



CODEX: IMPERIAL GUARD FAQ

Errata

Page 55 – Deathstrike Missile Launcher

Wargear: Deathstrike Missile. The Range on the Deathstrike Missile should be 12"-Unlimited

The fifth sentence of the asterisked note should read:

"Note that as the blast does not have a 'centre of blast', its full strength of 10 is used for armour penetration."

(a comma has been added and the word 'and' has been deleted.)

Page 56 – Valkyrie Assault Carrier

Transport. The text should read:

Valkyries and Vendettas have a transport capacity of twelve models. They cannot carry Ogrins.

Access Points. The text should read:

Valkyries and Vendettas have one access point on each side of the hull and one at the rear.

Grav Chute Insertion. The first sentence should be changed to read:

If a Valkyrie or a Vendetta moved flat out, passengers may still disembark, but they must do so as follows.

Page 97 – Army List, Infantry Squad

Seventh bullet point, 1st sentence should read:

Two other Guardsmen may form a Heavy Weapons Team armed with one of the following:

Page 98 – Army List, Veteran Squad

Fifth bullet point, 1st sentence should read:

Replace two other Veterans with a Veteran Weapons Team armed with one of the following:

FAQs

Q. Can an Imperial Guard officer issue orders during his opponent's turn?

A. No. You may only issue orders during the Shooting phase of your own turn.

Q. If you take two Astropaths or two Officers of the Fleet, do their +1/-1 to reserve rolls stack?

A. No. The advantage of having multiples of these Regimental Advisors is that you can still gain the benefit of the Telepathic Relay/Intercept Reserves rules should one Astropath/Officer of the Fleet be killed. The confusion created by having so many advisors simultaneously vying for a Commander's attention negates any potential benefit.

Q. Are hotshot lasguns considered lasguns for 'First Rank Fire, Second Rank Fire'?

A. No. Whilst lasguns are robust weapons ideally suited for firing continuous volleys, hotshot lasguns cannot sustain such a high rate of fire.

Q. Do Hellstrike Missiles use the large blast template or are they non-blast ordnance?

A. They are non-blast ordnance weapons.

Q. Chenkov allows you to remove a Conscript Squad. What happens to any independent characters that were attached to that squad?

A. They are lost. As Chenkov's 'Send in the Next Wave' rule states that you remove the unit, and as independent characters attached to units are part of it when the rule is used, they are removed as well. The rule also states that the new unit arrives with as many models as its full-strength predecessor. As independent characters aren't part of the unit when was purchased (they join it later) they don't count and will therefore be lost. Chenkov's officers are as disposable as his men...

Q. If you have a Master of Ordnance and a Heavy Weapons Team with a mortar in the same unit, does the multiple barrage rule take precedence or does the Master of Ordnance's special scatter rule over-rule this?

A. The Master of Ordnance's special scatter rule takes precedence and the two fire independently of each other (but both must still fire at the same target). Clearly using the mortar to range find for Basilisks dozens of miles behind the frontlines is silly – that's what the Master of Ordnance is suppose to be doing.

Q. Can Platoon Commanders give orders to Company Commanders?

A. It may seem a bit odd at first, but yes. This represents the junior officer advising his superior, beckoning him to move to a better vantage point or else warning him of an imminent barrage... Whatever the reason, the 'order' will certainly be prefaced with 'Sir, begging your pardon but...'

Q. If a Company Command Squad issues an order to itself, can it issue a further order that turn?

A. Not unless you roll Inspired Tactics. A squad that has enacted upon an order cannot act further during that Shooting phase unless you rolled Inspired Tactics, in which case the Officer would be able to immediately issue one more order for free. Note though that the Command Squad itself would not be able to issue this 'free' order to itself as it will have already shot or ran during that Shooting phase and couldn't do so again.

Q. If you roll an Incompetent Command result, can Sergeant Bastonne still issue an order as he isn't technically an officer?

A. Though he is technically a non-commissioned officer, the Orders rule on p29 defines anyone who can issue an order as an 'officer' for the purposes of issuing Orders. Therefore if an Incompetent Command result is rolled, Bastonne misses out on his chance to issue an order. It's called Incompetent Command for a reason...

Q. How does 'First Rank Fire, Second Rank Fire' interact with Penal Legionnaires with the Gunslingers ability?

A. Penal Legionnaires with the Gunslingers ability who are then ordered to 'First Rank Fire! Second Rank Fire!' get to fire three shots if the target is up to 12" away. There is no bonus if they are more than 12" – the Legionnaires are good, but not that good.

Q. How do you treat the Valkyrie base for gaming? Due to its height it seems that it is impossible for a Valkyrie to contest an objective, or for troops to disembark/embark normally.

A. Follow the rules in Measuring Distances in the Skimmers section in the Warhammer 40,000 rulebook with the following exception: For the purposes of contesting objectives and embarking/disembarking from a Valkyrie or Vendetta, measure to and from the model's base. For example, models wishing to embark within a Valkyrie can do so if at the end of their movement, all models within the unit are within 2" of the Valkyrie's base.

WITCH HUNTERS, DAEMONHUNTERS AND THE IMPERIAL GUARD

Q. Can orders be issued to allied Witch Hunter and/or Daemonhunter units?

A. No, orders can only be issued to non-vehicle units from Codex: Imperial Guard. I think Sisters of Battle, Grey Knights and in particular Inquisitors would have some serious objections with a lowly Imperial Guardsman telling them what to do!

Q. As the units in Codex: Imperial Guard have changed, can we have a clarification of which units you are allowed to induct into a Witch Hunters and/or Daemonhunters army? In particular, can we include the special characters that replace the Platoon Commanders?

A. You may include any of the inducted units from Codex: Imperial Guard that are listed in the 'By the authority of the immortal Emperor of Mankind...' rule with the exception of Armoured Fist Squads – these no longer exist as a separate unit entry. Note however that all Imperial Guard Infantry Squads can now take a Chimera transport if they so choose. You may include any of the normal options from these units allowed in Codex: Imperial Guard so yes, you may include special characters that replace Platoon Commanders. Inducted Sentinel Squadrons can be either Armoured Sentinel Squadrons or Scout Sentinel Squadrons. Also note that as the list states you are limited to 0-1 Leman Russ Battle Tank you may not include any other types of Leman Russ such as the Demolisher, Executioner etc.

Q. Can allied models in terminator armour, such as Grey Knight Terminators, embark in Valkyries/Vendettas?

A. No. The Valkyrie cannot transport Ogryns or models of a similar size (such as Terminators).

AUGUST 24TH 2009

The questions answered in our FAQs have been gathered from many sources. Some have been submitted by members of the public, others by representatives of the online gaming community and more still are the result of face to face meetings with keen and inquisitive players at a myriad of gaming events. We are always happy to consider more questions, and aim to update these FAQs as frequently as is practical. See the [?Contact Us](#), page of the Games Workshop website for the address to which you can send your questions. Thanks to all those who have done so already!