

## **Chapter Approved – Codex: Armageddon Q&A (v2.0)**

### **Speed Freaks**

**Q. Must Deth Kopta (or even ordinary bikers) use their psycho blasta attack on the first close combat round? Do they have to use it even when going up against vehicles?**

A. In answer to your question, the way I read it is that the warbikes' psycho blasta attack is a very extreme form of special close combat attack like a powerfist. Therefore, like a power fist, it can be eschewed if desired.

**Q. Can Speed Freaks use the normal Ork vehicle upgrades from the Codex Orks or are they limited to the ones in Codex: Armageddon?**

A. They can use both lists.

**Q. If you take a Battlewagon for your Speed Freaks Warboss, does this count as your one and only Battlewagon?**

A. Now it's a transport option so it doesn't count against the limit.

**Q. So how many Battlewagons can they take?**

A. Six in total, one heavy support and up to five as transports.

**Q. Can a Warboss and his Mob ride in a looted vehicle instead of taking a Wartrukk or Battlewagon? The letter of the law says only Wartrukks or Battlewagons, but it seems right to put him in a huge tank!**

A. Letter of the law applies.

**Q. Can a Speed Freek Warboss be mounted on a bike?**

A. Yes, use the rule specified in WD270 on page 89.

**Q. Can all units in reserve be attacked by an Ork fighta-bommer?**

A. Only those that will be arriving on the table normally via the table edge. Units such as Daemons (which are summoned), and Terminators that will deep strike, are not affected.

### **Salamanders**

**Q. Is the second flamer in the Tactical squad an error? Should it be a heavy flamer?**

A. No it isn't a typo, it means precisely what it says (for once) - you can trade in your heavy weapon slot for an extra flamer (not heavy flamer) for 10 pts. It costs more because two flamers are more than twice as good as one.

**Q. If a special character has a wargear item that is limited (for example, one per army), does that limit count towards anyone else in the army? I'm asking as the Emperor's Champion has an Iron Halo, which is one per army. We also saw the cool conversion for the High Marshal in White Dwarf giving him an Iron Halo. You must take an Emperor's Champion in your army, so by having those two together it would mean that two Iron Halos were in use. We had assumed that a limit would hold, even for special character use, but seeing the model made us want to be sure.**

A. The intention is that the Emperor's Champion gets the army's one and only Iron Halo. Don't be fooled by that halo-like growth on the back of the Force Commander's back in the photos - that's his UHF aerial (ahem!).

### **Planetary Defence Force**

**Q. From which area of the Force Selection chart do Hive Gang Militia come? Are they Troops or something else entirely? We didn't see anything stated, but we may have missed it.**

A. They count as Troops. Probably shouldn't have put the word 'Defence Force' in front of it.

**Q. Chaos Cultists get AP5 heavy stubbers while Hive Militia get ones that are AP6. Which of these is right, or does each unit get the rules listed in their list?**

A. AP 6 for both. Codex: Armageddon takes precedence over the White Dwarf on Cultists.

### **Black Templars**

**Q. The Black Templars mixed Armour save rule does not say that it applies only to shooting, as the Space Wolves Armour save rule does. Does it apply to ALL wounds taken or just to shooting, like the Space Wolves?**

A. Yes, as with Orks and Space Wolves, this rule only applies to shooting attacks.

**Q. The rules for the Emperor's Champion state that he is always an independent character and cannot get a Command squad, but does this**

**preclude him from ever joining another unit like a normal independent character can?**

A. He's an independent character. That is correct as stated.

**Q. Do Black Templars Terminators get to make a sweeping advance when they take the 'Accept Any Challenge, No Matter The Odds' vow?**

A. No.

### **Steel Legion**

**Q. Under the Chimera special rules it states "They may also be used for Chimeras in a standard Imperial Guard army as long as both players are aware of the rules before the game starts". Does this mean that they are optional rules and that if your opponent doesn't want to play that way you can't (like special characters). Or can you use them, but only if you 'educate' your opponent just before the game?**

A. They aren't optional, but they can't be 'sprung ' on a player either. Whether telling someone what they are just before a game counts as those special rules being sprung on them depends on the player, I imagine.

**Q. Under the Chimera special rules it doesn't say that the lasguns are 'vehicle mounted'. Are they then standard infantry lasguns for the purposes of rapid firing or are they actually considered vehicle mounted?**

A. They count as standard infantry weapons.

**Q. "Armageddon Sentinel" – do the rules mean that to use the special option for a lascannon you need to field:**

- (a) Any Imperial Guard force**
- (b) Only Steel Legion (ie, Mechanised Company)**
- (c) Steel Legion & Planetary Defence Force**
- (d) Something else?**

A. Well, it says in the rules 'any Armageddon force', which I would interpret as (a) in effect since there are plenty of Imperial Guard forces on Armageddon. It's a new piece of kit for Imperial Guard players and I think it would be rather unreasonable to limit it to the duration of the campaign or to just Steel Legions.

**Q. Codex: Armageddon (p.29) "All units in a Steel Legion Mechanised Infantry Company(SLMIC) must either be vehicle units, or have a Chimera transport vehicle. Units that don't normally have the option of taking a Chimera transport vehicle, such as heavy weapons teams, must do so at**

**+70pts, plus the cost of any upgrades taken." "Deathworld Veterans units from Codex: Catachans may not be used in a SLMIC"**

**They allow any unit not normally allowed a Chimera to take one, and list units not allowed in the SLMIC. Assassins are not mentioned, but other Codexes are. I know several people are running SLMICs, and if this is legal, I want to know before it's sprung on me by some nefarious types. More important than if it's OK, if it isn't, why not? Will a Chimera roll up, and neural shredder my Blood Angels? When I finish my SLMIC, will I be able to field an Assassin? By strict reading of the rules, it seems that the Assassin would be required to buy a Chimera, and will not be able to infiltrate (like Storm Troopers in Codex: Imperial Guard).**

A. Units taken from the Heroes of the Imperium can join a unit, so I'd say that since they could join, and therefore be transported, that they have to be. Assassins cannot join units, so can't join a unit inside a transport, so they would be exempt. Making a Vindicare ride around in a Chimera would lead to bad sniping I'd imagine.

**Q. Other Heroes could hitch a lift with a unit though?**

A. Yup.

