

Chapter Approved – Codex: Imperial Guard Q&A (v1.0)

Note this FAQ applies to the revised Codex: Imperial Guard first published in 2003.

WARGEAR

Q. What does the sanctioned Psyker "Force Weapon" do, as there are no rules for it in the codex?

A. It is a standard Force Weapon as defined in Codex: Space Marines. In future versions of the Warhammer 40,000 rule book Force Weapons will be included in the list of special close combat weapons.

Q. Imperial Guard combat Servitors have WS4 Daemonhunter ones have WS3 is this correct?

A. Oops, that was unintentional, it looks like Servitors accompanying Engineers have had better programming to cope with battlefield conditions. Honest.

Q. If a character with *BETTER* statistics takes the Honorifica Imperialis, are these characteristics reduced to the level of a Heroic Senior Officer? EXAMPLES: Ogryn Bone 'ead: Does he lose a point of Toughness and Strength? Engineer: Is his 3+ armor save changed to 5+?

A. Why would you give the Honorifica to models that have better statistics?

Q. If the Engineer is removed as a casualty, are his Servitors removed as well?

A. Yes

Q. Does the full cost of an Engineer's servitors count against his wargear limit?

A. Yes.

Q. The 'one per army' restriction was lifted from Improved Comms. Does this mean you can re-roll more than one reserve roll a turn or take multiple re-rolls for preliminary bombardments (provided you have more than one Improved Comms)? Also, do Improved Comms work even when the vehicle is off the board in reserve itself?

A. You may never re-roll a dice more than once. 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. If you take an infantry platoon in a Daemonhunters army can you give them the Honrificas Imperialis (and give them the stats of a heroic senior officer), or do you use the Daemonhunters armoury?

A. Inducted Imperial Guard in a Daemonhunters army select from the Imperial Guard armoury 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" So does this mean a Priest could only use the Holy Relic in his opponent's turn? Or not at all? While we're on subject, exactly what counts as a "move" for the purposes of not being allowed to reveal the relic?

A. That's a good point. I think 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.

Q. It has been argued if Priests, Commissars and the likes lose their special abilities if they are "upgraded" with honorifica Imperialis.

A. Only the profile gets replaced not the special rules.

SPECIAL CHARACTERS

Q. Why does Gaunt have a Trademark item (since he is already Fearless and passes it on to a unit he is leading)? Is this just to make his squad take a Morale check when he dies?

A. Yes

Q. Can Last Chancers sub-units claim table quarters, objectives?

A. Yes. In all respects Last Chancer sub units function as normal units. The sub-unit term is only used to make the feature unique to the Last Chancers.

Q. Do you still have to field a command squad if you want to field an all 'Last Chancer' army with Col Schaeffer as it HQ?

A. No

MISCELLANEOUS

Q. Are the old Codexes (Catachan, Armageddon and Eye Of Terror) obsolete? What about the special rules for Commissar Gaunt's HQ platoon featured in White Dwarf and Chapter Approved - can they still be used?

A. You may use Codex: Catachan to create a pure Jungle Fighter army but follow Codex: Imperial Guard if using Catachans in a standard Imperial Guard army. All other regimental rules mentioned in the question are superseded.

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, Storm Troopers are Imperial troops assigned to a regiment in the field. Grenadiers are elite members of the same regiment.

Q. With the listed regiments in the back of the codex if you choose to play one of these regiments do you get all the listed doctrine abilities? Some of these regiments have spent up to 7 or more points.

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

Q. For the basic Doctrine rules it says that 'Guard Infantry' is defined as (among other things) "any command squad along with its Officer and any attached advisors". Does this mean that when a Doctrine has a specific points value for a unit, that single amount would apply to the command squad and any advisors attached to the squad? For example, if you take the Carapace Armour doctrine you have to upgrade your command squads. Does the +20 points cover the command squad Officer and advisor? Or would you have to pay +20 points for the command squad and +20 points for your Commissars, +20 points for your priests, etc?

A. The points cost covers the squad and any attached advisors.

Q. Players can circumvent some restrictions in the Doctrine section by taking allies. Kroot can be used instead of jungle fighters, Inquisition Storm Troops instead of Grenadiers etc. Are there any restrictions on using allies with DIY Imperial Guard armies?

A. In general (the Kroot are an exception), allies are only permitted by special arrangement with your opponent or where a Codex details the option specifically

(i.e. inducted Space Marines in a Daemon Hunter army). There are NO additional restrictions that apply to Imperial Guard armies.

Q. If an independent Commissar is attached to a unit does the unit use his leadership or does he just add 1?

A. He just adds one but will execute the unit commander if a morale test is failed as any other Commissar.

Q. In Codex: Eye Of Terror the Cadians don't have 0-1 next to their hardened veterans option - implying you can have more than one. In the new codex, however, they don't have the hardened veterans doctrine. Is this intentional or should they have it?

A. They do not have the Hardened Veterans doctrine. The entry in Codex: Eye of Terror does not remove the 0-1 constraint, it merely indicates they use the entry in Codex: Imperial Guard with all its restrictions.

Q. If you take Grenadiers do you still have to take 1 infantry platoon first?

A. No

Q. The Hardened Fighters Doctrine says in its description it is for "Guard Infantry *SQUADS*", not Guard Infantry *UNITS*. However, the summary at the back of the Codex says it is for Guard Infantry *UNITS*. Which is correct? Can it be taken only for "Infantry squads" or does this apply to the broader "Guard Infantry" Doctrine definition?

A. The broader 'Guard Infantry' definition. In the case of hardened fighters it must be purchased for each Squad.

Q. Can I use doctrines with Inducted Imperial Guard in Daemonhunter armies?

A. Inducted Imperial Guard in Daemonhunter armies may not use doctrines.

Q. Can I use doctrines with an Imperial Guard army that has Daemonhunter allies?

A. Daemonhunters may not use doctrines. The Imperial Guard army can though.

Q. How does the warrior weapons doctrine, work with squad heavy and special weapons?

A. You upgrade some lasguns to special or heavy weapons, the remainder are upgraded to Warrior weapons.

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. Some doctrines say "for infantry". Does this mean A) Any footslogging troop (ie: HQ, Veterans, Stormtroopers) or B) Infantry platoons.

A. The definition will be as given under 'Guard Infantry'.

Q. If you take the Grenadiers doctrine, the storm troopers chosen cannot deep strike or infiltrate. What if you then take 'Light Infantry' or 'Drop Troops' doctrines? Can you buy the abilities back?

A. No, Grenadiers are not listed as Guard Infantry and cannot therefore take Doctrines, their particular training is completely built into their profile.

Q. The rules for the Doctrine "Sharpshooters" says "Any Guard Infantry model with a BS of 3 may make a single re-roll of a shooting to hit roll of 1." This brings up a problem with rapid-firing squads; all models fires more than one shot, and you would usually roll all of these together. Now, do you:

- a) Simply roll all the dice together, rerolling any and all 1's?
- b) Roll to hit with one model (ie. two shots) at a time, re-rolling a max of one roll of 1 per model?
- c) Roll all the dice at once, but do not re-roll more 1's than the number of firing models?

A. The reference to a single re-roll means that a dice cannot be re-rolled more than once. If you rapid fire you may re-roll any 1's.

Q. Okay, so I buy Light Infantry for the two squads I have in 1st Platoon but not for the Command Section.

- 1) When does this Platoon deploy? During standard deployment or during the Infiltrator phase?
- 2) Does it deploy its different elements separately?

A. Answer 2 is correct.

Q. Commissars add +1 Ld to any squad they are leading (for tests affecting that unit). However, there is no proviso in this codex saying that you CANNOT use a Commissar's Ld until the officer is dead. Can you use the Commissar's Ld for morale checks against the unit he is in while an officer is alive? If no, what about if your regiment has 'Independent Commissars'

and the Commissar has *JOINED* the command squad? Could you use his Ld in that case?

A. The Leadership add only occurs while the officer is alive. When he is dead the Commissar takes over the unit using his Ld of 10.

Q. The Hellhound Inferno Cannon rules command a player to cover "at least partially over as many unit members as possible. The whole template must be in range and LOS." This will generally mean that the template is placed 'sideways' over the unit (with the point of the template not anywhere near facing the Hellhound). Is this right?

A. Yes

Q. Also, what if attempting to cover the most enemy models *PUTS* the template out of range or LOS? Which commandment holds sway?

A. Range and LOS.

Q. Do Rough Riders really lose either a close combat weapon or their laspistol if they take a Lance?

A. Yes.

Q. Does the Rough Rider's 'Fleet of Hoof' movement ignore difficult terrain? The codex does not specify like other Codexes with a similar rule.

A. They remain subject to the rules for terrain and cavalry as no exception is specified.

Q. Could you explain at least the right interpretation of the big base for the HW team guys? Can the second guy in team fire his lasrifle when the other fires his heavy weapon? Do you count all the big base for the purpose of the team being hit by templates, or do you have to mount your guards on standard small bases to be sure who is in harm? If the "base" containing the two guys is killed once, do you remove the two guards?

A. Treat them as two separate models that are based together for convenience of movement.

Q. The Rough Rider lance says, "They will automatically use the lance in the first close combat they fight in a game, after which it cannot be used again". Does this mean you get to use the lance for the *WHOLE* first close combat (even if it lasts multiple rounds)? Or can it only be used in the first "round" of the first combat?

A. They are used in the first round only.

Q. Do Rough Rider veteran sergeants get a Hunting Lance when the squadron upgrades?

A. Yes

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. Sentinels: why has the points gone up for autocannon?

A. The initial value given in Codex: Eye of Terror was incorrect.

Q. In the FAQ's of the Dark Eldar says, that mounted models (on jet bikes or bikes) need one hand to steer the vehicle. Is this also true for cavalry units or get cavalry units the additional close combat attack for two melee weapons?

A. Horses steer themselves so their riders can use additional close combat weapons.

Q. My Senior Officer is LD 9. He has a master-vox. All my platoon commanders are LD 8. They have Voxes. The letter of the rules seems to imply that any squad within 12" of the Platoon command squad can use his LD. His LD is the same as the Senior Officers (because of the Master-vox to Vox ruling) so all troops with 12" of a Platoon commander are LD 9? Does anyone other than my Senior Officer need Iron Discipline in this case?

A. With a Master Vox each unit with a Vox may use the Leadership of 9 for its own tests. Special rules such as Iron Discipline or Trademark Item are not conveyed down the Vox link however.

Q. Will the Space Wolves keep their Exterminators now that they are eliminated from the new IG codex? How about Ork lootas?

A. Currently Yes.

Q. When the Ratlings take 25% casualties, do they select a pinning test or a morale test, or do they choose to be "Pinned instead of taking the Morale roll? If the second is the case, do they choose pinning before or after rolling the dice for the morale test?

A. They choose to be pinned rather than taking the Morale test.

Q. If a Rough Rider unit uses fleet of hoof, in lieu of shooting, can it still assault?

A. Yes.

Q. If the Rough Riders are charged, do they use the hunting lance (without the charging bonus but using the lance)?

A. Yes. They will not get the strength or initiative bonus but will count as power weapons.

Q. Do medi-packs allow you to ignore a wound caused by a shooting weapon that does not allow a save? (Say a heavy bolter round). The wording of the rule seems to suggest only attacks that are twice the wounded's toughness and close combat attacks that ignore armour cannot be saved.

A. Yes you may use them for a 5+ save model hit by a bolter (AP5) for example.

Q. The armour for the Hellhound and the profile of the Priest are different on the quick reference sheet and list entry, which is right?

A. The list entry. Oops.

Q. Is there any restriction on who can be given Chem-inhalers?

A. Assume the normal Guard Infantry restriction applies.

