

IMPERIAL ARMOUR VOLUME 8: RAID ON KASTOREL-NOVEM Q&A

ELYSIAN DROP TROOPS:

1. What are the rules for an Auxiliary Grenade Launcher?

An Auxiliary Grenade Launcher fires a single Krak grenade. It has the following profile:

Auxiliary	Range	Str	AP	Special
Grenade Launcher	12"	6	4	Assault 1, One Shot

2. What are the rules for a Homing Beacon?

If a unit Deep Strikes within 12" of a model with a Homing Beacon, then they may re-roll the scatter dice.

3. On page 94, the Company Command squad are only allowed one special weapon, is this correct?

Yes.

4. On page 99 Is the profile for the Veteran squad correct?

This is a cut and paste error from the Infantry squad entry. They should have the same profiles as an Imperial Guard Veteran squad, as follows:

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	4	3	3	1	3	1	7	5+
Veteran Sergeant	3	4	3	3	1	3	2	8	5+
Hvy Wpns Squad	3	4	3	3	2	3	2	7	5+

5. On page 94 Should the Company Command squad include the option for an Astropath and Master of Ordnance?

No.

6. Are the 1-3 Vendetta gunships taken from Fast Attack a single squadron or separate units?

They are a squadron.

7. On page 97 A Commissar in an Elysian Platoon Command Squad only has WS3, whilst those in an Infantry Squad have WS4. In Codex Imperial Guard all Commissars are WS4. Should the Platoon Command squad entry be WS 4?

Yes, the Commissar should be WS 4 like a codex Commissar.

8. When a Tauros (or Drop Sentinel) 'disembarks' from a Sky Talon, what can they do? Can they still move and shoot?

They disembark like infantry from a vehicle. So if the Sky Talon has moved the Tauros can't. If the Sky Talon hasn't moved, then the Tauros can move as normal. They may still shoot.

9. Is it OK to use the special characters from the campaign in other games of 40K?

These characters were included to add colour and interest to the campaign, they are not intended for wider use. That said, in friendly games with your mates then I can see no reason why you couldn't use them, but only if both players agree. In more competitive games then the answer is no, stick to the army lists.

ORKS:

1. Is the Mega-Dread's Supa-Skorcha twin-linked? On page 136 it isn't, but on page 166 it is, which is correct?

Page 166 is correct. The Supa-Skorcha should be twin-linked.

2. The Mega-Dread has an option for a third Big Shoota. Can this be upgraded to a Skorcha, Rokkit Launcha or Mega-Blasta like the other Big Shootas? The wording suggests only the original two Big Shootas can.

The wording is correct. The optional third Big Shoota cannot be upgraded.

3. The Meka-Dread has 2 Rippa Klaws but only 3 Attacks. Is this correct? Shouldn't it be 4, as per the Mega-Dread with 2 Rippa Klaws?

It has 3 Attacks. The profile is correct.