

IA2 Q & A

1. The Thunderhawk is a Super-heavy flyer, but it doesn't have Structure points listed in its rules. How many should it have?

This was an omission from page 172. A Thunderhawk has 3 Structure points.

2. The vehicle in IA2 do not have access to the Power of the Machine Spirit vehicle upgrade, is this a mistake?

Yes, all the following should have Power of the Machine Spirit included as an option; Rhino, Predators, Razorback, Whirlwind, Vindicator, Damocles.

3. Most Space Marine vehicles have access to Improved comms. How does it work? Is it a limited to 0-1 per army? The Damocles and the Land Raider Prometheus both have Improved comms, but they work differently, is this intentional?

Improved comms are not limited to 0-1 for Space Marines, and should work the same regardless of which vehicle it is on. i.e. each allows a Space Marine army 1 re-roll for reserves and during a preliminary bombardments.

4. The Razorback doesn't have the option to buy the lascannon/twin-linked plasma gun turret. Is this an omission, or will the coming Codex: Space Marines get rid of this option too?

The lascannon/plasma gun has been deliberately removed. You can still use the VDR to make one, but as a codex option it is no more!

5. The Damocles is limited to 0-1, the Prometheus is not. Is this a mistake?

No, any Space Marine force will only ever have a single Damocles to support it, (unless it's the entire Chapter!) but each force commander could be mounted in a Prometheus. Points cost should act as a limit to multiple Prometheus'.

6. The Super-Heavy Flyer damage tables include a "Penetrating Hits" table. How can flyers get penetrating hits, as all hits count as glancing?

You get Penetrating hits as a result of a 6 on the Glancing hit table. If a flyer has landed it can also take Penetrating hits.

7. Can a Space Marine army now have more than 1 Land Raider Crusader or is it just a misprint?

The new codex Space Marine no longer limits access to Crusaders, so neither do we.

8. What is the correct points value for a Land Raider Crusaders

The base points value for a Land Raider Crusader should be 265 pts, not 255 as published on page 104.

9. Should the Land Speeder Typhoon have twin-link missile launcher or twin-linked Typhoon missile launcher?

The twin-linked missile launcher listed on page 124 should be a twin-linked Typhoon missile launcher. It has the following stat line:
Range: 48" S 5 AP 5 heavy1, blast, twin-linked

10. Can a Land Speeder Deep Strike?

All Land Speeders, including the Tempest, can Deep Strike where the mission being played allows. This is an omission from pages 124 and 130.

11. This is a question about the Land Raider Helios' fire control. How does the rule work in conjunction with the Whirlwind launcher?

The Whirlwind missile launcher is an ordnance barrage weapon, it can only fire when the Helios is stationary. Usually this would be the only weapon allowed to fire, but with the Fire Control rule a second weapon can also be fired using BS2. The Whirlwind launcher can also still be fired if the crew are stunned or shaken.

12. Can the Thunderhawk Gunship carry jump pack troops? If so what do they count as?

Yes, it can carry assault squads. They each count as 1 Space Marine.

13. Does an armament destroyed damage result blow up a drop pod if it has no weapons? If not, is there any ill effect for getting armament destroyed on a drop pod that has no guns?

Because a drop pod has no weapons, under the current rules a weapon destroyed result would become an immobilized result, which in turn would destroy the drop pod and its passengers. This is far too harsh, making drop pods death traps for those onboard.

To amend this a drop pod, which suffers an immobilized result isn't destroyed, it crash lands. The passengers take damage as if in a penetrated vehicle that did not explode and traveled over 6" (assume this is the results of a hard landing). On a vehicle destroyed result (a 6) the drop pod is still destroyed and all passengers are

killed.

14. A Deathwind drop pod has weapons. Can a Deathwind drop pod receive armament destroyed results? If so - what happens?

The Deathwind's five weapons are one system, so all are lost to a weapon destroyed result - unlucky!

15. What happens if a Deathwind receives a second armament destroyed result?

It become immobilized, which means it crash lands. It is now an immobilized, weaponless vehicle (which in my book counts as destroyed!). Nice piece of terrain though!

16. Should aircraft bombs be treated in the same way as other previous guess range weapons are now treated? How would you decide between line of sight or indirect fire for scatter? I would assume I could only target one enemy unit with bombs and then would roll one d6 for scatter, but with the change to the rules regarding these weapons types I am not sure.

Attack one target per turn with as many bombs as you like, which are a multiple barrage. As they will have line of sight you should just roll a D6 for scatter.

Because of an aircrafts speed, bombs should always be treated as if they had no line of sight, so roll 2D6 and chose the highest.

17. Bombs fall down, so if one scores a direct hit on a tank (centre hole of the blast template over the tank) does it count as a hit from above and therefore roll against the tank's rear armour value?

The answer is no. You must penetrate the armour of the vehicle facing the aircraft attacked. Then again, as a flyer can enter from any board edge you can often

attack from the rear anyway.

18. What happened to the Whirlwind's Castellon missiles?

This is an omission from page 66. The Whirlwind should also include the option to be armed with Castellon missiles as per Codex: Space Marines

19. Can a Venerable Dreadnought take the Furious Charge and Tank Hunter upgrades?

Yes, this is an omission from page 141. A Venerable Dreadnought can take the veteran skills for +10 pts.

21. On page 141 the Venerable Dreadnought has increased WS, BS and A characteristics and costs 125 pts. The Venerable upgrade in Codex: Space Marine costs 125 pts but does not have the increased stats. Which should I use?

The cost in IA2 doesn't include any weaponry, so unless you are taking an armless Dreadnought, you have to add on the value of weapons. Codex:Space Marine includes an assault cannon in the points cost, IA2 does not, so you actually pay for this increased stat line. In tournament style game I suggest you use the codex rules, in other games it is up to the players which you use.

22. Dreadnought weapon options have changed. Can I still use my plasma cannon armed Dreadnought?

Yes. The rules in IA2 are still valid.