

## IA3 QUESTIONS AND ANSWERS

### IMPERIUM

**1. 0-1 Command Section is different from the Imperial Guard Codex, which is 1. Is this a mistake?**

No, 0-1 is correct, as I see no reason why the Company Commander must be present in every battle. A Lieutenant (perhaps assisted by a Commissar), can easily lead a 40K sized force in battle. Of course without the Command HQ you can't take any heavy weapon squads either!

**2. Elysian HQ's cannot take an attached Sentinel squad like other IG armies, is this right or an omission?**

It's right. There are no extra HQ Sentinel squads for the Elysians. This is because I see the HQ choice Sentinels as an Infantry company's dedicated reconnaissance assets, which the lighter equipped Drop Troop companies do not have.

**3. In the IA:3 Elysian list, the various HQ attached squads (Fire Support, Specials Weapons etc) do not have the deep strike special rule listed, can they deep strike? Also, can they take a Valkyrie as a transport option?**

Yes they can. The Drop Troop doctrine means all Infantry squads can deep strike anyway. Yes, any Elysian squad can take a Valkyrie.

**4. Are 0-5 Commissars a single HQ choice for the Elysians, or are they a HQ choice each?**

All the Commissars are a single HQ choice.

**5. The Elysian Commissar has a grav-chute listed on his equipment, but does not have the Deep Strike special rule listed.**

Yes he can deep strike. He lands with whichever squad he is attached to.

**6. How many Cyclops can a Valkyrie carry?**

This is a mistake on page 278. The Cyclops should be 1 per Valkyrie, not 2 as stated in the army list entry.

**7. If using an Elysian Drop Sentry gun, do you choose its firing mode before or after you roll the scatter dice to see how far it scatters during the deep strike?**

The rules say choose the firing mode before the game starts, so that would suggest you decide before you deep strike the Sentry gun.

**8. Can a Vulture or a Valkyrie using the VTOL hover mode claim objectives and table quarters like other vehicles.**

Yes, I see no reason why not, as they put themselves at significantly more risk of being shot down whilst hovering, so that's the chance an Elysian commander must take. A reward for taking the risk seems appropriate.

**9. The IA Update book has the Warhound's Inferno Gun as Str7 AP3, but it is listed as Str6 AP4 on page 254 of IA3. Which is correct?**

An Inferno gun should be Str6, AP4. The Update book has the wrong stat line.

## TAU

**1. The Crisis and Broadside battle suits rules have different options from those in the Codex, and different points values. Some of these options are not explained. Where can I find the rules for 'advanced stabilisation systems' or Shas'o R'myr's ejection system, what is a networked Markerlight?**

This is because the battle suits have the options from the forthcoming 'Tau Empire' codex, not the current Tau codex. You'll have to wait until its release to get the rules. Until then, ignore options you don't have the rules for. This was done to give IA3 a longevity it would not have had if we had used the current, soon to be outdated, Codex rules.

**2. The XV81 has a smart missile system. This is a heavy weapon, so can the suit still move and fire, or must it remain stationary? If a suit fires can it still assault?**

As a heavy weapon the smart missile system can't move and fire, and you cannot fire at a target with a heavy weapon and then assault it.

**3. Can Shas'o R'myr's flechette discharger be use in every turn, or just once? Do you get an armour save against the hits?**

It can be used once per game. Armour saves are taken as normal.

**4. Can Crisis battlesuit teams still be bonded?**

Again, this is covered in the new Codex.

**5. The XV-81 and XV-84 Crisis suits both carry heavy weapons (Smart missile system and Markerlight), if they are equipped with a multi-tracker can the heavy weapons still fire at different targets.**

Yes, the multi-tracker does allow them to fire at different targets with their weapons.

**6. The Piranha is a fast vehicle, but can still have the multi-tracker vehicle upgrade. How does this work?**

A multi-tracker has no purpose on a Piranha, remove it as an option.

**7. The Drone Sentry Turret used to have access to the disruption pod and shield generators, but this is no longer an option, although the text does refer to them, is this right?**

This is an omission from page 190. Under Options, a Drone Sentry Turret should get the options to take a Disruption pod for +5 points, or a Shield generator for + 20 pts.

**8. The Barracuda has a BS of 3(4), but also has the Targeting array as an option. Is this a mistake, as the Hammerhead is also 3(4) but always has a Targeting array included?**

The Barracuda already has a Targeting Array included in its points cost, the Targeting array option should be ignored.

**9. Under the Sky Ray's Seeker missiles it says that they hit on a 4+, rather than the normal 2+, is this right, and does it effect targeting ground troops?**

When fired at an aircraft the Seeker missiles hit on a 4+, when fired at a ground target they hit, like normal, on a 2+. By allowing any Markerlight to designate for the Sky Ray it became apparent that 2+ to hit for a Seeker missile made the Sky Ray an overly effective anti-aircraft weapon, spelling virtually certain death to any enemy aircraft that entered the table. 4+ alleviates the problem without crippling the Sky Ray's effectiveness.

**10. There is no fleet list for the Tau BFG ships. Where can I find one?**

The book does not contain a general fleet list because it contains the actual fleet composition for the campaign, and the rules to re-fight the major engagements of the Taros campaign. A wider fleet list for more general use will follow eventually.

**11. Can Kroot Knarloc riders infiltrate with the rest a Kroot army?**

No, they are still much too large for sneaking about.

**12. Do Kroot Knarloc riders gain +1 attack for their Kroot rifles?**

No they do not, they have 2 attacks, with +1 when charging.