

**IMPERIAL ARMOUR APOCALYPSE
Q AND A**

TAU

1. The Remora is listed as having 3 Structure points. Is this right?

No, it has 0 structure points.

2. The DX-6 Remora and TX-42 Piranha have a squad size of 1. Is this correct?

Yes, they aren't common vehicles. For 40K they have different unit sizes listed.

3. The Tiger Shark AX-1-0 has a Strength 10 listed on a Destroyer weapon.

This should be D.

4. Why can't the technical drone use its special rule listed for the Drone perimeter defence team all the time?

This is a special bonus for taking the formation. The technical drone has many different functions, and can be used to represent many different things within an army.

5. How does the disruption pod on the Tiger Shark and AX-1-0 variant work?

It doesn't, ignore this entry, as it serves no purpose.

6. My Orca can carry 24 infantry sitting, 24 infantry standing, 8 drones and 1 Ethereal. This is a total of 57 not the 55 listed.

The detail of actual capacity and restrictions on Tau transports are quiet complex. They were simplified for these rules.

7. How do squads disembark from an Orca? It only has 1 access point.

This is a problem, as it will take most of a game to disembark from the Orca. Up to 3 squads can leave the Orca's large rear door in a turn.

8. What does the BS (2)4 mean on the Manta?

The BS (2) is only used for the drone controlled burst cannons. Every other weapon uses BS4.

9. How does the Manta's twin-linked ordnance work?

For the standard round uses its BS to hit, with a re-roll for being twin-linked. For sub-munitions you can re-roll your ordnance to hit dice and the scatter dice. This also applies to the AX-1-0.

10. How does the Remora's stealth field generator work with its additional 12" for being a flyer?

First roll to see if the Remora is in spotting distance. This is not modified by the 12" extra range rule. Then see if the spotter's weapon(s) are in range, this time add 12" to the range.

11. Is the transport capacity of the Manta's upper deck correct at 48?

Yes it is. It has been modified because some of the spaces are only for drones. These can't be included in the simplified version because otherwise they could be used for any infantry. Drone attached to character via drone controllers don't count towards the limit.

FORCES OF THE IMPERIUM

1. Concerning Hunter-Killer missiles. Is the range of all standard HK missiles 72" as opposed to unlimited range, perhaps due to the larger Apocalypse battlefields?

You are confusing Hunter-Killers (carried by vehicles) with Hellstrikes (carried by aircraft). Hunter-Killers have unlimited range, Hellstrikes have 72", they are different weapons.

2. The Hellstrike missiles is listed as ordnance. Does this mean that they may now only fire that one missile at the cost of all its other weapons?

As an ordnance weapon a Hellstrike is fired instead of other weapons. It may fire as many missiles as you like though.

3. Lightning aircraft have not been given the interceptor special rule. Is that a mistake?

No, the Thunderbolt isn't an interceptor either, although some of its weapons are AA mounted. This does not apply to the Lightning. Only the Nightwing is an interceptor, to give it an edge in aerial combat.

4. The Marauder Destroyer has no structure points listed.

It should have 3 Structure points.

5. Do Inquisitors and Inquisitor Lords lose the ability to have a Valkyrie as a transport option?

No, they can still ride in a Valkyrie.

IMPERIAL GUARD

1. Does the new profile for Multiple Rocket Pods (as on the Valkyrie and Vulture) change the profile for the Rocket Pod on a Support Sentinel?

The Support Sentinel in IA3 should use the new multiple rocket pods stat line.

2. The Stormsword has a Hellhammer cannon but with a different template size. Is it because the name is wrong or because it is a bigger version of the Hellhammer cannon?

It a bigger version of the same gun.

3. Why would I pay 25 points to be forced to deploy every Death Riders within 12” of the command squad in a Death Rider company ?

Despite the lack of special rule this is still a perfectly viable unit even with the 25pts addition. As a Battle Formation the entire unit can turn up from Strategic Reserve, counting as one unit, so there is still some advantage to the formation over individual units.

4. How do the Macharius ‘Vanquisher’s’ AP rounds work?

The Macharius ‘Vanquisher’ can opt to fire its normal round or an AP round – in which case the AP round uses the crew’s BS to hit (with a re-roll for twin-linked). It loses its blast marker, but rolls 2D6+8 for armour penetration, adding the dice results together.

5. The Malcador has a special movement rule, but the main rules halve movement rather than losing a D6. How does this work?

Instead of losing half its movement roll a D6 instead.

6. There are no options for changing the Gorgon’s sponson weapons. Where are these rules?

This is an omission. The Gorgon should have the option to change its Gorgon mortars for four heavy bolters at +60 pts, four heavy flamers at +60 pts or four heavy stubbers at +30 pts.

7. Is the command upgrade for the Shadowsword, Stormblade and Stormsword free?

No, it costs +25 pts to upgrade to a command tank.

SPACE MARINES

1. A command squad is one of the options in the Strike Eagle drop pod formation, however a command squad has a minimum size of 5 models and can only be taken as a retinue/bodyguard for an attached character, making a command squad total 6 models minimum. How then can a Forge World drop pod with a transport capacity of 5 contain a command squad and character?

The squad size can be dropped to 1 Sergeant + 3 Space Marines, but only if they are deploying from a drop pod.

TYRANIDS

1. In IA4 the meiotic spore has the special rule of rolling 2d6+5 to penetrate vehicle armour. This rule appears to be no longer in effect and now is just a strength 5, 5" blast. Was this intentional?

No, they should roll 2D6 + 5 for armour penetration.

2. Also is it still possible to use the aerial attack special rule with Meiotic Spores?

The Meiotic spores were complex rules, and for speed of play they have been cut down for Apocalypse. For clarity stick with the standard rules.

3. Originally, when the Trygon used Deep Strike to enter the board and it scattered into a unit, the Trygon displaced the unit and was counted as Assaulting. Under the new rules it appears it no longer has this ability. Does that now mean that if the Trygon scatters into a unit, it would now be destroyed?

The standard rules say yes. This means the Trygon is a gargantuan creature than could be automatically destroyed by a gretchin mob, which doesn't seem right. Conversely, the Trygon could be used to directly target super heavy vehicles to get straight into an assault without any risk to itself. The original Trygon rules in AI volume 4 seem to offer the best solution. The Trygon counts as assaulting against normal units, but is destroyed by other gargantuan creatures and super-heavy vehicles.

ORKS

1. The Big Squiggoth, Gun Wagon, 'Krusha' Battlewagon and 'Dethrolla' Battle Fortress have their Kannon shell ammunition listed as strength 9. Is this right?

No, a Kannon's shells should be strength 8.

2. The Ork turbo-booster is listed as an option, but no longer appears in the Ork codex. What are the rules?

Ignore this option, no Ork vehicle can take the turbo-booster any longer.

ELDAR

1. Should the Vampire Raider have the Hover mode rule?

Yes, it should have the Hover mode.

2. Is the Firestorm's scatter laser an AA weapon?

Yes, it does say this in the Weapons and Equipment list.

CHAOS

1. Zarakynal has lost her invulnerable save and her stat line is very different from IA Update 2006, is this a mistake?

Yes, her stat line is wrong. She should have Toughness 8, Initiative 8, Attacks 6 and an armour save that is -/4+ (ie 4+ invulnerable).