

## IMPERIAL ARMOUR VOLUME 5

### QUESTIONS AND ANSWERS

#### DEATH KORPS OF KRIEG

**1. In the siege army list there are several new units such as Death Rider command squads, units with improved stats (such as Death Riders) and new weapons options for the grenadiers. If I build a Krieg-based army using Codex Imperial Guard and the doctrines system can I still include these units and options?**

The plain answer is no. You cannot mix and match units between army lists. If you use Codex: Imperial Guard, stick rigidly to it. In the example above, Death Riders become Rough Riders with no additional rules.

**2. If a Macharius is given the Vanquisher cannons upgrade, what happens when it fires anti-tank rounds?**

The Vanquisher cannons use the tank's Ballistic Skill when firing Anti-Tank rounds and count as twin-linked so you can re-roll a miss. Anti-Tank rounds do not use the Ordnance blast template. If an Anti-Tank round hits a vehicle use 2D6 plus the weapon strength added together for armour penetration. If the round scores a penetrating hit use the Ordnance Penetrating Hit Table for the damage.

**3. There is a description of a company standard's rules on page 131, but no points cost. How much does a company standard cost?**

The Company Standard is missing from the armoury list, and should be under wargear at 15 pts.

**4. Who can take the Regimental and Company Standards? The Command Squad available from Forge World has the standard bearer included, but Platoon Command squads can't take them?**

A Platoon Command squad can take the Company Standard by upgrading a guardsman to a Watchmaster and taking it as wargear. He

could also be given the Regimental Standard in the same way (which might be thought of a special honour for the platoon).

The Company Command Platoon can take them in the same way, or take the Regimental Standard with the ensign, so technically this squad could take both standards.

**5. For the Earthshaker artillery, does the indirect fire option cost +25 pts as with a Basilisk?**

Yes, this is included in the options.

**6. What happens if a heavy mortar's Infernus shells, fired in the first turn, force an enemy unit to fall back off the table?**

The enemy unit should not leave the table; just fall back to the edge as far as they can. Otherwise an army with twelve heavy mortars could force an enemy army off the table in the first turn (not much of a game). The Infernus shell doesn't affect units that do not usually have to fall back, so vehicles and fearless units would be unaffected.

**7. How many points does a heavy mortar's special ammunition cost?**

The points are given on page 136, but have been omitted from page 115. They are: Siege Shells +10 pts, Smoke Shells +5 pts, Illum Shells + 5 pts, Infernus Shells +20 pts.

**8. How many points do the heavy mortars cost, it is given as 45 pts on page 115 and 50 pts on page 136?**

They are both right. If you are playing a Codex: Imperial Guard force then they cost 45 pts. For a Death Korps siege regiment they cost 50 pts.

**9. How many heavy mortars are in a battery? On page 115 it says 1-3, on page 136 it says 1-4.**

Both are correct, see the answer above. The Death Korps of Krieg utilise more artillery, hence the increase in battery size.

**10. The siege regiment list contains additional rules for artillery crew, which apply to heavy mortars and quad launchers. Should these also be used with Codex: Imperial Guard?**

Yes, these were a late addition to the book, and should also be used with standard Imperial Guard armies.

**11. Does the Iron Disciple doctrine apply to Death Korps of Krieg artillery crews?**

Yes.

**12. Do Death Korps of Krieg artillery crew benefit from the hardened fighters doctrine's +1 WS?**

Yes, it is included in their stat line hence the greater points cost.

**13. Has the plasma gun option been missed from the Grenadier Squads options by mistake?**

No, it was deliberately left out as grenadier squads are equipped for bunker busting, which isn't the plasma gun's role.

**14. Can Commissars be attached to Death Rider command squads?**

Yes they can though they must take a Death Rider Mount for 10 pts

**15. Can a Death Rider Command Squad take heavy weapons like a Command HQ?**

No, you can't fire heavy weapons from horseback and they couldn't keep up on foot!

**16. If I take an Earthshaker or Medusa Heavy Artillery Carriage for an Imperial Guard army, do they count as Heavy Support choices? Page 119 does not mention what unit type they are.**

They are both a Heavy Support choice for an Imperial Guard army.

**17. The Ryza Vanquisher turret has a co-axial Heavy Stubber rather than a co-axial Stormbolter. This is not mentioned in the rules.**

No, it will be included in Imperial Armour volume 6.

**18. Demo-charges are described on page 131, but have no points value in the armoury list?**

These are the rules for those squads that can take them. They are not available as wargear for characters.

**19. Why are the heavy weapon squads taken in a Company Command platoon more points than in Codex: Imperial Guard?**

The Death Korps of Krieg infantry cost more points than standard guardsmen.

**20. Why can't a Death Korps of Krieg Grenadier squad take a Chimera as a transport vehicle?**

We removed all Chimeras from the siege list because they are footsloggers army, fighting static battles rather than mechanised warfare.

**21. Can a Gorgon transport more than one squad? Generally transports are only allowed one squad per vehicle?**

Yes, as a super-heavy transport it can carry more than one squad. This applies to other super-heavy transports too, like the Thunderhawk Gunship, Vampire Raider etc.

## RENEGADES AND HERETICS

**1. The psychic powers D6 roll(s) for the Renegade Psykers, are they determined at the beginning of each game, lasting for that game, or are they determined each turn?**

Roll at the start of the game.

**2. In the beginning it states that a Psyker may be attached to a Platoon Command squad. Is this the same as a Militia Command squad on page 162?**

Yes.

**3. Are no upgrades available for Sentinels? They only have weapon options listed.**

They should have the standard weapon options listed in Codex: Imperial Guard.

**4. On page 158, the points cost of a Sentinel squadron in a Company Command platoon is given as 95 pts. Is this correct?**

This is a mistake. Use the points cost given for the Sentinel squadron listed in Fast Attack.

**5. Are Quad Launchers and Heavy Mortars available to the Renegades and Heretics army list?**

No. We are trying to keep the two opposing army list different. As both are variant Imperial Guard lists it would be a bit dull if they used all the same equipment.

**6. Can you clarify how the artillery strike rules are supposed to work?**

First you must wait until the artillery strike is available from reserve. When it is, you choose a point visible to one of your models with a vox-caster. This can be an enemy model or just a point on the table. Roll to hit using the scatter dice. An artillery strike will always deviate either by a D6 (on a hit) or by a D6x2 (on an arrow). Place the appropriate template and work out damage as normal. The fire will

then continue to be aimed at the original target point in each Shooting phase for the rest of the game.

**7. Do you roll a D6 for an Ogryn Berserker squad's attack, or for each Ogryn?**

Roll for each Ogryn individually.

**8. How do minefields work in the following situation? An enemy unit moves over the minefield in the first turn and finish their movement outside the minefield area. When do I determine if the minefield is real and when do I roll for damage, given that I haven't had a Shooting phase yet?**

If the enemy took the first turn and cleared the minefield then they are safe from it. This is the risk you take when placing minefields very close to the enemy deployment zone.

**9. Do troops that remain stationary in minefields still roll for damage?**

No, only units that move should roll for damage.