



# CODEX: IMPERIAL GUARD FAQ

## Errata

Page 36, Vox Caster, second paragraph.

The first sentence should read:

If a Command Squad has a vox-caster, [...].

Page 50, Special Rules.

Ursarkar Creed is an Officer, and so should have the 'Leadership' Special rule (see page 39).

The last sentence of Kell's Entry states that he has the Command special rule. That should be changed to the 'Leadership' special rule.

Page 56 – Jungle Fighters.

The first bullet point should be deleted, as visibility through woods is now determined by true line of sight. All other bonuses remain unchanged.

Page 63, Imperial Guard Summary.

The profile of the Platoon Commander should be deleted.

The profile of the Priest is wrong – he should be WS and BS 3 rather than 4.

The profile of the Hellhound is wrong – it should have Front Armour 12 rather than 13.

The sniper rifle should have the sniper additional weapon characteristic.

The meltagun and multi-melta should have the melta additional weapon characteristic.

The plasma gun, plasma pistol and plasma cannon should have the gets hot! additional weapon characteristic.

## FAQs

### Imperial Guard Armoury

*Q. Does the Honorifica Imperialis effect a model's special rules or equipment? What effect does it have on a model with a better profile than a Heroic Senior Officer?*

**A.** When a model has the Honorifica Imperialis it adopts the new profile entirely but saves, equipment and special rules are unaffected. A Techpriest Engineeer would still have his power armour, for example. This does mean there is no point in giving the Honorifica to a model with superior capabilities.

*Q. Does the cost of an Engineeer's servitors count against his Wargear limit of 50 points?*

**A.** No.

*Q. Is it possible to take more than one improved comms in the army? If so, what effect does this have?*

**A.** Yes, but remember that you may never re-roll a dice more than once; so you may use multiple improved comms to re-roll more than one failed reserve roll but it has no additional effect on preliminary bombardment. Improved comms vehicles confer this benefit even if they are still in reserve.

*Q. Can Inducted Imperial Guard in a Daemonhunters army select from the Imperial Guard armoury?*

**A.** Yes they can, with all the implicit restrictions.

*Q. A Priest with a holy relic may only reveal it provided he "does not move on the turn it is shown." However, the Priest's 'Righteous Fury' rule says that he: "always count[s] as moving even if stationary". How does this work?*

**A.** The best solution is to say that for this purpose 'move' covers actually moving the figure with the holy relic or the unit it is with during the Movement phase.

## Imperial Guard Army List

**Q.** *The rules for Advisors on p40, use terms like 'Command HQ', 'Command Section' and 'Platoon HQ'. However, these terms do not appear in the army list, so what do they refer to?*

**A.** Command HQ means Command Squad from the HQ choices, and Platoon HQ means Command Squad from the Troops choices.

**Q.** *How do Command Squads surrender Victory Points to the opponent?*

**A.** The base cost of the unit plus any weapons and wargear taken by the Officer are attributed to the Officer.

If the Officer is wounded, 1/2 of these points are awarded to the opponent. If the Officer is killed, falling back or off-table then all of these points are awarded.

The points cost of any other weapon or upgrade plus the cost of any attached Advisors are attributed to the unit. If the unit (not counting the Officer) is reduced below 50% starting strength then half of these points are awarded to the opponent. If the unit (not counting the Officer) is wiped out, falling back or off-table then all of these points are awarded.

**Q.** *Does the Commissar's Leadership bonus apply to the 'Leadership' special rule if he is placed with the Command HQ?*

**A.** Yes, he focuses the Officers mind nicely.

**Q.** *Can special rules such as the Commissar's Leadership bonus, the Iron Discipline doctrine or trademark items be conveyed down a Vox link?*

**A.** No.

**Q.** *Does a unit with a Commissar use his Ld10 for Leadership tests even if he hasn't executed an Officer or Sergeant in the unit?*

**A.** His Ld value is not used. However, if the Commissar executes the Officer or Sergeant (via the "Summary Execution" special rule), or the Officer is otherwise killed, he then takes command and the unit uses his Ld while he lives.

**Q.** *If a Commissar uses Summary Execution to prevent a unit from falling back out of combat, is the unit then subject to 'No Retreat!' wounds if they are outnumbered?*

**A.** Yes, as normal.

**Q.** *Do Sanctioned Psykers roll for their psychic ability before or after being assigned to their unit via the "Advisors" rule?*

**A.** Before assigning them to their unit.

**Q.** *Which Imperial Guard psychic powers are psychic shooting attacks?*

**A.** Lightning Arc.

**Q.** *If a platoon has five full strength squads can it still take a (sixth) remnant squad?*

**A.** No, the remnant squad still counts as one of the five Infantry Squads allowed in the Platoon.

**Q.** *How do the lasguns on a Chimera function?*

**A.** Each lasgun is a separate Fire Point and a passenger may fire through it, except that it will of course fire a lasgun rather than whatever weapon it is equipped with.

**Q.** *How does a heavy weapon crew mounted on a single base work in the game?*

**A.** Heavy weapon crews are supplied with a large base to contain both crewmen and the weapon for convenience of movement. Treat them as two separate models, imagining a 25mm round base underneath each Guardsman when this is required. If the loader is killed, place a dice or other suitable marker onto the base next to it. If the gunner is killed, the loader will take his place, assume that the loader has been killed instead.

**Q.** *Are both members of a heavy weapon crew required to fire the heavy weapon?*

**A.** Only the gunner is required to fire the weapon. The loader is allowed to fire another weapon as normally (this usually is a lasgun).

**Q.** *Can Rough Riders use their hunting lances if they're charged?*

**A.** If they are charged, they may use the hunting lance, so long as they haven't yet used it. In this case, they will not get the Strength or Initiative bonus, but the lances will count as power weapons.

**Q.** *Do Rough Rider Lances last through the whole first combat they fight in a game, or just the first turn of the first combat they fight?*

**A.** Just the first turn of the first combat they fight in.

## Special Characters

*Q. What exactly is a "Cadian" army for the purposes of being allowed to take Ursarkar Creed?*

A. An army using the Cadian Shock Troops doctrines listed on page 58 of the Codex *and* using Cadian Shock troops models, or any Imperial Guard army that doesn't use any doctrines *and* uses Cadian Shock troops models.

*Q. As Colonel-Commissar Gaunt has Fearless and passes the ability onto his squad, what effect does his trademark item have?*

A. Its only effect is to make his squad take a Morale check when he dies.

*Q. What exactly are "Tanith Imperial Guard models" for the purposes of Ibram Gaunt's "Front-Liner" special rule?*

A. Any Guardsman, Sergeant, Veteran Sergeant or Officer model in a Guard Infantry unit that is taken in an army using the Tanith First & Only doctrines listed on page 59 of the Codex, or from any Imperial Guard army that doesn't use any doctrines.

*Q. Do Last Chancers sub-units count as scoring units for the purposes of claiming objectives?*

A. As long as more than 8 models are selected, the Last Chancers count as Troops as well as HQ and therefore count as scoring units.

*Q. If you field an all 'Last Chancer' army with Col Schaeffer as its HQ, do you have to include a Command Platoon?*

A. No, Schaeffer counts as a HQ choice.

## Regimental Doctrines

*Q. Are you required to spend a doctrine point to be able to take Storm Troopers and then an additional doctrine point for Grenadiers?*

A. No just the one, Storm Troopers are Imperial troops assigned to a regiment in the field. Grenadiers are elite members of the same regiment.

*Q. If you choose to play one of the listed regiments in the Codex, do you get all the listed doctrine abilities, even if there are more than five?*

A. Yes. Some regiments of the Imperial Guard have lengthy military traditions and have developed more doctrines as a result.

*Q. What effect does attaching an independent Commissar to a unit?*

A. He adds one to the commander's Leadership and will execute him if a Morale test is failed.

*Q. Do you purchase the Hardened Fighters doctrine for each squad or for each Platoon?*

A. For each squad.

*Q. If a squad has the Warrior Weapons doctrine, can you first upgrade some lasguns to special or heavy weapons as described in the list entry?*

A. Yes you can, then the remainder of lasguns are upgraded to a laspistol and close combat weapon.

*Q. If you use regimental doctrines and don't select having Sanctioned Psykers, can you still upgrade a Penal Legionnaire under Schaeffer to become a Psyker?*

A. Yes.

*Q. With the Sharpshooters doctrine it says "Any Guard Infantry model with a BS of 3 may make a single re-roll of a shooting to hit roll of 1." Is that a single dice roll per game, per turn or something else entirely?*

A. The reference to a single re-roll means that a dice cannot be re-rolled more than once. There is no limit to the amount of dice you can re-roll, so long as none are re-rolled more than once. If you rapid fire you may re-roll any and all 1s.

*Q. If you buy Light Infantry for the two squads in a Platoon, but not for the Command Squad, how are they deployed?*

A. The Command squad is deployed normally and the upgraded squads may infiltrate separately.

Thanks to Jon 'yakface' Regul and his FAQ ruling council