What constitutes a ‘Lamenters unit’ for Phoros’s ‘Lord of Ruin’ and ‘Rage unto Death’ special rules?

A: Any friendly Blood Angels unit in an army including Phoros [clarification].

IA VOL. 9: LORDS OF DESTRUCTION PT. 1 (pages 159-172) *CONTINUED*

IA9.170B.02 – Q: What happens if an enemy unit that is able to re-roll *failed* Morale checks loses a combat against Phoros with his 'Lord of Ruin' special rule?

A: In this case, regardless of the Morale check's result it must be re-rolled once [RAW]. To save time (and pointless rolling), if both players agree these rules can simply cancel each other out instead.

Ref: [IA9.161E.01](#)

IA9.171B.01 – Q: If Blaylock chooses to pass a Morale Check in close combat using 'Hard as Stone', does this trigger 'No Retreat' wounds?

A: No [clarification].

Ref: [IA10.171C.01](#)

IA9.171B.02 – Q: Can Blaylock voluntarily choose to 'go to ground'?

A: Yes he just cannot be 'pinned' [clarification].

IA9.172E.01 – Q: When exactly is the 'start of any assault' in reference to Courbray's 'Martial Contempt' special rule?

A: This refers to the beginning of every round of combat (which occurs after all assault moves and defender reactions are completed) [clarification].

Ref: [IA10.171B.01](#), [IA10.178E.01](#)

IA VOL. 10: LORDS OF DESTRUCTION PT. 2 (pages 170-198)

IA10.171B.01 – Q: What exactly is the 'beginning of each Assault phase of combat' in regards to Mir'san's 'Master Duelist' special rule?

A: This refers to the beginning of every round of combat (which occurs after all assault moves and defender reactions are completed) [clarification].

Ref: [IA9.172E.01](#), [IA10.178E.01](#)

IA10.171B.02 – Q: Does Mir'san benefit from 'Master Duelist' when in base contact with an enemy Independent Character that has a 'retinue'?

A: No, as an IC that is part of a retinue unit counts as an upgrade character [clarification].

IA10.171C.01 – Q: If Mir'san uses 'Unflinching Resolve' and chooses to pass a Morale Check in close combat does this trigger 'No Retreat' wounds?

A: No [clarification].

Ref: [IA9.171B.01](#)

IA10.173A.01 – Q: Does Ashmantle lose an Attack when one of his two Dreadnought Close Combat Weapons is destroyed?

A: Yes, Ashmantle's Attacks on his profile should actually be listed as: 3(4) [typo].

IA10.173B.01 – Q: Do weapons that roll multiple dice and pick the highest when attempting to penetrate a vehicle's armor (like Ordnance weapons) get to use this ability against Ashmantle?

A: Yes [clarification].

IA10.173E.01 – Q: Are hits caused by Ashmantle's 'Burning Wrath' rolled individually against each model in base contact with him? Can cover saves be taken against this attack?

A: 'Burning Wrath' hits are rolled for each model in base contact, but successful wounds can then be allocated to any model in the affected unit as usual. Cover saves may not be taken against this attack, but armor and invulnerable saves may [clarification].

IA10.174C.01 – Q: Do enemy reserves still automatically arrive on turn 5 even with Redth's 'Whispers on the Wind' -1 penalty to reserve rolls?

A: Yes [RAW].

IA10.174F.01 – Q: Does a transport protected by Redth's 'Mirage' benefit from Defensive Grenades?

A: Yes, it does [clarification].

IA10.175G.01 – Q: How are the 'to wound' rolls in a combat that benefit from Kane's 'Aenigmata Ferrum' kept track of?

A: Use different colored dice (or roll separately) for the Attacks made by friendly Space Marine models within 12" of Kane [clarification].

IA10.178B.01 – Q: Tyberos's 'Chapter Tactics' applies when any unit with the rule '[wins] a hand-to-hand combat with an infantry unit'. What exactly is meant by this?

A: It means when they end a combat by destroying and/or forcing all their opponents to fall back [clarification], provided at least one non-vehicle enemy unit was involved the combat [typo].

IA10.178C.01 – Q: Does every model in a Terminator Assault Squad have to be equipped with Lightning Claws to be taken as a Troops choice via the 'Red Brethren' rule?

A: Yes [clarification].

IA10.178E.01 – Q: Does Tyberos really have to declare how we will divide up his Attacks between 'Hunger' and 'Slake' at the *start* of the Assault phase (before he assaults)?

A: No, instead you must declare how he will divide up his attacks at the start of the combat he is fighting in (e.g. after all assault and defenders react moves are finished). If a player forgets to declare how Tyberos is dividing up his attacks, then all his attacks must be made with one of his weapons that phase [clarification].

Ref: [IA9.172E.01](#), [IA10.171B.01](#)

IA VOL. 10: LORDS OF DESTRUCTION PT. 2 (pages 170-198) *CONTINUED*

◇ **IA10.179D.01 – Q:** Alberec’s ‘Soul-Seared’ allows him to nullify any psychic power that is ‘directed at’ him, his unit or a transport he is on. What exactly is meant by this?

A: If he, his unit or a transport he is on is affected by any of the following psychic powers he may attempt to nullify them:

- **General:** A standard Force Weapon’s ‘Instant Death’ ability (not including Nemesis Force Weapons).
- **Blood Angels:** Blood Boil, Blood Lance, Fear of the Darkness, Shackle Soul, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Gift of Chaos, Lash of Submission, Nurgle’s Rot, Wind of Chaos.
- **Dark Angels:** Hellfire, Mind Worm.
- **Eldar:** Destructor, Doom, Eldritch Storm, Foreboding (IA), Mind War.
- **Grey Knights:** Cleansing Flame, Heroic Sacrifice, Holocaust, Psychic Barrage, Sanctified Flame, Smite, Vortex of Doom, Warp Rift, Zone of Banishment.
- **Imperial Guard:** Lightning Arc, Soulstorm, Weaken Resolve.
- **Orks:** Frazzle, Zogwort’s Curse, Zzap.
- **Space Marines:** The Avenger, Machine Curse, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Jaws of the World Wolf, Living Lightning, Murderous Hurricane, Thunderclap.
- **Tyranids:** Cataclysm, The Horror, Hypnotic Gaze, Leech Essence, Paroxysm, Psychic Scream, Warp Blast, Warp Lance. [clarification]

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [IAA2.62D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

IA10.180B.01 – Q: If Androcles is joined to a unit and he nominates that unit for ‘Master of Destruction’ does he also benefit from it?

A: Yes [clarification].

IA10.181C.01 – Q: What exactly does it mean to have a Devastator squad ‘suitably modeled’ for Cal’s ‘Purge the Weak’ rule?

A: Check with the tournament organizer to be certain, but in general, the rule means the opponent must be able to tell at a glance that the unit clearly has had cybernetic augmentation [clarification].

APPENDIX B: IMPERIAL ARMOR VOLUME 11 QUERIES (IA11)

28

Don't forget to check out the official IA11 FAQ at:

<http://www.forgeworld.co.uk/Downloads/Product/PDF/i/IA11Q&A.pdf>

IA VOL. 11: IMPERIAL GUARD FORCES (pages 73-107)

◆IA11.91B.01 – Q: When exactly does the ammunition type for the Praetor Launcher have to be declared?

A: Before either player deploys any models [clarification].

IA VOL. 11: BRAN REDMAW'S GREAT COMPANY (pages 108-127)

◆IA11.127A.01 – Q: If Bran Redmaw is joined to a unit when he turns into The Redmaw does he remain joined to the unit?

A: No, he no longer counts as being part of the unit when he turns into The Redmaw (although The Redmaw is an Independent Character and may therefore join the same unit later) [clarification].

◆IA11.127A.02 – Q: Does Bran Redmaw still roll to see if he becomes the Redmaw while in Reserve?

A: No, only roll at the start of turns where Bran is already on the table [clarification].

◆IA11.127A.03 – Q: What happens if Bran Redmaw turns into the Redmaw while embarked in a vehicle/building or when surrounded by friendly or enemy models?

A: If embarked in a vehicle/building when he turns, the new Redmaw model would be placed within 2" of one of the vehicle/building's access points. If there is ever not enough room to replace Bran Redmaw with the Redmaw model, simply push other models out of the way the minimum distance needed to make room [clarification].

◆IA11.127B.01 – Q: FW's IA11 online FAQ says that the Redmaw has the Monstrous Creature 'Special Rule'. What exactly does this mean?

A: Ignore that, instead the Redmaw's unit type should be 'Monstrous Creature' instead of 'Infantry' [typo].

IA VOL. 11: FORCES OF THE ELDAR (pages 129-172)

◆IA11.139A.01 – Shadow Spectres Holo-Fields:

Replace: '5+ invulnerable save, increasing to 4+ against attacks from 12 [inches]' with: '5+ invulnerable save, increasing to 4+ against attacks at least 12" away' [typo].

◆IA11.143B.01 – Q: Does Irillyth's Spear of Starlight count as a Prism Blaster for determining the Strength of his unit's Ghostlight attack?

A: Yes [clarification].

◆IA11.145D.01 – Q: Can the alternate Force Organization choice granted by Farseer Bel-Annath be used for tournament armies?

A: Unless specified otherwise by the tournament organizer, no [clarification].

◆IA11.168B.01/IA11.170.01 – Q: Do the rules for the Nightwing Interceptor and the Corsair Phoenix Bomber in the Corsair army list supersede the previous rules for the Nightwing & Phoenix Bomber (which were found in the Apocalypse rulebook and Imperial Armor Apocalypse, respectively)?

A: Yes they do [clarification].

IA VOL. 11: ELDAR ENGINES OF DESTRUCTION (pages 174-209)

◇IA11.185H.01 – Q: Can a Wraithseer use his 'Enliven' psychic power on himself?

A: No he may not [clarification].

◇IA11.203A.01 –Vampire Raider Special Rules:

Add: 'Hover Mode' [typo].

◇IA11.203A.02 – Q: Can a Vampire Raider no longer be taken by Dark Eldar?

A: In non-Apocalypse games, no [clarification].

IA11.205E.01 – 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 Gargantuan Creatures, Super-Heavy vehicles and Flyers (unless they're in 'Hover Mode'). 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](#)

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: IMPERIAL GUARD (pages 5-21)

IAA2ND.8D.01 – Q: Does the 'save' provided the Gorgon by its 'Heavy Armored Prow' count as a cover save?

A: No, this special rule is in addition to any cover save the Gorgon may otherwise utilize [RAW].

◇IAA2ND.15B.01 – Q: How exactly is the 'All-Terrain Vehicle' rule for a Tauros enforced?

A: If the player utilizes the 'All-Terrain Vehicle' rule to re-roll a Difficult Terrain test, the Tauros cannot then move faster than Combat speed during that same move [clarification].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: SPACE MARINES (pages 22-35)

IAA2ND.23A.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].

IAA2ND.23D.01 – 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].

◇IAA2ND.25D.01 – Q: Do casualties caused by a Contemptor's Graviton Gun have to be taken from underneath the blast?

A: No. Strength tests caused by a Graviton Gun are rolled against each model under the blast, but any wounds caused by the Graviton Gun are then allocated throughout the unit as normal [clarification].

IAA2ND.29B.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].

IAA2ND.29B.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].

IAA2ND.30B.01 – Q: Can a Land Raider Achilles use 'Power of the Machine Spirit' to fire a weapon on a turn it uses its Smoke Launchers?

A: No [clarification].

IAA2ND.30D.01 – Q: Is the 'Tremor' rule for a Thunderfire Cannon mounted on an Achilles supposed to be slightly different from the version found in the Space Marine codex?

A: No, follow the rules from the Space Marine codex: 'Tremor' only affects moves made in the movement phase [clarification].

IAA2ND.31A.01 – Q: Are a Caestus's wings considered part of its 'hull'?

A: Yes, wings aren't 'decorative elements' (such as gun barrels, dozer blades, antennas, banners, etc), and are therefore part of the vehicle's hull [clarification].

Ref: [APOC.94D.04](#)

IAA2ND.31A.02 – Q: What part of a Caestus model needs to be in or on terrain in order for it to count as being in or on the terrain piece?

A: While a Caestus is on its base, only if the base itself is actually in or on the terrain would the model count as being in or on the terrain (unless both players agree otherwise) [clarification].

Ref: [APOC.94H.06](#)

IAA2ND.31A.03 – Q: Can a Caestus model end its movement over friendly or enemy models and can other models end their move underneath it?

A: As long as a Caestus 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 Caestus end up over other models, provided they physically fit underneath the Caestus model [clarification].

Ref: [APOC.94B.02](#)

IAA2ND.31A.04 – Q: Can a Caestus end its movement with part of the model hanging off the table as long as its base is fully on the table?

A: No, the Caestus must end its movement with the entire model over the table [clarification]. Note that this may mean it has to move faster than 'combat speed' when moving onto the table from Reserves.

Ref: [APOC.94B.03](#)

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: SPACE MARINES (pages 22-35) *CONTINUED*

IAA2ND.31A.05 – Q: If a Caestus is immobilized or destroyed while over other models, what happens?

A: Follow these guidelines [clarification]:

- **Immobilized** – Adjust the Caestus the minimum distance needed to place the model on the table but not over any friendly models, within 1" of any enemies, or in impassable terrain (although it may end up on top of impassable terrain if the model will fit there). Do not turn the model, unless it is absolutely necessary for it to fit on the table, and only then by the minimum required.
- **Wrecked** – Disembark any passengers as normal. Then adjust the model (as described in the immobilized guidelines above) before marking it as a wreck.
- **Explodes** – Resolved normally (with surviving passengers being placed anywhere within the hull 'footprint' of where the vehicle was).

Ref: [APOC.94H.07](#)

IAA2ND.31A.06 – Q: When a Caestus is 'wrecked', if enemy models in base contact with it completely surround its base, are all passengers onboard killed?

A: Yes [clarification].

Ref: [APOC.94H.08](#)

IAA2ND.31A.07 – Q: When a Caestus is immobilized (off its base) can friendly or enemy models move under its wings at all?

A: Friendly models are able to move under the wings provided they can physically fit there. Enemy models may also move under the wings provided they physically fit there and don't move so their base is within 1" of the hull (unless assaulting, of course) [clarification].

Ref: [APOC.94H.09](#)

IAA2ND.31A.08 – Q: Is an enemy tank able to ram a Caestus that is on its base?

A: Yes, treat the Caestus's base as part of its hull for this purpose [clarification].

Ref: [APOC.94H.10](#)

IAA2ND.31A.09 – Q: How are template weapons resolved against a Caestus?

A: Unless specified otherwise, the firing player holds the template over the top of the Caestus so that the small tip is touching the firer's base (or the weapon barrel for a firing vehicle), but only from a 'top-down' (two-dimensional) standpoint, similar to how templates are held over ruins (see page 85 of the rulebook) [clarification].

Ref: [APOC.94H.11](#)

IAA2ND.31A.10 – Q: Due to a Caestus's height off the table when on its flying stand, how are passengers able to disembark from it?

A: Although range is normally measured to and from the hull of the Caestus, for the purposes of embarking/disembarking and capturing/contesting objectives, measure range to and from the Caestus's base instead [clarification].

Ref: [APOC.94H.12](#)

IAA2ND.31B.01 – Caestus Assault Ram, 'Assault Vehicle': Change "(providing the Caestus did not deep strike)" to "(providing the Caestus did not Deep Strike *this turn*)" [typo].

IAA2ND.31E.01 – Caestus Assault Ram, 'Teleport Homer': Change "(so long as the Caestus *has not moved Flat Out that turn*)" to "(so long as the Caestus *does not move Flat Out this turn*)" [typo].

IAA2ND.31G.01 – Q: If a Caestus is destroyed (by ramming an enemy vehicle, for example) and its embarked passengers charge into combat the ensuing Assault phase do they still benefit from 'Frag Assault Launchers'?

A: No [clarification].

IAA2ND.32A.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 Forge World or scratch-build/convert one that is the same size at the Forge World model [clarification].

IAA2ND.32A.02 – 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 2nd EDITION: SPACE MARINES (pages 22-35) CONTINUED

IAA2ND.32D.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 2nd EDITION: FORCES OF THE IMPERIUM (pages 36-41)

IAA2ND.39A.01 – Q: Does a Valkyrie Sky Talon follow the FAQ clarifications for Valkyries and Vendettas?

A: Yes they do [clarification].

IAA2ND.39B.01 – Q: How does a Valkyrie Sky Talon deploy a vehicle it is transporting as it doesn’t have any Access Points listed?

A: Vehicles transported by a Sky Talon may embark and disembark using the standard rules for transport vehicles (as if they were an infantry model). They may disembark anywhere within 2” of the Sky Talon’s base (or within 2” of its hull if the Sky Talon is immobilized or wrecked) [clarification].

IAA2ND.39D.01 – Q: If a Valkyrie Sky Talon is ‘Wrecked’ or ‘Explodes’, what happens to any vehicles it is currently transporting?

A: If ‘Wrecked’, then any vehicles being transported disembark with no further penalty. If it ‘Explodes’, then all vehicles being transported take a S4 hit on their rear armor. If they survive this damage, they disembark and are placed within the ‘footprint’ of where the Sky Talon model was removed [clarification].

IAA2ND.39D.02 – Q: If multiple Valkyrie Sky Talons are transporting a squadron of vehicles, what happens to the squadron if one Sky Talon gets ‘Stunned’ or ‘Immobilized’?

A: Sky Talons transporting a vehicle squadron must remain within coherency (4”) of each other whenever possible. Therefore, if one Sky Talon gets ‘Stunned’ or ‘Immobilized’ other Sky Talons carrying the rest of the squadron may not move out of coherency until their passengers disembark [clarification].

IAA2ND.39D.03 – Q: If multiple Valkyrie Sky Talons are transporting a squadron of vehicles, what happens to the squadron if one Sky Talon is destroyed?

A: If its passengers survive the Sky Talon’s destruction and disembark, then the rest of the vehicle squadron must immediately disembark as well (even though they are being carried in a separate vehicle unit) [clarification].

♦IAA2ND.39D.04 – Q: If multiple Valkyrie Sky Talons are in reserve and carrying a squadron of vehicles, what happens if only some of the Sky Talons arrive on a turn?

A: Make a single reserve roll together for all Sky Talons that are carrying parts of the same vehicle squadron [clarification].

♦IAA2ND.39D.05 – Q: If multiple Valkyrie Sky Talons arriving via Deep Strike and are carrying a squadron of vehicles, what happens if some of the Sky Talons suffer a Deep Strike mishap or scatter out of coherency?

A: Any Sky Talons carrying part of the same vehicle squadron must Deep Strike into play together as if they themselves were a squadron (including suffering a Deep Strike mishap together). Once deployed (and before any special rule that allows shooting at a Deep Striking unit occurs), the Sky Talons all function as separate units again [clarification].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: ORKS (pages 42-56)

IAA2ND.43A.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 and the unit must take a Pinning test [rules change].

Ref: [IA8.195B.01](#)

IAA2ND.43A.02 – Q: Can passengers embarked on a Big Squiggoth fire in the Shooting phase? What about if the Squiggoth moved more than 6" in the movement phase and/or 'runs' in the shooting phase?

A: The embarked unit may fire as they are treated exactly as though they are embarked on an open-topped vehicle, with range and line of sight drawn from the howdah. However, this also means the embarked unit may not fire if the Squiggoth has already moved more than 6" that turn (including 'running') when you wish to fire with them [clarification].

Ref: [IA8.195B.02](#)

IAA2ND.43A.03 – Q: Can passengers embarked on a Big Squiggoth fire in the Shooting phase even if the Squiggoth is locked in close combat?

A: They may, provided they can draw line of sight from their howdah to the target model(s) over/around the enemy combatants that are locked in combat with the Squiggoth [clarification].

Ref: [IA8.195B.03](#)

◆IAA2ND.44A.01 – Warkopta: Add: 'A Warkopta Squadron is a Fast Attack choice for an Ork army' [typo].

IAA2ND.44B.01 – Q: If a 'Jam' is rolled when firing a Warkopta's 'Rattler Cannon' does the weapon fire the two shots before it counts as destroyed?

A: No, the gun immediately counts as destroyed [clarification].

◆IAA2ND.46D.01 – Q: Can a Kustom Meka-Dread use its Fixin' Klaws to repair more than one vehicle (including itself) in the same phase?

A: No, a repair attempt can only be made on a single vehicle in base contact with the Meka-Dread, or on itself [clarification].

◆IAA2ND.46D.02 – Q: Can a Kustom Meka-Dread 'run' and attempt to use its Fixin' Klaws to repair a vehicle in the same phase?

A: No, a model may only utilize one 'instead of shooting' ability during a single shooting phase [clarification].

◆IAA2ND.46D.03 – Q: Can a Kustom Meka-Dread attempt to use its Fixin' Klaws to repair itself or another damaged vehicle in base contact while the Dread and/or the other vehicle is locked in combat?

A: Yes in all cases [clarification].

IAA2ND.46E.01 – Q: Can a Kustom Meka-Dread use its 'Mega-Charga' on the turn it arrives from Reserves?

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

Ref: [IA1.136.01](#), [IA8.189B.01](#)

◆IAA2ND.46G.01 – Q: If a squadron comprised of 3 vehicles only has only one within 6" of a Meka-Dread's Kustom Force Field, does the squadron benefit from the KFF at all?

A: A squadron must have at least half of its models obscured in order to benefit from a cover save, and a KFF obscures any vehicles in the squadron that are within 6" of it. Note that a KFF only ever provides a 4+ obscured save to vehicles (never a 5+ save) [clarification].

◆IAA2ND.48A.01 – Lifta Wagon: Add: 'A Lifta Wagon is a Heavy Support choice for an Ork army' [typo].

◆IAA2ND.48B.01 – Q: When a Lifta-Droppa flings a vehicle onto another unit (or units) where is cover determined from this attack?

A: Cover is determined like a normal shooting attack from the point of view of the Lifta-Droppa weapon mount to the unit(s) hit by the flung vehicle [clarification].

Ref: [IA8.141F.01](#)

◆IAA2ND.52B.01/IAA2ND.53C.01 – Q: If Grot Tanks opt to go 'Flat Out' and roll 3D6 for their movement, do they still count as moving 'Flat Out' even if they don't end up actually moving more than 12"?

A: For the purposes of how many weapons a Grot Tank may fire, yes. If 3D6 is rolled for their movement then they cannot fire any weapons in the subsequent shooting phase no matter how far they actually move [clarification].

◆IAA2ND.52B.02/IAA2ND.53C.02 – Q: When an enemy unit assaults Grot Tanks, how exactly do you determine what rolls are needed to hit them?

A: Use the actual distance the Grot Tank(s) moved to determine what roll is needed to hit them [clarification].

◆IAA2ND.54A.01 – Grot Bomm Launcha: Add: 'A Grot Bomm Launcha squadron is a Heavy Support choice for an Ork army' [typo].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: TYRANIDS (pages 69-75)

◇IAA2ND.70A.01/IAA.2ND.71A.01 – Q: Do a Scythed Hierodule and Harridan both count as having two sets of Scything Talons?

A: Yes they do [clarification].

◇IAA2ND.71B.01 – Harridan's Flying Beast Special Rule: Replace: *'...the Harridan may assault and fight (and be attacked) as if it were a normal Gargantuan Creature for that turn'* with: *'...the Harridan may assault and fight (and be attacked) as if it were a normal Gargantuan Creature until the start of its next turn'* [typo].

◇IAA.2ND.71C.01 – Q: If a Harridan is killed while carrying Gargoyles and there isn't enough space to place the surviving models, what happens to them?

A: The Gargoyle unit must be placed centered where the Harridan's flight stand last was. The Gargoyle models must be arranged in concentric circles exactly like a Deep Striking unit. Any model placed this way that will end up within 1" of an enemy model or on impassable terrain (including on a friendly model) is immediately removed as a casualty [clarification].

◇IAA.2ND.71C.02 – Q: If a Harridan is killed in close combat while carrying Gargoyles, do the survivors count as being locked in that combat?

A: No [clarification].

◇IAA.2ND.72B.01 – Malanthrope 'Prey Adaptation' special rule: Replace the entire rules text with: *'Once a Malanthrope brood has destroyed an enemy non-vehicle unit (of any type) in an assault, both they and any friendly Tyranid model or unit within Synapse range of the Malanthrope brood (including the Malanthropes themselves) gain the Preferred Enemy special rule against the unit type they have slain'* [typo].

◇IAA.2ND.72B.02 – Q: What exactly counts as destroying an enemy unit in an assault for the Malanthrope's 'Prey Adaptation' special rule?

A: If the Malanthrope brood is engaged against an enemy non-vehicle unit and that unit is subsequently killed to the man or wiped out by a sweeping advance (even if the Malanthropes didn't actually run them down or inflict the final wound) then the Malanthropes count as having destroyed the unit in an assault [clarification].

◇IAA2ND.73A.01 – Meiotic Spore's Weapons and Biomorphs: Replace: *'Bio-acid Spores'* with: *'Spore Mines'* [typo].

◇IAA.2ND.73B.01 – Q: Do Meiotic Spores still get the bonus penetration die when rolling vehicle penetration?

A: No, they just get the normal D6 plus their Strength of 5 [RAW].

◇IAA.2ND.73D.01 – Q: Do Meiotic Spores have to move the full distance rolled when drifting (moving D6" in the movement phase)? Can they run in the shooting phase?

A: Yes, they always drift the full distance rolled in a single direction (unless they encounter an obstacle, of course) and they cannot run in the shooting phase [clarification].

◇IAA.2ND.73E.01 – Q: Do the D6-1 Spore Mines thrown out by a destroyed Meiotic Spore scatter like a Deep Striking unit?

A: No, they are just placed in the same formation as when a Deep Striking unit arrives on the table. Any Spore Mine placed in contact with an enemy model will detonate (after all of the Spore Mines have finished being placed) [clarification].

IAA.2ND.73F.01 – Q: Can Meiotic Spores contest an enemy held mission objective?

A: Meiotic Spores are always ignored for all mission objectives (including contesting objectives or giving up Kill/Victory Points) [rules change].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: TAU (pages 76-88)

◇IAA2ND.77D.01 – Orca Options: Add: *'an Orca may take up to 4 Seeker Missiles at a cost of +10 points each [typo].*

IAA2ND.78F.01 – Manta Special Rules: Ignore the 'Drone Controlled Sub-munitions' rule as it is no longer applicable in the current rules [typo].

IAA2ND.80B.01 – Tiger Shark AX-1-0 Heavy Railgun: Replace its Strength '10' with Strength 'D' [typo].

IAA2ND.81D.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].

◇IAA2ND.83C.01 – Q: Do anti-Night Fighting abilities (like Searchlights, 'Acute Senses', etc) work against the Remora's Stealth Field Generator?

A: They do not, including when firing at the Remora when the Night Fighting rules are actually in effect [clarification].

IAA2ND.83C.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 2nd EDITION: NECRONS (pages 89-92)

◇IAA2ND.90D.01 – Tomb Stalker Sense Cluster Special Rule: Remove the reference to being able to *'make charge moves without line of sight'* as the rules do not require line of sight in order to charge [typo].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: DARK ELДАР (pages 93-98)

◇IAA2ND.96B.01 – Q: Can cover saves be taken against a Tantalus' Scythevanes attacks and if so, how?

A: Yes they can. Only models actually in or touching a piece of cover between them and the starting position of the Tantalus are considered to be in cover unless protected by a special rule, wargear, etc, that provides a cover save (like an Ork Kustom Force Field). Note that although resolved like shooting attacks, they **are not** shooting attacks and therefore cannot be saved by rules that only grant cover saves against shooting attacks (like a Tyranid Venomthropes' 'Spore Cloud', for example) [clarification].

◇IAA2ND.96B.02 – Q: When a Tantalus uses its Scythevane attacks against a vehicle you use the *'armor facing that the Tantalus approached from'*. What exactly does this mean?

A: Use the position of the Tantalus before it begins moving in relation to the target enemy vehicle to determine the armor facing used for the attack [clarification].

IMPERIAL ARMOR APOCALYPSE 2nd EDITION: CHAOS (pages 99-115)

◇IAA2ND.100G.01 – Q: An'ggrath can nullify psychic powers that are 'directed against him'. What exactly does this mean?

A: Only the powers listed below can possibly be directed against An'ggrath (psychic powers without a Strength value cannot affect a Gargantuan Creature and are therefore not listed):

- **Blood Angels:** Blood Lance*, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt.
- **Dark Angels:** Hellfire*.
- **Eldar:** Destructor*, Eldritch Storm*.
- **Grey Knights:** Holocaust*, Psychic Barrage*, Smite, Vortex of Doom*.
- **Imperial Guard:** Lightning Arc, Soulstorm*.
- **Orks:** Frazzle*, Zzap.
- **Space Marines:** The Avenger*, Smite, Vortex of Doom*.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap*.
- **Tyranids:** Cataclysm*, Leech Essence, Warp Blast*, Warp Lance.

* These powers utilize either a blast or template and can therefore only be nullified by An'ggrath if specifically targeting him or if the psyker is in base contact with An'ggrath when casting the power. Also note that An'ggrath automatically attempts to nullify **any** power (not just those on the list above) used by a psyker that is in base contact with him [clarification].

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [APOC.173.02](#), [IA10.179D.01](#), [IAA2.73D.02](#), [PDF.CSM1.01](#), [REL.53.04](#)

◇IAA2ND.100G.02 – Q: Can An'ggrath ever choose not to use his Daemonic Flight in the Movement Phase given that he has the 'Rage' special rule?

A: Only if there are no visible enemy units to him when he begins his move. If there are, he must use his Daemonic Flight to move as far as possible in a straight line towards the closest one (moving over impassable terrain and friendly models as normal) [clarification].

◇IAA2ND.100G.03 – Q: In the Movement Phase, if the closest enemy unit visible to An'ggrath is a non-vehicle unit (that is also not a Gargantuan Creature), what happens?

He performs a 'Tank Shock' as normal. If the unit doesn't Fall Back, then his move immediately ends (moving models within 1" of him out of the way as usual). If the unit does Fall Back then he will continue his move in a straight line until he reaches the end of his move, hits the board edge or encounters an enemy unit he cannot ram or tank shock, in which case he stops 1" away from them [clarification].

◇IAA2ND.100G.04 – Q: In the Movement Phase, if the closest enemy unit visible to An'ggrath is a (non-Flyer or Super Heavy) vehicle, what happens?

He performs a 'Ram' against the vehicle as normal. If the vehicle then suffers an 'explodes!' damage result, he continues his move in a straight line until he reaches the end of his move, hits the board edge, or encounters an enemy unit he cannot ram or tank shock, in which case he stops 1" away from them [clarification].

◇IAA2ND.100G.05 – Q: In the Movement Phase, if the closest enemy unit visible to An'ggrath is a Flyer, Super Heavy Vehicle, Gargantuan Creature or locked in combat what happens?

A: He stops his move as close as he can get before reaching them (and not within 1") [clarification].

IAA2ND.103D.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].

IAA2ND.103E.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].

IAA2ND.104D.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].

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 unless their move ignores the effects of terrain (like a defenders react move, for example) [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 (and therefore it depends how far it moved in its last movement phase) [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 suffers 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: If a Super-Heavy Vehicle or Gargantuan Creature cannot be moved out of the way of a Hades Drill emergence attack (due to lack of space) is it destroyed?

A: No. After resolving its attack and pushing all surviving units out of the way, if a Super-Heavy Vehicle or Gargantuan Creature doesn't have room to move out of the way, instead of destroying them move the Hades model out of the way exactly as if it had emerged under a piece of large terrain [rules change].

IAA2.16D.06 – 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 ruins are unaffected however [rules change].

IMPERIAL ARMOR APOCALYPSE 2: SPACE MARINES (pages 27-36)

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: [IAA2ND.32D.01](#)

IAA2.16D.07 – 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: CHAOS (pages 61-76)

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].

IAA2.62A.02 – Q: What the heck does 'Master of Sorcery' do for Aetaos'rau'keres? As a Gargantuan Creature, can't he already fire all his weapons?

A: Yes, 'Master of Sorcery' is effectively redundant for him [typo].

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

A: Only the powers/abilities listed below (psychic powers without a Strength value cannot affect a Gargantuan Creature and are therefore not listed):

- **Blood Angels:** Blood Lance, Smite.
- **Chaos Daemons:** Aura of Decay, Bolt of Tzeentch, Boon of Mutation, Breath of Chaos, Daemonic Gaze, Death Strike, Necrotic Missiles, Pavane of Slaanesh, Warpfire.
- **Chaos Space Marines:** Bolt of Change, Doombolt, Nurgle's Rot.
- **Dark Angels:** Hellfire.
- **Eldar:** Destructor, Eldritch Storm.
- **Grey Knights:** Holocaust, Psychic Barrage, Smite, Vortex of Doom.
- **Imperial Guard:** Lightning Arc, Soulstorm.
- **Orks:** Frazzle, Zzap.
- **Space Marines:** The Avenger, Smite, Vortex of Doom.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap.
- **Tyranids:** Cataclysm, Leech Essence, Warp Blast, Warp Lance.

[clarification]

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [IA10.179D.01](#), [IAA2.73D.02](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

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].

IAA2.62E.02 – Q: Does a unit of Horrors created by Aetaos'rau'keres's 'Render of Veils' count as a 'Troops' choice for the purposes of being a scoring unit?

A: No, units created this way are not considered a 'Troops' choice [clarification].

IAA2.62E.03 – Q: Can a unit of Horrors created by Aetaos'rau'keres's 'Render of Veils' suffer a Deep Strike Mishap?

A: No, as described in the 'Render of Veils' rule, any Horror model that can't be placed is simply lost as a casualty [clarification].

IAA2.62G.01 – Q: If another Greater Daemon, Daemon Prince or Daemon Lord is within 18" at the start of the shooting phase but out of line of sight of Aetaos'rau'keres, what happens?

A: In this case, he must still try to fire at the closest target of his Jealousy that is within 18". If the target turns out to be out of line of sight (including being locked in combat or embarked in a Super-Heavy Transport) then he does not fire at all that turn [clarification].

IAA2.62G.02 – Q: If Aetaos'rau'keres has to fire at a Greater Daemon, Daemon Prince or Daemon Lord within 18" must he use 'Render of Veils' to summon Horrors and if so, where?

A: In this case, he must use (fire) 'Render of Veils' with the center hole of the blast placed over the 'Dark Jealousy' target. Horrors summoned this way cannot attack the 'Dark Jealousy' target in any way (they do not share the same jealousy as Aetaos'rau'keres) [clarification].

IAA2.76E.01 – Q: Can the 'Slaanesh Sonic Dreadnoughts' upgrade be taken for Chaos Dreadnoughts despite the fact the codex entry doesn't include it?

A: Yes. As well as the normal weapon options, a Chaos Dreadnought may be upgraded to a Sonic Dreadnought for +20 pts. A Sonic Dreadnought counts as having a Dirge Caster and Assault Grenades. In addition, it may exchange its twin-linked Heavy Bolters for two Sonic Blasters for free, its twin-linked Autocannon for a Blastmaster for free and/or its Heavy Flamer for a Doom Siren for free [rules change].

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

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.53.03](#)

♦IAA2.73D.02 – Q: What exactly does it mean to 'target' a Brass Scorpion with a psychic power?

A: Only the powers listed below (psychic powers without a Strength value cannot affect a Super-Heavy Vehicle and are therefore not listed):

- **Blood Angels:** Blood Lance*, Smite.
- **Chaos Space Marines:** Bolt of Change, Doombolt.
- **Dark Angels:** Hellfire*.
- **Eldar:** Destructor*, Eldritch Storm*.
- **Grey Knights:** Holocaust*, Psychic Barrage*, Smite, Vortex of Doom*.
- **Imperial Guard:** Lightning Arc, Soulstorm*.
- **Orks:** Frazzle*, Zzap.
- **Space Marines:** The Avenger*, Smite, Vortex of Doom*.
- **Space Wolves:** Fury of the Wolf Spirits, Living Lightning, Murderous Hurricane, Thunderclap*.
- **Tyranids:** Cataclysm*, Warp Blast*, Warp Lance.

* These powers utilize either a blast or template and are therefore only affected by 'Runes of the Blood God' when the Brass Scorpion is the actual target of the power [clarification].

Ref: [APOC.91D.01](#), [APOC.93C.01](#), [IA10.179D.01](#), [IAA2.62D.01](#), [IAA2ND.100G.01](#), [PDF.CSM1.01](#), [REL.53.04](#)

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

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 point 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].

APPENDIX B: IMPERIAL ARMOR UPDATE PDF QUERIES (IAU)

These Imperial Armor update PDFs can be downloaded from the Forge World website here:
<http://www.forgeworld.co.uk/News/Downloads.html>

41

IMPERIAL ARMOR UPDATE [FEB 2012]: IMPERIAL GUARD (pages 1-6)

◇IAU.IG.03D.01 – Sabre Gun Defense Platform Squad, Defense Searchlight Special Rule: Replace the entire text of this special rule with the following: *'Defense Searchlights are used when the Night Fighting rule is in effect. If a Sabre squad contains one or more Defense Searchlight it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night fighting rule. However, a Sabre squad that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect, as the enemy can see the searchlight'* [typo].

◇IAU.IG.03D.02 – Q: Does a Defense Searchlight require a crewman to operate it?

A: Yes it does [clarification].

◇IAU.IG.04A.01 – Q: Does the crewman of a Long Range-Scanner need to remain within coherency distance of the Scanner?

A: The crewman must always attempt to remain in coherency with the Scanner, and if he is killed or falls back then the Scanner is removed from the table and counts as destroyed [clarification].

◇IAU.IG.04A.02 – Q: How are Victory/Kill Points determined for this unit? Can a Scanner model contest an objective?

A: If the crewman is dead or falling back at the end of the game then the unit counts as destroyed and gives up its full Victory points and/or a single Kill Point. A Scanner model cannot contest an objective [clarification].

IAU.IG.04B.01 – Q: When does the player declare which mode the Long-Range 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](#)

IAU.IG.04C.01 – Q: Can a Long-Range Scanner prevent enemy units from outflanking?

A: No, it cannot [RAW].

◇IAU.IG.04C.02 – Q: Can a Long-Range Scanner use its 'Long-Range Sweep' if it starts the game in reserve?

A: No, if the Scanner squad starts the game in reserve then it will only be able to use its 'Short Range Lock' once it arrives on the table from Reserve [clarification].

◇IAU.IG.04D.01 – Q: Can a Long Range-Scanner still provide 'Short Range Lock' if its crewman has gone to ground or is locked in combat?

A: No, while the crewman has gone to ground or is locked in combat the 'Short Range Lock' rule cannot be utilized [clarification].

◇IAU.IG.04E.01 – Long-Range Scanner Squad, Immobile special rule: Replace the entire text of this special rule with the following: *'A Scanner cannot move once it has been deployed'* [typo].

◇IAU.IG.04E.02 – Q: Can a Long-Range Scanner squad be put in reserve and move on from the table edge?

A: No, as the Scanner is immobile the entire unit must deploy via Deep Strike if it is not deployed on the table at the start of the game [clarification].

IMPERIAL ARMOR UPDATE [FEB 2012]: SPACE MARINES (pages 1-3)

IAU.SM.02B.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].

IMPERIAL ARMOR UPDATE [FEB 2012]: TAU (pages 1-7)

◇IAU.TAU.02A.01 – Tetra Scout Speeder Team
Special Rules: Replace: '*Scout*' with: '*Scouts*' and remove 'Forward Observer' completely (as there is no such rule included in the unit entry) [typo].

◇IAU.TAU.02B.01 – Q: Can each Tetra in a team be given different options?
 A: Yes they can [clarification].

◇IAU.TAU.05A.01 – Drone Sentry Turret Options:
 Remove the option to take 'Deep Strike' for +5 points as all Immobile models are already able to Deep Strike per the main rulebook [typo].

◇IAU.TAU.05A.02 – Q: Is the option for Drone Sentry Turrets to take a Shield Generator +20 points for the entire team, or per model?
 A: It is +20 points per model and can only be taken if the team does not also have Disruption Pods [clarification].

◇IAU.TAU.06B.01 – Q: Does a Great Knarloc get the bonus for having two single-handed weapons in close combat? And what does the Goad Stick do since the models already have a Kroot Rifle (which counts as two close combat weapons)?
 A: The Great Knarloc does **not** count as having two single-handed weapons and the Goad Stick is effectively redundant [clarification].

◇IAU.TAU.06C.01 – Q: Exactly which 'to hit' dice count towards the 'Feeding Frenzy' special rule?
 A: Just the Great Knarloc's attacks count towards this rule [clarification].

◇IAU.TAU.06E.01 – Q: What happens if a Great Knarloc gets removed from play for failing its 'Herd' Ld test, and this leaves an enemy unit no longer locked in combat?
 A: If this happens while resolving the combat, then the enemy unit would count as being victorious and consolidates as usual. If this happens outside of resolving the combat (because of errant shooting, for example), then the enemy unit would simply remain where it was and no longer counts as being locked in combat [clarification].

◇IAU.TAU.07A.01 – Q: What exactly do the two Kroot Riders on a Mounted Great Knarloc do?
 A: Absolutely nothing at all, ignore the reference to them completely [clarification].

◇IAU.TAU.07B.01 – Knarloc Rider Herd Eaters of the Dead Special Rule:
 Replace: '*A Knarloc Rider Herd will never make a Sweeping Advance move after defeating an enemy unit in close combat*' with: '*A Knarloc Rider Herd cannot perform a Sweeping Advance*' [typo].

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

43

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,DA,GK,IG,SOB,SM,SW)				
Ahazra Redth	SM	HQ	IMPERIAL ARMOR VOL. 10	174
Aquila Lander	GK,IG	Fast Attack (IG Only) & Transport*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	37
Arch-Centurion Carnac Commodus	SM	HQ	FORGEWORLD PDF DOWNLOAD	PDF
Armenneus Valthex	SM	HQ	IMPERIAL ARMOR VOL. 9	163
Arvus Lighter	IG,SOB	Fast Attack*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	40
Atlas Recovery Tank	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	150
Baneblade Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	90
Banehammer Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	10
Banesword Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	13
Bray'arth Ashmantle	SM	HQ	IMPERIAL ARMOR VOL. 10	173
Caestus Assault Ram	BT,DA,SM,SW	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	31
Captain Corien Sumatris	SM	HQ	IMPERIAL ARMOR VOL. 9	162
Captain Mordaci Blaylock	SM	HQ	IMPERIAL ARMOR VOL. 9	171
Captain Obadiah Schfeer (Steel Dog Alpha)	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	212
Captain Pellas Mir'san	SM	HQ	IMPERIAL ARMOR VOL. 10	171
Captain Silas Alberec	SM	HQ	IMPERIAL ARMOR VOL. 10	179
Captain Tarnus Vale	SM	HQ	IMPERIAL ARMOR VOL. 9	168
Captain Zhrukhal Androcles	SM	HQ	IMPERIAL ARMOR VOL. 10	180
Centaur Carrier	IG	Transport*	IMPERIAL ARMOR VOL. 5	111
Chaplain Dreadnought	BT,DA,SM	Elites	IMPERIAL ARMOR APOCALYPSE 2	30
Chaplain Dreadnought Titus	SM	HQ	IMPERIAL ARMOR VOL. 9	159
Chaplain Ivanus Enkomi	SM	HQ	IMPERIAL ARMOR VOL. 10	176
Chimera alternate turret weapons (see FAQ for more details)	GK,IG	Transport*	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	128
Colonel 'Snake' Stranski	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	213

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

44

Crassus Armoured Assault Transport	IG	WMD (Heavy Support)	IMPERIAL ARMOR VOL. 11	94
Cyclops Remote Control Demolition Vehicle	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	154
Damocles Command Rhino	BA,BT,DA,SM,SW	HQ	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	82
Deathstorm Drop Pod	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	28
Defense Laser	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	GW ONLINE PDF DOWNLOADS	PDF
Destroyer Tank Hunter	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	72
Doomhammer Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	11
Dominus Armoured Siege Bombard	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	13
Emperor Battle Titan	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	GW ONLINE PDF DOWNLOADS	PDF
General Grizmund (Grace of the Throne)	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	214
General Myndoras Odon	IG	HQ	IMPERIAL ARMOR VOL. 11	77
Gorgon	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	8
Grey Knights Demios-Lux Pattern Psycannon	GK	n/a	FORGEWORLD PDF DOWNLOAD (EXPERIMENTAL)	PDF
Grey Knights Thunderhawk Gunship	GK	WMD	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	214
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	APOCALYPSE	105
High Chaplain Thulsa Kane	SM	HQ	IMPERIAL ARMOR VOL. 10	175
Hyperios Air Defense Battery	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	178
Imperial Mine Plough	IG	N/A*	FORGEWORLD IMPERIAL GUARD UPDATE PDF - Feb 2012	5
Inquisitorial Land Raider Prometheus	GK	Transport*	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	195
Inquisitor Hector Rex	GK	HQ	FORGEWORLD PDF DOWNLOAD (EXPERIMENTAL)	PDF
Inquisitor Solomon Lok	GK	HQ	FORGEWORLD PDF DOWNLOAD (EXPERIMENTAL)	PDF
Iron Saint	IG	WMD	WHITE DWARF 351 (US)	36
Knight-Captain Elam Courbray	SM	HQ	IMPERIAL ARMOR VOL. 9	172
Land Raider Achilles	BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	30
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	Elites	IMPERIAL ARMOR APOCALYPSE 2	33

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

45

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/ Forge World PDF update v1.1)	60
Lias Issodon	SM	HQ	IMPERIAL ARMOR VOL. 9	169
Lt. Commander Anton Narvaez	SM	HQ	IMPERIAL ARMOR VOL. 9	164
Lightning	BA,BT,DA,GK,IG,SM,SOB,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	25
Long-Range Ground Scanner	IG	HQ*	FORGEWORLD IMPERIAL GUARD UPDATE PDF - Feb 2012	4
Lord Asterion Moloc	SM	HQ	IMPERIAL ARMOR VOL. 10	177
Lord High Commander Carab Culln	SM	HQ	IMPERIAL ARMOR VOL. 9	167
Lucius pattern Dreadnought Drop Pod	BT,DA,SM,SW	Fast Attack*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	32
Lugft Huron	SM	HQ	IMPERIAL ARMOR VOL. 9	161
Macharius	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	9
Macharius 'Omega'	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	20
Macharius 'Vanquisher'	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	10
Macharius 'Vulcan'	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	11
Magister Severin Loth	SM	HQ	IMPERIAL ARMOR VOL. 9	165
Malakim Phoros	BA	HQ	IMPERIAL ARMOR VOL. 9	170
Malcador	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	16
Malcador 'Annihilator'	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	17
Malcador 'Defender'	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	18
Malcador 'Infernus'	IG	WMD	IMPERIAL ARMOR VOL. 11	86
Manticore Launcher Tank weapon options (see FAQ for more details)	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	7
Marauder Bomber	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	234
Marauder Destroyer	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	38
Master Harath Shen	SM	HQ	FORGEWORLD PDF DOWNLOAD	PDF
Maximillian Weisman (212 Arethusia)	IG	WMD	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	211
Minotaur Artillery Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	8
Mortis Dreadnought	DA	Elites	FORGEWORLD SPACE MARINE UPDATE PDF - Feb 2012	2
Praetor Armoured Assault Launcher	IG	WMD	IMPERIAL ARMOR VOL. 11	91
Quad-Launcher Battery	IG	Elites	IMPERIAL ARMOR APOCALYPSE 2	20
Reaver Battle Titan	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	IMPERIAL ARMOR APOCALYPSE 2	38

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

46

Repressor	SOB	Transport*	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	238
Sabre Gun Battery (including Searchlights)	IG	Heavy Support*	FORGEWORLD IMPERIAL GUARD UPDATE PDF - Feb 2012	3
Salamander Command	IG	HQ	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	142
Salamander Scout	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	136
Sergeant Culln	SM	HQ*	FORGEWORLD SPACE MARINE UPDATE PDF - Feb 2012	3
Sentinel Powerlifter Squadron	IG	Fast Attack	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	158
Sentry Gun Battery (Tarantula)	BA,BT,DA,IG,SM,SW	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	19
Shadow Captain Korvydae	SM	HQ	IMPERIAL ARMOR 8	112
Shadowword Super-Heavy Tank	IG	WMD	GW ONLINE PDF DOWNLOADS	PDF
Siege Dreadnought	BA,BT,DA,SM,SW	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	29
Space Marine Contemptor Mortis Pattern Dreadnought	BT,DA,SM	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	28
Space Marine Contemptor Pattern Dreadnought	BT,DA,SM	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	24-25
Space Wolves Contemptor Pattern Dreadnought	SW	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	27
Steel Eagle – Colonel Paseski's Command Valkyrie	IG	Heavy Support	WHITE DWARF 353 (US)	48
Stormblade Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	6
Stormlord Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	12
Stormsword Super-Heavy Tank	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	7
Support Weapons Platform (Hydra/Manticore)	IG	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	18
Tallarn Mukaali Riders Squad	IG	Fast Attack	FORGEWORLD IMPERIAL GUARD UPDATE PDF - Feb 2012	2
Taurus Squadron	IG	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	15
Taurus Venator Squadron	IG	Fast Attack	IMPERIAL ARMOR VOL. 8	84
The Fortress of Arrogance	IG	WMD	APOCALYPSE	106
Thunderbolt	BA,BT,DA,GK,IG,SM,SOB,SW	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	228
Thunderer Siege Tank	IG	Heavy Support	IMPERIAL ARMOR VOL. 1 (w/ Forge World PDF update v1.1)	78
Thunderhawk Gunship	BA,BT,DA,SM,SW	WMD	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	172
Thunderhawk Transporter	BA,BT,DA,GK,SM,SW	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	23
Trojan Support Vehicle	IG	Troops	IMPERIAL ARMOR APOCALYPSE 2	15
Tyberos the Red Wake	SM	HQ	IMPERIAL ARMOR VOL. 10	178
Valkyrie Sky Talon Transport	IG	Heavy Support*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	39
Valdor Tank Hunter	IG	WMD	IMPERIAL ARMOR APOCALYPSE 2	9
Vaylund Cal	SM	HQ	IMPERIAL ARMOR VOL. 10	181

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

47

Veteran Sergeant Haas	SM	Troops*	FORGEWORLD SPACE MARINE UPDATE PDF - Feb 2012	3
Vulture Gunship	BA,BT,DA,GK,IG,SM,SOB,SW	Fast Attack (IG Only) & Heavy Support	IMPERIAL ARMOR APOCALYPSE 2	24
Warhound Scout Titan	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	APOCALYPSE	125
Warlord Battle Titan	BA,BT,DA,GK,IG,SM,SOB,SW	WMD	APOCALYPSE	124
Whirlwind Hyperios	BA,BT,DA,SM,SW	Heavy Support	IMPERIAL ARMOR VOL. 2 (w/ Forge World PDF update v1.3)	66
Wolf Lord Bran Redmaw	SW	HQ	IMPERIAL ARMOR VOL. 11	127
CHAOS UNITS (CD & CSM)				
Angron, Daemon Primarch of the World Eaters	CD	HQ	WHITE DWARF 343 (US)	50
Banelord of Khorne	CSM	WMD	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	APOCALYPSE	173
Chaos Contemptor Dreadnought	CSM	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	106-107
Chaos Reaver Battle Titan	CSM	WMD	IMPERIAL ARMOR APOCALYPSE 2	70
Chaos Warhound Titan	CSM	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	104
Daemon Lord - Aetaos'rau'keres, Slayer of Souls	CD,CSM	GC	IMPERIAL ARMOR APOCALYPSE 2	62
Daemon Lord - An'ggrath the Unbound	CD,CSM	GC	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	100
Daemon Lord - Scabeiathrax the Bloated	CD,CSM	GC	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	103
Daemon Lord - Zarakynel	CD,CSM	GC	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	102
Doom Blaster of Khorne	CSM	WMD	GW ONLINE PDF DOWNLOADS	PDF
Doomsday Device	CSM	WMD	GW ONLINE PDF DOWNLOADS	PDF
Dreadclaw	CSM	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	112
Giant Chaos Spawn	CSM	Elites	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	108
Greater Brass Scorpion of Khorne	CSM	WMD	IMPERIAL ARMOR APOCALYPSE 2	73
Hell Blade	CSM	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	111
Hell Talon	CSM	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	110
Khorne Lord of Battles	CSM	WMD	GW ONLINE PDF DOWNLOADS	PDF
Khorne Tower of Skulls	CSM	WMD	APOCALYPSE RELOAD	53
Mamon, Daemon Prince of Nurgle	CD	HQ	IMPERIAL ARMOR APOCALYPSE 2	66
Nurgle Plague Tower	CSM	WMD	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	APOCALYPSE	172

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

48

Silver Tower of Tzeentch	CSM	WMD	GW ONLINE PDF DOWNLOADS	PDF
Slaanesh Sonic Dreadnought (see FAQ for more details)	CSM	Elites*	IMPERIAL ARMOR APOCALYPSE 2	76
Slaanesh Subjugator	CSM	WMD	GW ONLINE PDF DOWNLOADS	PDF
Spined Chaos Beast	CD,CSM	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	109
Uraka 'The Warfiend' Daemon Prince of Khorne	CD	HQ	IMPERIAL ARMOR APOCALYPSE 2	68
Zhufor the Impaler	CSM	HQ	IMPERIAL ARMOR VOL. 7	174
ELDAR/DARK ELDAR UNITS (DE & ELD)				
Cobra	ELD	WMD	IMPERIAL ARMOR VOL. 11	196
Dark Eldar Reaper	DE	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	94
Dark Eldar Tantalus	DE	Heavy Support & Transport*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	96
Dark Eldar Raven Strike Fighter	DE	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	98
Farseer Bel-Annath	ELD	HQ*	IMPERIAL ARMOR VOL. 11	145
Fire Storm	ELD	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	58
Hornet Squadron	ELD	Fast Attack	IMPERIAL ARMOR VOL. 11	190
Irillyth, Shade of Twilight	ELD	HQ	IMPERIAL ARMOR VOL. 11	143
Lynx	ELD	WMD	IMPERIAL ARMOR VOL. 11	192
Nightwing Interceptor	ELD	Fast Attack	IMPERIAL ARMOR VOL. 11	168
Phantom Titan	ELD	WMD	IMPERIAL ARMOR VOL. 11	208
Phoenix Bomber	ELD	Heavy Support	IMPERIAL ARMOR VOL. 11	170
Revenant Titan	ELD	WMD	IMPERIAL ARMOR VOL. 11	205
Scorpion	ELD	WMD	IMPERIAL ARMOR VOL. 11	196
Shadow Spectres	ELD	Fast Attack	IMPERIAL ARMOR VOL. 11	139
Vampire Hunter	ELD	WMD	IMPERIAL ARMOR VOL. 11	203
Vampire Raider	ELD	WMD	IMPERIAL ARMOR VOL. 11	203
Warp Hunter	ELD	Heavy Support	IMPERIAL ARMOR VOL. 11	181
Wasp Assault Walker Squadron	ELD	Fast Attack	IMPERIAL ARMOR VOL. 11	188
Wraithseer	ELD	HQ*	IMPERIAL ARMOR VOL. 11	185
NECRON UNITS (NEC)				
Gauss Pylon	NEC	WMD	APOCALYPSE	164
Necron Tomb Stalker	NEC	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	90
ORK UNITS (ORK)				
Big Mek's Stompa	ORK	WMD	IMPERIAL ARMOR VOL. 8	192
Big Squiggoth	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	43
Big Trakk	ORK	Heavy Support	IMPERIAL ARMOR VOL. 8	156
Blasta Bommer	ORK	WMD	IMPERIAL ARMOR VOL. 8	184
Bommer	ORK	WMD	IMPERIAL ARMOR VOL. 8	184
Deathrolla Battle Fortress	ORK	WMD	IMPERIAL ARMOR VOL. 8	169
Evil Eye In Da Sky	ORK	WMD	GW ONLINE PDF DOWNLOADS	PDF
Fighta	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	45
Fighta-Bommer	ORK	Heavy Support	IMPERIAL ARMOR VOL. 8	181
Flakkatrakk	ORK	Heavy Support	APOCALYPSE RELOAD	28
Gargantuan Squiggoth	ORK	WMD	IMPERIAL ARMOR VOL. 8	195
Goff Klawstompa	ORK	WMD	APOCALYPSE RELOAD	23
Goff Rok 'N' Rolla	ORK	WMD	WHITE DWARF 350 (US)	49

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

49

Grot Bomb Launcha	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	54
Grot Mega-Tank	ORK	Fast Attack*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	53
Grot Tank Battle Mob	ORK	Elites*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	52
Gun Trukk	ORK	Heavy Support	IMPERIAL ARMOR VOL. 8	153
Gun Wagon	ORK	Heavy Support	IMPERIAL ARMOR VOL. 8	161
Kill Blasta/Bursta	ORK	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	50
Kill Krusha	ORK	WMD	IMPERIAL ARMOR VOL. 8	174
Kustom Battle Fortress	ORK	WMD	IMPERIAL ARMOR VOL. 8	170
Kustom Meka-Dread	ORK	Heavy Support*	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	46
Kustom Stompa Builder	ORK	WMD	IMPERIAL ARMOR VOL. 8	193
Lifta Wagon	ORK	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	48
Mega-Dread	ORK	Heavy Support	IMPERIAL ARMOR VOL. 8	166
Mek Boss Buzzgob	ORK	HQ	IMPERIAL ARMOR VOL. 8	123
Mekboy Junka	ORK	Elites / Transport*	IMPERIAL ARMOR VOL. 8	189
Minelayer	ORK	WMD	GW ONLINE PDF DOWNLOADS	PDF
Pulsa Rokkit	ORK	WMD	APOCALYPSE RELOAD	29
Skullhamma Battle Fortress	ORK	WMD	IMPERIAL ARMOR VOL. 8	169
Stompa	ORK	WMD	IMPERIAL ARMOR VOL. 8	192
WarKopta	ORK	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	44
Zhadsnark 'Da Rippa'	ORK	HQ	IMPERIAL ARMOR VOL. 8	122
TAU UNITS (TAU)				
Area Denial Node	TAU	WMD	WHITE DWARF 335 (US)	25
Barracuda Air Superiority Fighter	TAU	Heavy Support	APOCALYPSE	158
Drone Sentry Turret	TAU	Troops*	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	5
DX-6 "Remora" Drone Fighter	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	83
Goaded Great Knarloc Herd	TAU	Heavy Support	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	6
Great Knarloc Baggage Herd	TAU	Troops*	IMPERIAL ARMOR VOL. 3	220
Gue'vesa Teams	TAU	Troops	IMPERIAL ARMOR VOL. 3	281
Hammerhead optional turret weapons	TAU	Heavy Support*	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	3
Heavy Gun Drones	TAU	Heavy Support	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	5
Knarloc Rider Herd	TAU	Fast Attack	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	7
Manta	TAU	WMD	IMPERIAL ARMOR APOCALYPSE	76
Mounted Great Knarloc Herd	TAU	Heavy Support	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	7
Orca Dropship	TAU	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	77
Piranha TX-42	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	82
Remote Sensor Tower Team	TAU	Troops*	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	3
Shas'o R'myr	TAU	HQ	FORGEWORLD PDF DOWNLOAD (EXPERIMENTAL)	PDF
Tau Battlesuit Commander R'Alai	TAU	HQ	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	84
Tau Commander Battlesuit Variants	TAU	HQ*	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	4

APPENDIX C: IMPERIAL ARMOR / APOCALYPSE UNIT LIST

50

Tetra Scout Speeder Team	TAU	Fast Attack	FORGEWORLD TAU EMPIRE UPDATE PDF - Feb 2012	2
Tiger Shark	TAU	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	81
Tiger Shark AX-1-0	TAU	WMD	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	80
XV-9 'Hazard' Close Support Armor	TAU	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2	58
TYRANID UNITS (TYR)				
Barbed Hierodule	TYR	GC	APOCALYPSE	149
Harridan	TYR	GC	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	71
Hierophant Bio-Titan	TYR	GC	APOCALYPSE	148
Malanthrope	TYR	HQ	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	72
Meiotic Spore	TYR	Fast Attack	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	73
Scythed Hierodule	TYR	GC	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	70
Stone-Crusher Carnifex	TYR	Heavy Support	IMPERIAL ARMOR APOCALYPSE 2nd EDITION	74

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?

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.

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. 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 any 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 Forge World model has two sets of near identical rules. A good example of this would be the Chaos 'Giant Chaos Spawn' and 'Spined Chaos Beast' models, which are also listed in the Imperial Armor Apocalypse 2 list of units as their older incarnations of 'Jibberjaw' and 'Gorefeaster'.

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 'Earthshaker Platform' has been retired as the model is now part of the 'Heavy Artillery Battery', 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	IC	Independent Character
40KA	Apocalypse Supplement (APOC)	IG	Imperial Guard
APOC	Apocalypse supplement (40KA)	JotWW	Jaws of the World Wolf (Space Wolves)
ATSKNF	And They Shall Know No Fear	KFF	Kustom Force Field (Orks)
BA	Blood Angels	LOS	Line of Sight
BK.001	The 'Bill Kim will punch you in the face' ruling	MC	Monstrous Creature
BT	Black Templars	MEQ	Marines and Equivalents
CA	Chapter Approved	MISC	Miscellaneous
CC	Close Combat	NEC	Necrons
CSM	Chaos Space Marines	ORK	Orks
DA	Dark Angels	PFP	Power From Pain (DE)
DE	Dark Eldar	RAW	Rules As Written
ELD	Eldar	RB	Rulebook
FAQ	Frequently Asked Question	REL	Apocalypse Reload supplement
FOC	Force Organization Chart	SM	Space Marines
FW	Forge World (IA)	SOB	Sisters of Battle
GC	Gargantuan Creature	SW	Space Wolves
GEN	General Question	TAU	Tau Empire
GK	Grey Knights	TYR	Tyranids
GW	Games Workshop	UK	United Kingdom
HQ	Headquarters	US	United States
HW	Heavy Weapon	USR	Universal Special Rule
IA	Imperial Armor (FW)	VP	Victory Point
IA1-X	Imperial Armor Vol. 1-X	WD	White Dwarf Magazine
IAA	Imperial Armor Apocalypse	WMD	War Machine Detachment
IAA2	Imperial Armor Apocalypse 2	WYSIWYG	What You See Is What You Get
IAA2ND	Imperial Armor Apocalypse 2nd Edition		