

IMPERIAL ARMOUR VOLUME 1

QUESTIONS AND ANSWERS

What is the transport capacity of a Valkyrie?

It is a flying Chimera, so it's capacity is 12 models. Like the Chimera it can only transport the unit it is bought for along with any Independent characters that join with the unit.

How many Cyclops and Tarantulas can a Valkyrie carry?

A Valkyrie can carry a single Cyclops or Tarantula sentry gun.

Tarantulas and Cyclops can be transported in Valkyries, but it doesn't give the transport option in the rules.

This is an omission from pages 154 and 197. A Valkyrie is a transport option for a Cyclops and a Tarantula. It is included in the army list. Remember a Valkyrie must then take fuel tanks for its heavy lift role.

Is the Valkyrie a Heavy Support choice?

No, it is a transport option for Storm Trooper squads, Inquisitorial Storm Troopers, an Inquisitor Lord and retinue and infantry units in Imperial Guard Drop Troop armies. This was an omission from page 248.

The rules for the Valkyrie say it is an Orbital Lander. What is this?

The Orbital Lander rules were missed from the Flyer appendix. They basically allow aircraft to land troops on the tabletop. They are reproduced, with some clarification, here.

Orbital Landers: If a flyer is an Orbital Lander then it will fly down from orbit (or the sky) to land on the battlefield. When the flyer arrives from reserve it makes an attack run just like any other flyer. However, rather than firing its weapons it is allowed to land on the table (or hover low). If it chooses to land troops it may not shoot.

The passengers may disembark in the opponents turn, place them within 2" of the access points. The flyer may now complete its attack run, taking off again and leaving the table in same manner as if it were completing an attack runner (ie, it flies off the table in a straight line).

If new passengers wish to embark the flyer must land (or hover low) through its sides next turn. New passengers must move to the flyer and embark using the normal rules. Whilst landed a flyer cannot move, but may shoot weapons like a normal vehicle. A flyer may not fire rockets or drop bombs whilst landed! If the flyer is fired upon whilst landed then the enemy roll to hit as normal, they do not need to roll 6's to hit.

A landed flier may take off again in any enemy turn, after the enemy has had their shooting phase. It takes off and leaves the table in the same manner as completing an attack run.

Example.

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemies turn. After the enemies movement phase the Valkyrie moves to the point it wishes to drop the Storm Troopers off. In the enemy shooting phase they can target the Valkyrie, requiring 6's to hit, adding 12" to the range and only scoring glancing hits. After this the Valkyrie drops off its troops, who are placed within 2" of the access points. It then flies straight off the board. It may return next turn on a 2+ roll as per the flyer rules.

How does the Valkyrie's VTOL hover mode work? Can I fly onto the board in my opponent's turn, only being targeted as a flyer, open fire, then use VTOL to remain on the table. Then in my turn I can fire again in the shooting phase and exit the board before my opponent ever gets to fire at the Valkyrie using his BS. This does not seem right!

That is because it is not right! If you wish to engage VTOL mode you should declare it at the end of your move, before your opponent fires. So, in the above example, he would fire using his normal BS. The Valkyrie (or Vulture for that matter) could then return fire, and fire again in your turn before leaving the table.

Example 2.

A Valkyrie transporting a Storm Trooper squad arrives from reserve. It is placed on the edge of the board until the enemies turn. After the enemy movement phase the Valkyrie moves to the point it wishes to drop its troops off and declares it is activating its VTOL Hover mode. In the enemy shooting phase they can target the Valkyrie, using their normal BS, adding 12" to the range and only glancing. After the shooting, but before the assault phase the Valkyrie deploys its troops, who are placed within 2" of the access points. The Valkyrie then remains on the board, and can fire in its own shooting phase before de-activating VTOL mode and leaving the board at the end of its turn. The troops can move normally in their turn. The Valkyrie cannot return next turn.

Do I have to enter VTOL mode to disembark troops?

No, you can drop off troops and the Valkyrie can then exit the table as a flyer.

There are many ways listed for disembarking troops, how do these work?

They all work in the same way, just like disembarking from normal vehicles. Whether you jump, fast rope or rappel, it is all just disembarking from a vehicle for the purposes of the rules.

In VTOL hover mode the Valkyrie treated as a fast skimmer, so can it move 24"?

Nowhere does it say the Valkyrie is a fast skimmer! In VTOL mode the vehicle must remain stationary, although it can turn on the spot to bring weapons to bear. It is only fired at as if it is a skimmer.

The Vulture is listed in the Armoured Battlegroup army, but what troop type is it if I want to take one with my Codex Imperial Guard army?

This is an omission from page 254. A single Vulture is a Heavy Support choice for an Imperial Guard army.

For the Vulture Gunship, it may be equipped with 2 pairs of multi-rocket pods, 2 on hardpoint 1, and 2 on hardpoint 2. These pods are listed as R24, S4, AP6, Hvy2, blast. It never states 'twin-linked' so with the listed configuration, one could fire and get 8 blast markers if all hits were successful. Assuming that is correct, how would you work out the blast markers: each pod in sequence, all at once, or as a barrage?
8 Rockets is correct. Work out each pod in sequence, as they are separate weapons.

For aircraft rockets and missiles such as Hunter-killers and Hellstrikes, can the aircraft fire all of them like bombs or only one at a time?

You can fire as many Hellstrikes or Hunter killer missiles as you like in a turn.

If I take General Grizmund as a HQ choice for an Armoured Battlegroup, can I also take my 1 Company Command tank in addition to Grizmund?

No, Grizmund is the Company Command Tank. Same for Obadiah Schfeer.

Can I use Imperial Armour vehicles in Tournaments?

A common question, but the answer is really up to the organiser of the tournament. They are responsible for the tournament, so they must decide if players can use IA vehicle and aircraft as part of the tournament restrictions.

Can the crew of a Vanquisher take both the battle honours from the 40K rulebook (as stated on page 46) and the Ace Crew skills on page 257? Or must they select either the battle honours or the ace crew?

They can take both.

Can the commanders of the tank crews, such as the Company Commander Tank select wargear or only when it specifically states they have access to the armoury?

Only if it says he can take equipment from the armoury. I just can't see tank crew carrying power fists and melta-bombs.

With the Vehicle rules, there seems to be a similarity between Mass Points and Structure Points. We have been treating Mass Points the same as Structure Points when dealing with Titan-killer weapons. Are we handling this properly?

Structure points are dealt with differently to Mass Points. The rules for mass points are part of the 'Tyranid Monstrosities – A guide to spawning' article from White Dwarf 255 which was reproduced in Chapter Approved 2002. As they are difficult to find, I have reproduced them here.

Large creatures, which are the equivalent size of war machines, are referred to as Gargantuan creatures to distinguish them from Monstrous Creatures. To represent their

immense bulk, Gargantuan creatures have Mass points. Mass points serve a similar purpose to War Machine's structure points.

When a Gargantuan creature is attacked, the weapon used may not be capable of inflicting serious damage to such a large creature. A Gargantuan Creature's mass points must be reduced to zero before any normal wounds can be lost. Mass points are lost by inflicting serious wounds. Each serious wound inflicts Mass point of damage. A Titan-killer weapon inflicts D3 mass points damage.

The severity of a wound is only considered after a successful Wound roll is made and a saving throw (if any) attempted. Ordnance, massive or mega-weapons with strength equal to or greater than the creature's toughness will always inflict serious wounds. Other weapons with Strength equal to or greater than the creature's toughness will inflict serious wounds on a 4+. In all other circumstances the wound is serious on a 6. This is summarized on the Wound Severity table below.

WOUND SEVERITY TABLE

	Ordnance, Massive or Mega-weapon	Other Weapon
Attack's strength is equal to or greater than target's toughness	Always a serious wound	Serious wound on a 4+
Attack's strength is less than target's toughness	Serious wound on a 6	Serious wound on a 6

Once a Gargantuan creature has no Mass points remaining it starts to take wounds as normal.

Example: A Barbed Hierodule is hit by a battle cannon shot. It successfully wounds the Hierodule, which fails its armour save. The battle cannon has a strength of 8, which is also the Hierodules Toughness. As the attacker's Strength is equal to the defender's Toughness and the battle cannon is ordnance, it automatically causes a serious wound. The Hierodule loses one of its two mass points.

There is no Crew Escape Mechanisms in the Armoured Battlegroup list, is this an omission?

No, the Crew Escape Mechanism is no more. The stat lines for the crews have been left in, but are redundant without it. As a house rule I use the following for all vehicles:

If a vehicle is destroyed roll a dice for each crewmember, on a 6 they escape the vehicle's destruction. Place an appropriate model within 2" of the wreck. These crew count as a unit below half strength, they cannot claim table quarters or objectives and are worth 5 victory pts each if killed. The destroyed vehicle still counts for full victory pts.

Slick Loader doubles the effectiveness of ordnance weapons, for 20 pts, is this right?

Read the rules carefully, it says you can use the skill once per game. Once the skill has been used it is lost until the next battle.

Can I fire all 4 Manticore missiles in one turn?

No, 1 shot a turn like other weapons.

Can a Cyclops claim an objective/table quarter?

No it cannot.

Can a Cyclops operator claim an objective/table quarter on his own?

No he cannot.

Is the operator an independent character?

Yes.

Does the operator have to make an 'all on his own' test every turn?

No.

If not, does he have to make an 'all on his own' test after the Cyclops is detonated or destroyed?

No.

In the rules, it says 'Chimeras that carry Cyclops are specially fitted with the remote control mechanism'. Does this mean the Chimera replaces the operator?

Yes. Don't take an operator, the Chimera fulfils his role.

If a Valkyrie transports a Cyclops, how do you measure the 48" control radius?

If a Cyclops is in being transport by a Valkyrie then it needs to take an operator who also deploys from the Valkyrie and controls the Cyclops

How do you gain victory points for the Cyclops? If it is detonated, if it is destroyed by enemy fire, if the handler is killed or survives.

If the Cyclops denotes it is not worth any VP's, but if it is destroyed by enemy fire it is. If the operator is killed he is worth VP's. If the operator or Cyclops survives the unit is worth half VP's. You only get full VP's if you destroy the Cyclops with fire and kill the operator.

Can the Cyclops move within 1" of another model even though it is not assaulting? i.e. when the player wishes to detonate the Cyclops?

Yes, otherwise it wouldn't be very effective at it's job.

As far as I can tell the titan-killer weapon just acts like a normal ordnance weapon when it hits a tank or monstrous creature. This means a creature with a toughness of 6 and two wounds will survive a volcano cannon hit, only taking 1 wound. A similar thing happens when you hit a normal tank. What is the actual rules for hitting a toughness 6 creature or standard vehicle with a titan killer weapon?

As they stand, the rules for Titan-Killer weapons do no extra damage to creatures with multiple wound or standard vehicles. This keeps things simple, but means a Carnifex will survive a Volcano cannon hit better than a Titan! As a house -rule try this;

Wounds from Titan-killer weapon cause 'Instant Death', regardless of toughness, number of wounds etc.

Why can't Armoured Battlegroups take a Techpriest Enginseer to fix their vehicles?

I did want to include the Enginseer but at the time of writing there was no Enginseer models available. Now the Imperial Guard codex includes the Enginseer I suggest those players who wish to include one use the following:

If you take an Atlas as a HQ choice then you may also take 0-1 Techpriest Enginseer as an Elite choice. Use the same unit entry, options, special rules etc as the entry in the Imperial Guard codex.

Does the Armoured Battlegroup army list replace the Armoured Company army list in Chapter Approved 2002?

No it does not replace the Armoured Company list. This is just an alternative list for players with large collection of Forge World models, who could not use them with the Armoured Company list.