



IMPERIAL ARMOUR APOCALYPSE

FAQ

Updated 4th August 2010

TAU

Q1 - The Remora is listed as having 3 Structure points. Is this right?

No, it's a typo. The Remora is not a super-heavy and has 0 Structure Points.

Q2 - The DX-6 Remora and TX-42 Piranha have a squad size of 1. Is this correct?

No. In normal Warhammer 40,000 games, you may select 1-5 TX42s as a Fast Attack choice for a Tau army, and 1-2 Remoras may be taken as a Fast Attack choice. Use these squadron sizes for Apocalypse games as well.

Q3 - The Tiger Shark AX-1-0s' Heavy Railguns have the special rule Destroyer, but a Strength of 10. Which is correct?

Another typo – the Strength should be D.

Q4 - Why can't the technical drone use its special rule listed for the Drone Perimeter Defence Team all the time?

This is a special rule for the formation – in 'normal' games of Warhammer 40,000, the Technical Drone miniature can be used to represent a wide variety of drone options available in the Tau Codex.

Q5 - How does the disruption pod on the Tiger Shark and AX-1-0 variant work?

It works exactly as described on page 30 of Codex: Tau Empire – if you target the Tiger Sharks from over 12" away, they count as an Obscured Target, and gain a cover save as described on page 62 of the Warhammer 40,000 Rulebook.

Q6 - My Orca can carry 24 infantry sitting, 24 infantry standing, 8 drones and 1 Ethereal. This is a total of 57 not the 55 listed.

Oops, well spotted... this is a typo, and including the Ethereal the transport capacity is indeed 57.

Q7 - How do squads disembark from an Orca? It only has 1 access point.

As explained in the boxout on page 77 of Imperial Armour Apocalypse, up to 4 squads can disembark via the rear ramp per turn, but be aware that they must be able to fit within the 2" deployment area.

Q8 - What does the BS (2)4 mean on the Manta?

The BS (2) applies to any drone-controlled weapons such as the burst cannons.

Q9 - How does the Manta's twin-linked ordnance work?

If you're firing the 'standard' round, roll to hit as normal using the crews' BS. You receive a re-roll for firing a twin-linked weapon as per the rules presented on page 31 of the Warhammer 40,000 rulebook. If, however, you're using Submunitions, you may re-roll failed To Wound rolls against non-vehicle units, and Armour Penetration rolls against vehicle units as per the rules on page 31 of the Warhammer 40,000 rulebook. This applies to the Tiger Shark AX-1-0 as well.

Q10 - How does the Remora's stealth field generator work with its additional 12" for being a flyer?

First roll to see if the Remora is in spotting distance as the rules state, without modifying the distance by the additional 12". Then see if the spotter's weapon(s) are in range, adding 12" to the actual distance as usual for shooting at a flyer – essentially, you may be able to spot it, but not necessarily be able to shoot it.

Q11 - Is the transport capacity of the Manta's upper deck correct at 48?

Yes it is – 48 models in total may be carried in the upper deck. As usual, Battlesuits count as 2 models. Drones attached to Battlesuits via drone controllers or bought as part of an Infantry squad don't count towards the limit, as they are stowed while in transit.

FORCES OF THE IMPERIUM

Q1 - Is the range of all standard Hunter Killer missiles 72" as opposed to unlimited, perhaps due to the larger Apocalypse battlefields?

Aha – you may be confusing Hunter Killer missiles (which have an unlimited range) with aircraft-mounted Hellstrike missiles (which have a 72" range).

Q2 - The Hellstrike Missile is listed as ordnance. Does this mean that aircraft may now only fire one missile at the cost of all its other weapons?

Hellstrike Missiles are treated as Ordnance weapons insofar as they are able to roll 2D6 instead of one for penetrating a targets' armour, but in an exception to the normal rules for such weapons, they are counted as a single Offensive weapon.

As flyers always count as stationary for the purposes of determining which weapons may be fired, this means that a flyer may use all of its' weapons when it elects to shoot.

Q3 - Lightning aircraft have not been given the Interceptor special rule. Is that a mistake?

No, only the Nightwing Fighter is an Interceptor. Other aircraft may have AA-mounted weaponry, but are not dedicated anti-air units like the Nightwing.

Q4 - The Marauder Destroyer has no structure points listed – is it a super-heavy?

Yes - it should have 3 Structure points like the Marauder Bomber listed in Warhammer 40,000 Apocalypse.

Q5 - Do Inquisitors and Inquisitor Lords lose the ability to have a Valkyrie as a transport option?

No, they may select a Valkyrie as a transport if you wish.

IMPERIAL GUARD

Q1 - Does the new profile for Multiple Rocket Pods (on the Valkyrie and Vulture) change the profile for the Rocket Pod on a Support Sentinel?

Yes – use the modified profile.

Q2 - The Stormsword has a Hellhammer cannon but with a different template size. Should I use the profile listed in the main Apocalypse book?

No – the weapon is the same as that used by a Hellhammer Super Heavy tank, but the ammunition is different, hence the different profile.

Q3 - Why would I pay 25 points to be forced to deploy every Death Riders within 12" of the command squad in a Death Rider company?

As a Battle Formation, the component squads can be deployed from Strategic Reserve as one unit, and from a purely background point of view, such Death Rider companies would often only be fielded in this sort of formation.

Q4 - How do the Macharius Vanquisher's AP rounds work?

The Macharius 'Vanquisher' can opt to fire its normal round or an AP round – in which case you may use the crew's BS to hit with a re-roll for firing a twin-linked weapon. It has no blast, but rolls 2D6+8 for armour penetration, adding the dice results together.

Q5 - The Malcador has a special movement rule, but the main rules halve movement rather than losing a D6. How does this work?

Simply treat it as an exception to the usual rule, and subtract D6" movement with each Drive Damaged result.

Q6 - There are no options for changing the sponson weapons of a Gorgon. Where are these rules?

This is an omission. The Gorgon should have the option to exchange its mortars for four heavy bolters at +60 pts, four heavy flamers at +60 pts or four heavy stubbers at +30 pts.

Q7 - Is the command upgrade for the Shadowsword, Stormblade and Stormsword free?

No, this is a typo. It costs +25 pts to upgrade a super-heavy to a Command Tank.

SPACE MARINES

Q1 - A command squad is one of the options in the Strike Eagle drop pod formation, however a command squad has a minimum size of 5 models and can only be taken as a retinue/bodyguard for an attached character, making a command squad total 6 models minimum. How then can a Forge World drop pod with a transport capacity of 5 contain a command squad and character?

With the advent of the new edition of Codex: Space Marines, simply use the profile, including transport capacity, of the Drop Pod listed herein.

TYRANIDS

Q1 - In IA4 the Meiotic Spore has the special rule of rolling 2D6+5 to penetrate vehicle armour. This rule appears to be no longer in effect and now is just a Strength 5, 5" blast. Is this intentional?

No, it's a typo. The Meiotic Spore still rolls 2D6 + 5 for armour penetration.

Q2 - Also is it still possible to use the aerial attack special rule with Meiotic Spores?

No – the Imperial Armour Apocalypse unit entry replaces and updates that provided in Imperial Armour Volume 4.

Q3 - Originally, when the Trygon used Deep Strike to enter the board and it scattered into a unit, the Trygon displaced the unit and was counted as Assaulting. Under the new rules it appears it no longer has this ability. Does that now mean that if the Trygon scatters into a unit, it would now be destroyed?

As the Trygon is included in Codex: Tyranids, use the unit entry on page 50 instead of the profile listed in IAA or IA4.

ORKS

Q1 - The Big Squiggoth, Gun Wagon, 'Krusha' Battlewagon and 'Dethrolla' Battle Fortress have their Kannon shell ammunition listed as strength 9. Is this right?

No, it's a typo. A Kannon's shells should be strength 8.

Q2 - The Ork turbo-boosters are listed as an option, but no longer appears in the Ork codex. What are the rules?

Ignore this option entirely. Imperial Armour Volume 8; Raid on Kastorel-Novem provides the most up-to-date profiles for the Ork units in Imperial Armour Apocalypse.

ELDAR

Q1 - Does the Vampire Raider have the Hover Mode rule?

Yes, this is a typo - it should have the Hover Mode special rule.

Q2 - Is the Firestorm's scatter laser an AA weapon?

Yes, it is listed as such in the Weapons and Equipment details

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CHAOS

Q1 - Zarakynal has lost her Invulnerable save and her stat line is very different from IA Update 2006, is this a mistake?

Yes, her stat line is wrong. She should have Toughness 8, Initiative 8, 6 Attacks and a 4+ Invulnerable save (but no armour save). Well spotted!