

EXPERIMENTAL RULES



IMPERIAL ARMOUR VOLUME 4

QUESTIONS AND ANSWERS

1. In the Tyranid Codex it states that Tyranids with two of the same weapon count as having twin-linked weapons. The Hierophant Bio-titan has two bio-cannons, but unlike the Barbed Hierodule and the Harridan, they aren't twin-linked – should they be?

No, they are two separate weapons, which can fire at different targets. This is an advantage the Bio-titan has over the smaller creatures.

2. Does the Malanthrope's Instant Death special rule mean its enemy get no armour save? Is it a monstrous creature?

No it isn't, and opponents do get an armour save against the Malanthrope's attacks, as normal.

3. As most of the large creatures aren't synapse creatures, do they have to take Instinctive Behaviour tests?

No, they are Fearless, like a Carnifex, so they automatically pass the Leadership test for Instinctive Behaviour, making it redundant. They will always pass, and therefore can act however they like.

4. How do weapons like sniper rifles, or an Eldar singing spear wound creatures with mass points?

They are lethal weapons with no strength rating, so they cause a serious wound on a roll of a 6.

5. How do wraithcannons work against creatures with Mass points?

Roll to wound on a 2+. As a lethal weapon with no strength rating each wound will be serious on a 6. A wraithcannon will only inflict instant death once a creature has no mass points left.

6. If a Trygon emerges within 1" of a building, what happens? Is it destroyed, or does it destroy the building?

Nothing, just continue as normal. Buildings can be any size, so allowing Trygon to destroy them wouldn't work, one Trygon can't bring down a whole tower block! Just position the Trygon as close to its emerging point as you can, and continue the game as normal.

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7. When a Meiotic spore explodes and sheds its additional spore mines, do they also explode immediately?

They will only explode in the next turn, otherwise once a squad has been attacked by an exploding Meiotic spore, it will immediately be attacked again by the following spore mines. A turn should pass before the spore mines become active.

8. In short-range lock mode, can the long-range scanner change the target enemy unit, and what is the range of the scanner.

Yes, it can change the enemy unit each turn, and the enemy unit can be anywhere on the table. Only one Imperial Guard unit, within 12" of the model, per turn can benefit from the re-rolls.

9. Do vehicles have to be within 12" of a long-range scanner, or do they count as having vox-casters?

Vehicles also have to be within 12" of the scanner model. Although vehicles do have communications, this rule acts as an incentive to use vox-casters, especially for the more technologically advanced Imperial Guard regiments, like Cadians and Elysians.

