“What I cannot crush with words I will crush with the tanks of the Imperial Guard.”

**THE ARMOURED REGIMENT**

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium’s wars. Wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive Feral worlds and Hive worlds, from Death worlds and savage Penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower. These conscripts form new regiments or are shipped as replacements to regiments already in battle.

Many units are formed as infantry regiments, with tens of thousands of men. But others are trained and equipped as Armoured regiments. The tanks and carriers of the Armoured regiments form the cutting edge of the Imperial Guard’s fighting forces. It is their task to take battle deep into the heart of the enemy, striking fast and hard with overwhelming firepower to smash enemy defences.

**WHY COLLECT AN ARMOURED BATTLE GROUP?**

The one overwhelming reason to collect an Armoured Battlegroup army is tanks! If you enjoy modelling and painting tanks then why play anything else? In standard Imperial Guard armies the heart of the force is the infantry, here it is the tanks and other armoured fighting vehicles. Whilst infantry still play their part, it is only as support to the heavy metal!

Modelling tanks is a real joy, and a player can lavish as much time on a tank as on a special character for other armies. Adding upgrades, crew, stowage, battle damage, rust and mud all help to bring a tank model to life. More experienced or ambitious players can move on to converting their vehicles, changing weapons or going so far as to create their own vehicles, from basic turret swaps or complete vehicles scratch built from plastic card. The background given earlier in this book provides the reasoning behind this diversity.

The standard equipment of an Armoured Battlegroup will be Leman Russ tanks, Chimera carriers and Basilisks, but it is unlikely that these three basic ‘troop types’ will sustain an avid collector for very long. Most players enjoy diversity, and like to have lots of troops to choose from. Thanks to the Imperial Armour model range, we have been able to produce a wide diversity of vehicles and weapons as models, giving armoured unit players as much choice as the player of any other army, be it Eldar, Chaos, Space Marines, etc.

One common criticism of tank heavy forces is they lack character (and characters)!. There is no reason why an Armoured Battlegroup should not be strongly themed like any other army. Players should spend some time to name their force, even if it is something as simple as ‘The Armageddon 9th’. From the name you can then devise a colour scheme, it might be best to think about what terrain you are likely to be playing on most, or where the regiment is from. If you have a green board with woods and hills, then a camouflage scheme that reflects this will help add character to the army. If you are ambitious then plan your army and terrain together, if you what to play on city fight terrain, then paint your vehicles in urban camouflage schemes. We have provided many examples in this book for you to copy. Next there is a numbering scheme to think about, again we have provided examples but feel free to make up your own. This has a practical value in helping you identify your vehicles from one another on the tabletop. You can also name individual vehicles. You also need army badges, campaign markings, honour badges and kill marking, as well as names for your ace tank crew commanders. Suddenly, an Armoured Battlegroup is packed with characterful details, which help bring the models to life on the tabletop.

**IMPERIAL GUARD ARMOURED BATTLEGROUP LIST**

On the following pages you will find an army list that enables you to field an Imperial Guard Armoured Battlegroup army. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides enough information to field Armoured Battlegroups in scenarios of your own devising or as part of a campaign.

The heart of this list is the ten or so tanks of a Tank Company, with Armoured Fist squads in support and with attached elements of specialist siege tanks or artillery. Other support comes from the regimental artillery firing from off-table and the Imperial Navy flying in close support.

This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models then I’d recommend sticking with the Imperial Guard Codex army list. The rules for each vehicle detail what choice each Imperial Armour vehicle is for a ‘standard’ Imperial Guard army.

**USING FORCE ORGANISATION CHARTS**

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron it counts as single choice from those available to the army.

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**Imperial Armour**

**ARMOURED BATTLEGROUP**

**ARMY LIST**

*Solar Macharius*
USING THE ARMY LISTS
To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Note that in this list some choices are dependant on other choices. You must take an Elite choice squadron command tank to be allowed to take up to two tanks from the Troop choices. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

ARMOURED BATTLE GROUP SPECIAL RULES

ACE CREW SKILLS
Many Imperial Guard armoured regiments have fought in the Imperium’s wars for decades and gained much experience.

Any vehicle can be upgraded to an Ace Crew. Veterans of many campaigns, these are the best crews, well disciplined, experienced and well led. Any vehicle in an Armoured Battle Group can take a single Ace Crew skill. No vehicle may take more than one Ace Crew skill.

These skills can only be taken for standard vehicles. They cannot be taken by Weapons Platforms, Cyclops, Super-heavy vehicles or for any Imperial Navy aircraft.

Skilled Driver ........................................... +5 pts
The driver can keep the tank moving, even in difficult terrain, finding the best routes of attack, picking the easiest routes across the ground. Using this skill you can re-roll the dice for crossing difficult ground. You must abide by the re-roll result even if it is worse.

Night Fighters .......................................... +5 pts
The crew are experienced in fighting battles at night. They may re-roll the dice when rolling to determine how far they can see using Night Fight special rules. You must abide by the re-roll result even if it is worse.

Ace Gunner ............................................ +10 pts
The gunner has an eye for finding weak spots on enemy vehicles. After rolling to hit, the gunner may add +1 to the Armour Penetration roll.

Disciplined Crew .................................... +10 pts
The crew have great discipline and mental strength. Ignore the effects of the first Crew Stunned result they suffer in the game.

Gung-ho! Crew ........................................... +5 pts
The tank crew are happiest storming through the heart of the battle, where they can do the most damage. They are unperturbed by the presence of enemy infantry – for them it is just a target rich environment, they just keep on charging! An enemy infantry unit forced to take a Tank Shock test by this vehicle does so at -1 to their Leadership.

Battle Hardened Crew ................................. +10 pts
This crew is tough as old boots and have seen it all before. Nothing phases them, even in the heat of battle they grit their teeth and keep fighting. If the vehicle takes a Crew Shaken result on the Damage table, then roll a D6. On a 4+ ignore the result, the Battle Hardened Crew are unshaken by the enemy fire and fight on regardless.

Veteran Commander ................................ +10 pts
The commander is a veteran of many campaigns and knows how to keep his men fighting at their peak. The veteran commander gives the tank a single re-roll for the battle. This re-roll can be used on any one D6 roll which relates to the tank’s action, this could be crossing difficult terrain, rolling to hit with a weapon, rolling to wound or for armour penetration. Note it is only a single dice, the re-roll would allow one miss with the heavy bolter to be re-rolled, not all misses. It cannot be used on the Scatter dice, but can be used on a dice roll for the distance scattered. It cannot be used on rolls made by the enemy, such as Morale tests against Tank Shock, or armour saves.

Slick Loader ............................................ +20 pts
The vehicle’s loader quickly gets the main gun ready to fire after each shot. If the vehicle remains stationary, it may fire its main weapon twice in one turn. The second shot must be at the same target as the first. The vehicle cannot move at all and cannot fire any other weapons in the turn this skill is used. The weapon fired must be an ordnance weapon, you cannot use this skill on a heavy weapon.

ARMY LIST ENTRIES
Unit Name: The type of unit, including its points cost.
Profile: These are the characteristics of the unit type.
Unit Type: The vehicle type, such as tank, skimmer, which often has other rules relating to it. For details of these rules see the Warhammer 40,000 rulebook.
Wargear: The unit's standard weapons and equipment
Special Rules: Any special rules that apply to the unit.
Options: This lists different weapons and equipment options for the unit and the additional points cost that must be paid to take them. Details of upgrades can be found in the Armoury and Wargear section.
19th MORDIAN ARMOURED REGIMENT
ORDER OF BATTLE: VAUST CAMPAIGN

RHQ

1 Leviathan

3 Sentinels
3 Chimeras
2 Trojans+Trailers
8 Trojans+Trailers
3 Sentinel Powerlifters
10 Chimeras
Ambulances
3 Atlas
3 Trojans+Trailers
3 Trojans

COM

1 Leman Russ
5 Leman Russ

PHQ

1 Chimera
1 Chimera
1 Chimera

COMS

1 Leman Russ
1 Leman Russ

SUPPLY

1 Leman Russ

MEDICAL

1 Leman Russ

RECOVERY

1 Leman Russ

WORKSHOP

1 Leman Russ

3 Atlas
3 Trojans+Trailers
3 Trojans

3 Chimeras
8 Trojans+Trailers
3 Sentinel Powerlifters
10 Chimeras
Ambulances
3 Atlas
3 Trojans+Trailers
3 Trojans

3 Destroyers

3 Basilisks
3 Hydras
4 Salamanders
4 Sentinels
TEMPORARILY ATTACHED UNITS
These units were attached for the duration of the Taros campaign before being reassigned at the campaign’s conclusion. The inclusion of these units, with extra men and vehicles required, increased support resources, especially Medical, Recovery and Workshop units, and Departmento Munitorum supply columns.

ALTERNATIVE VEHICLES
For clarity and simplicity only the main vehicle type is listed for each unit. The exact vehicles present may vary by type.
For Leman Russ also read: Exterminator, Conqueror, Vanquisher, Executioner.
For Demolisher also read: Thunderer or Hellhound.
For CHQ Chimera’s also read: Salamander Command Vehicle.
For Basilisk also read: Griffon, Medusa, Bombard, Earthshaker Platform and Trojan, Medusa Platform and Trojan.
For Hydra also read: Hydra Platform and tow.

TO & E

Personnel
1 Colonel
17 Captains
48 Lieutenants
5 Commissars
210 Sergeants
1064 other ranks
1345 Total

Vehicles
45 Leman Russ
10 Demolishers
12 Basilisks
9 Hydras
11 Sentinels
9 Sentinel Powerlifters
13 Salamanders
3 Destroyers
3 Medusa
9 Cyclops
3 Bridges
94 Chimeras
35 Trojans
6 Atlas
3 Baneblades
1 Shadowword
266 Total

Weapons
695 Las pistols
166 Close combat weapons (various types)
865 Lasguns
19 Heavy Bolters
19 Mortars
19 Lascannons
11 Autocannons
11 Missile Launchers
20 Melta guns
20 Plasma guns
20 Grenade Launchers
20 Flamers
9 Heavy Flamers
1894 Total
IMPERIAL NAVY AIRCRAFT UPGRADES

Flare or Chaff Launcher
Flares and chaff are launched to fool enemy fire aimed at the aircraft. If it takes a Vehicle Immobilised damage result on the damage tables then re-roll the result. The second result must stand even if it is another immobilised result. The flare or chaff launcher only works once. Once it has been used it cannot be used again.

Armoured Cockpit
Reinforced armour around the cockpit helps to keep the pilot and crew safe from incoming fire. If the aircraft takes a Crew Shaken, Crew Stunned or Pilot Shaken result on the Damage table, then on a dice roll of 4+ the effect is ignored.

Infrared Targeting
The aircraft has been modified to fight at night. When used in a game with Night Fighting rules, the aircraft can re-roll the dice for the distance it can engage enemies at. You must abide by the second result even if it is worse than the first.

Illum Flare
The aircraft carries a bright flare, which is dropped to illuminate the battlefield at night. The Illum flare can be used in missions where the rules for night fighting are used. They allow one enemy unit spotted by the aircraft to be fired at in the next turn by any other ground forces that are in range and have a line of sight.

Distinctive Paint Scheme or Decals
The crew have painted the aircraft in such a way as to make it stand out. Commonly, the nose of the plane is painted as the face of a monster, or the wings are given bright lightning flashes or similar decoration. This allows troops on the ground to recognise it, giving them the morale boost of knowing the Imperial Navy is at hand.

In the player's own turn, the first unit to fail a Morale test may re-roll the test. The unit must abide by the second result. To take a distinctive paint scheme upgrade it must be shown on the model.
HEADQUARTERS

COMPANY COMMAND TANK .......... 160 pts

<table>
<thead>
<tr>
<th>Armour</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>BS</td>
<td>Front</td>
</tr>
<tr>
<td>Leman Russ</td>
<td>4</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1 Leman Russ

**Unit Type:**
- Vehicle (Tank)

**Wargear (ALL):**
- Heavy Bolter
- Searchlight
- Smoke Launchers

**Special Rules:**
- Lumbering Behemoth (except Conqueror)
- Command Tank

Command Tank:
Whilst the Company Command tank is still mobile, any tank within 6” of it (including the command tank itself), may ignore ‘crew shaken’ results. As a Command tank it may also spot for an artillery strike.

**ARMOUR**

<table>
<thead>
<tr>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ</td>
<td>4</td>
<td>14</td>
<td>13</td>
</tr>
</tbody>
</table>

**Options:**
- The model may upgrade to one of the following:
  - Exterminator free
  - Conqueror free
  - Annihilator free
  - Vanquisher + 5 pts
  - Eradicator +10 pts
- The model may exchange its heavy bolter for:
  - Heavy flamer free
  - Lascannon +15 pts per model
- The model may take a pair of sponsons armed with:
  - Heavy bolters +20 pts
  - Heavy flamers +20 pts
  - Multi-meltas +30 pts
  - Plasma cannons +40 pts
- A Vanquisher may have:
  - co-axial storm bolter or heavy stubber +10 pts

ARMOUR FIST COMPANY COMMANDER ....... 55 pts

**Unit Composition:**
- 1 Salamander Command vehicle

**Unit Type:**
- Vehicle (tank, open-topped)

**Wargear:**
- Heavy flamer
- Heavy bolter
- Searchlight
- Smoke Launchers
- Surveyor

**Special Rules:**
- Mobile Command Vehicle

Surveyor
Each Salamander command vehicle is fitted with a driver’s surveyor. No enemy infiltrators may set up within 4D6” of the Salamander command. Roll the dice before the enemy set up any of their infiltrators.

**Options:**
- Replace heavy flamer with:
  - Heavy Bolter free
- Take any of the following:
  - Pintle-mounted heavy stubber or storm bolter +10 pts
  - Hunter-killer missile +10 pts
  - Dozerblade +10 pts
  - Extra armour +15 pts
  - Camo-netting +20 pts

**Mobile Command Vehicle**
The Salamander Command may issue orders just like a Company Commander. It may issue 2 orders to units (not vehicles within 12”). It may issue the following orders: Bring it Down!, Fire on My target!, Get back in the Fight!, First rank, FIRE! second rank FIRE!, Incoming!, and Move! Move! Move! orders. It always counts as having a vox. As a command vehicle it may also spot for an artillery strike.
ATLAS RECOVERY TANK ........................................... .85 pts

Atlas recovery tanks do not use up any Force Organisation chart selections, but otherwise are treated as separate HQ units

<table>
<thead>
<tr>
<th>Unit Composition:</th>
<th>1 Atlas Recovery Tank</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Type:</td>
<td>Vehicle (tank)</td>
</tr>
</tbody>
</table>

**Wargear:**
- Heavy Bolter
- Searchlight
- Smoke launchers

**Special Rules:**
- Recovery tank
- Repair

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Recovery Tank

The Atlas can drag any destroyed or immobilised vehicle (friend or foe) that it starts the turn in contact with. Both vehicles may move up to D6" and must remain in contact with each other. Neither vehicle may shoot in the same turn that they are towing or being towed in. The Atlas can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of the terrain so it can move again.

Repair

If the Atlas starts the turn in contact with a damaged vehicle, in the Shooting phase it can attempt to repair it instead of shooting or towing. Roll a D6. If the result is a 5+ then a weapon destroyed or immobilised result (owning player’s choice) is repaired. If a weapon destroyed result is repaired, that weapon can then be fired in the following Shooting phase.

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COMMISSAR TANK ............................................. .160 pts

<table>
<thead>
<tr>
<th>Unit Composition:</th>
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</thead>
<tbody>
<tr>
<td>1 Leman Russ</td>
</tr>
</tbody>
</table>

**Unit Type:**
- Vehicle (Tank)

**Wargear (ALL):**
- Heavy Bolter
- Searchlight
- Smoke Launchers

**Special Rules:**
- Lumbering Behemoth (except Conqueror)

**Armour**

<table>
<thead>
<tr>
<th>Leman Russ</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
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<tr>
<td></td>
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<td>14</td>
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<td>10</td>
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</table>

**Options:**
- An Atlas may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter +10 pts
  - Hunter-killer missile                      +10 pts
  - Dozerblade                                 +10 pts
  - Extra armour                               +15 pts
  - Camo-netting                               +20 pts

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Commissariat Crew

Any Imperial Guard unit within 6" of a Commissar’s tank count their leadership value as 10.
**Armoured Battle Group**

### Squadron Command Tank

**Unit Composition:**
- 1 Leman Russ

**Unit Type:**
- Vehicle (Tank)

**Wargear (ALL):**
- Heavy Bolter
- Searchlight
- Smoke Launchers

**Special Rules:**
- Lumbering Behemoth (except Conqueror)

<table>
<thead>
<tr>
<th>Wargear</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ: Battle cannon</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Exterminator: Exterminator autocannons</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Conqueror: Conqueror cannon and co-axial stormbolter</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Annihilator: Twin-linked lascannons</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Vanquisher: Vanquisher battle cannon</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Eradicator: Eradicator nova cannon</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Demolisher*: Demolisher cannon</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Punisher*: Punisher Gatling cannon</td>
<td></td>
</tr>
<tr>
<td>Leman Russ Executioner*: Executioner plasma cannon</td>
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</tbody>
</table>

**Options:**
- The model may upgrade to one of the following:
  - Exterminator . . . . . . . . . . . free
  - Conqueror . . . . . . . . . . . free
  - Annihilator . . . . . . . . . . . free
  - Vanquisher . . . . . . . . . . . . + 5 pts
  - Eradicator . . . . . . . . . . . . . +10 pts
  - Demolisher . . . . . . . . . . . . . +15 pts
  - Punisher . . . . . . . . . . . . . . . +30 pts
  - Executioner . . . . . . . . . . . . . +40 pts
- The model may exchange its heavy bolter for:
  - Heavy flamer . . . . . . . . . . . . free
  - Lascannon . . . . . . . . . . . . +15 pts per model
- The model may take a pair of sponsons armed with:
  - Heavy bolters . . . . . . . . . . . . . . +20 pts
  - Heavy flamers . . . . . . . . . . . . . . +20 pts
  - Multi-meltas . . . . . . . . . . . . . . +30 pts
  - Plasma cannons . . . . . . . . . . . . . +40 pts
- The model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter +10 pts
  - Hunter-killer missile . . . . . . . . +10 pts
  - Dozerblade . . . . . . . . . . . . . . +10 pts
  - Extra armour . . . . . . . . . . . . . . +15 pts
  - Camo-netting . . . . . . . . . . . . . . +20 pts
- A Vanquisher may have:
  - co-axial storm bolter or heavy stubber . . . +10 pts

**Armour**

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<th>BS</th>
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<tr>
<td>Leman Russ</td>
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<td>14</td>
<td>13</td>
<td>10</td>
</tr>
<tr>
<td>Leman Russ*</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>11</td>
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</tbody>
</table>

*Demolisher, Punisher and Executioner only

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### Armoured Fist Platoon Command Squad

**Unit Composition:**
- 1 Platoon Commander
- 4 Guardsman in a Chimera

**Unit Type:**
- Infantry

**Wargear:**
- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades

**Special Rules:**
- Junior Officer (Platoon Commander only)

**Dedicated Transport:**
- The squad always has a Chimera as a dedicated transport vehicle.

**Options:**
- The Platoon Commander may exchange his laspistol for:
  - Bolt pistol . . . . . . . . . . . . . +2 pts
- The Platoon Commander may take melta bombs +5 pts
- The Platoon Commander may exchange his laspistol and close combat weapon for:
  - Bolt gun . . . . . . . . . . . . . . . +2 pts
  - Power sword . . . . . . . . . . . . . . +10 pts
  - Plasma pistol . . . . . . . . . . . . . . +10 pts
  - Power fist . . . . . . . . . . . . . . . +15 pts
- Any guardsman may replace his lasgun with a:
  - Laspistol . . . . . . . . . . . . . . . . free
- One Guardsman may be upgraded to carry:
  - Voxcaster . . . . . . . . . . . . . . . . . +5 pts
- One Guardsman may be upgraded to carry:
  - Platoon Standard . . . . . . . . . . . . . . +15 pts
- One guardsman may replace his lasgun with a:
  - Heavy flamers . . . . . . . . . . . . . . +20 pts
- Replace two other guardsmen with a Heavy Weapons team armed with one of the following:
  - Mortar . . . . . . . . . . . . . . . . . +5 pts
  - Autocannon or Heavy bolter . . . . . . . . +10 pts
  - Missile launcher . . . . . . . . . . . . . . +15 pts
  - Lascannon . . . . . . . . . . . . . . . . +20 pts
- Any guardsmen not upgraded to one of the following may replace his lasgun with:
  - Flamer, grenade launcher or sniper rifle . . . . . +5 pts
  - Melta gun . . . . . . . . . . . . . . . . . +10 pts
  - Plasma gun . . . . . . . . . . . . . . . . . +15 pts
- The entire squad may have krak grenades . . . . +5 pts
Imperial Armour

STORM TROOPER SQUAD ......................... 85 pts

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<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
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<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
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<tbody>
<tr>
<td>Storm Trooper</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>7</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>Storm Trooper Sgt</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>4+</td>
<td></td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1 Storm Trooper Sergeant
- 4 Storm Troopers

**Unit Type:**
- Infantry

**Wargear:**
- Carapace armour
- Hot-shot lasgun
- Hot-shot laspistol
- Close-combat weapon
- Frag grenades
- Krak grenades

**Special Rules:**
- Special Operations

**Transport:**
- The squad may take a Chimera as a dedicated transport.

**Options:**
- May have up to five additional Storm Troopers . . . . .16 points per model
- The Storm Trooper Sergeant may exchange his hot-shot laspistol and/or hot-shot lasgun for:
  - Bolt pistol or boltgun .......................... free
  - Power weapon ................................... 10 pts
  - Plasma pistol ................................... 10 pts
- Up to two Storm Troopers may replace their hot-shot lasgun with:
  - Flamer ........................................ 5 pts per model
  - Grenade launcher ............................. 5 pts per model
  - Meltagun ...................................... 10 pts per model
  - Plasma gun ................................... 15 pts per model

TECHPRIEST ENGINSEER ......................... 45 pts

An armoured battlegroup may include 0-2 Techpriest Enginseers. Techpriest Enginseers do not use up any Force Organisation chart selections, but are otherwise treated as separate Elite units.

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
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</thead>
<tbody>
<tr>
<td>Techpriest E’seer</td>
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<td>1</td>
<td>1</td>
<td>8</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Servitor</td>
<td>3</td>
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<td>1</td>
<td>1</td>
<td>8</td>
<td>4+</td>
<td></td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1 Techpriest

**Unit Type:**
- Infantry

**Wargear (Techpriest):**
- Power armour
- Laspistol
- Power weapon
- Servo-arm
- Frag and krak grenades

**Wargear (Servitor):**
- Servo-arm
- Carapace armour

**Special Rules:**
- Blessings of the Omnissiah
- Mindlock

**Options:**
- May be accompanied by up to five Servitors .............................................. 15 pts per model
- Up to two Servitors may replace their servo-arm with:
  - A heavy bolter ................................. 20 pts
  - A multi-melta or plasma-cannon ........... 30 pts
- The Techpriest may take a Chimera as a dedicated transport vehicle ............ 55 pts
- The Techpriest may take melta bombs ......... 5 pts

DEDICATED TRANSPORTS

Many Imperial Guard units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any force organisation chart selections, but otherwise function as separate units. See the Vehicles section of the Warhammer 40,000 rulebook for details of how transport vehicles operate.

CHIMERA ARMOURED TRANSPORT .................. 55 pts

**Unit Composition:**
- 1 Chimera

**Unit Type:**
- Vehicle (tank)

**Transport Capacity:**
- 12 models

**Wargear:**
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke Launchers

**Special Rules:**
- Amphibious
- Mobile Command Vehicle

**Options:**
- Replace multi-laser with:
  - Heavy flamer or heavy bolter .......................... free
  - Autocannon ............................................. 5 pts
- Twin-linked heavy bolters ........................... 10 pts
- Replace heavy bolter with:
  - Heavy flamer ........................................ free
- Take any of the following:
  - Pintle-mounted storm bolter or heavy stubber .10 pts
  - Hunter-killer missile ............................. 10 pts
  - Dozer blade ........................................... 10 pts
  - Extra armour ....................................... 15 pts
  - Camo netting ...................................... 20 pts
TROOPS

TANK SQUADRON

Unit Composition:
1-3 Leman Russ Tanks

Unit Type:
Vehicle (Tank)

Wargear (ALL):
• Heavy Bolter
• Searchlight
• Smoke Launchers

Special Rules:
• Lumbering Behemoth (except Conqueror)

Wargear:
• Leman Russ: Battle cannon
• Leman Russ Exterminator: Exterminator autocannons
• Leman Russ Conqueror: Conqueror cannon and co-axial stormbolter
• Leman Russ Annihilator: Twin-linked lascannons
• Leman Russ Vanquisher: Vanquisher battle cannon
• Leman Russ Eradicator: Eradicator nova cannon
• Leman Russ Demolisher*: Demolisher cannon
• Leman Russ Punisher*: Punisher Gatling cannon
• Leman Russ Executioner*: Executioner plasma cannon

Options:
• Any model may upgrade to one of the following:
  - Exterminator ........................................... free
  - Conqueror ............................................. free
  - Annihilator ............................................. free
  - Vanquisher ............................................+ 5 pts per model
  - Eradicator .............................................+10 pts per model
  - Demolisher ............................................+15 pts per model
  - Punisher ..............................................+30 pts per model
  - Executioner ..........................................+40 pts per model

• Any model may exchange its heavy bolter for:
  - Heavy flamer ........................................... free
  - Lascannon ............................................+15 pts per model

• Any model may take a pair of sponsons armed with:
  - Heavy bolters ........................................-20 pts
  - Heavy flamers ........................................-20 pts
  - Multi-meltas ..........................................-30 pts
  - Plasma cannons ......................................-40 pt

• Any model may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter+10 pts
  - Hunter-killer missile ...............................+10 pts
  - Dozerblade .............................................+10 pts
  - Extra armour ..........................................+15 pts

• Any model may take melta bombs . . . . . . . . . . +5 pts

• The Sergeant may exchange his lasgun or close combat weapon for:
  - Bolt pistol .............................................+2 pts
  - Power sword ..........................................+10 pts
  - Plasma pistol .........................................+10 pts

• Any guardsman may replace his lasgun with a:
  - Laspistol .............................................. free

• The entire squad may have:
  - co-axial storm bolter or heavy stubber .......+10 pts


**TANK SPREADSHEET**

<table>
<thead>
<tr>
<th>Leman Russ</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>10</td>
</tr>
</tbody>
</table>

*Demolisher, Punisher and Executioner only

ARMOUR

**ARMOURED FIST SQUAD**

**Unit Composition:**
1 Sergeant
9 Guardsman in a Chimera

**Unit Type:**
Infantry

**Wargear:**
• Flak armour
• Lasgun
• Close combat weapon
• Frag grenades

**Options:**
• The Sergeant may take melta bombs . . . . . +5 pts
• The Sergeant may exchange his lasgun or close combat weapon for:
  - Bolt pistol .............................................+2 pts
  - Power sword ..........................................+10 pts
  - Plasma pistol .........................................+10 pts
• Any guardsman may replace his lasgun with a:
  - Laspistol .............................................. free
• One guardsman may be upgraded to carry:
  - Voxcaster ..............................................+5 pts
• Replace two Guardsmen with a Heavy Weapons team armed with one of the following:
  - Mortar ...................................................+5 pts
  - Autocannon or Heavy bolter ....................+10 pts
  - Missile launcher ..................................+15 pts
  - Lascannon ...........................................+20 pts
• One guardsmen may replace his lasgun with:
  - Flamer, grenade launcher or sniper rifle .......+5 pts
  - Melta gun ............................................+10 pts
  - Plasma gun ..........................................+15 pts
• The entire squad may have krak grenades .......+10 pts

**ARMOURED FIST SPREADSHEET**

<table>
<thead>
<tr>
<th>Sergeant</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
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<th>S</th>
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<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
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<td>3</td>
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<td>5+</td>
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<th>S</th>
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<th>I</th>
<th>A</th>
<th>Ld</th>
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<td>2</td>
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<td>5+</td>
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</table>
### FAST ATTACK

#### SCOUT SENTINEL SQUADRON . . . . . . . . . . 35 pts per model

<table>
<thead>
<tr>
<th>Scout Sentinel</th>
<th>Armour</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>WS BS S F S R I A</td>
<td>3 3 5 10 10 3 1</td>
<td></td>
</tr>
</tbody>
</table>

**Unit Composition:**
- Squadron of 1-3 Scout Sentinels

**Unit Type:**
- Vehicle (walker, open-topped)

**Wargear:**
- Multi-laser

**Special Rules:**
- Scouts
- Move through Cover

**Options:**
- Any Sentinel may replace its multi-laser with one of the following:
  - Heavy flamer . . . . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Autocannon . . . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Missile launcher . . . . . . . . . . . . . . . . +10 pts per model
  - Multiple Rocket pod . . . . . . . . . . . . . . . +15 pts per model
  - Lascannon . . . . . . . . . . . . . . . . . . . . . . . +15 pts per model

- Any model may take any of the following:
  - Searchlight . . . . . . . . . . . . . . . . . . . . . . . . . +1 pts per model
  - Hunter-killer missile . . . . . . . . . . . . . . . . . . . +10 pts per model

- The entire squadron may take:
  - Smoke launchers . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Camo-netting . . . . . . . . . . . . . . . . . . . . . . . . +10 pts per model

#### ARMoured Sentinel Squadron . . . . . . . . . . 55 pts per model

<table>
<thead>
<tr>
<th>Armoured Sentinel</th>
<th>Armour</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>WS BS S F S R I A</td>
<td>3 3 5 12 10 3 1</td>
<td></td>
</tr>
</tbody>
</table>

**Unit Composition:**
- Squadron of 1-3 Armoured Sentinels

**Unit Type:**
- Vehicle (walker)

**Wargear:**
- Multi-laser
- Extra Armour

**Options:**
- Any Sentinel may replace its multi-laser with one of the following:
  - Heavy flamer . . . . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Autocannon . . . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Missile launcher . . . . . . . . . . . . . . . . +10 pts per model
  - Multiple Rocket pod . . . . . . . . . . . . . . . +15 pts per model
  - Lascannon . . . . . . . . . . . . . . . . . . . . . . . +15 pts per model
  - Plasma cannon . . . . . . . . . . . . . . . . +20 pts per model

- Any model may take any of the following:
  - Searchlight . . . . . . . . . . . . . . . . . . . . . . . . . +1 pts per model
  - Hunter-killer missile . . . . . . . . . . . . . . . . . . . +10 pts per model

- The entire squadron may take:
  - Smoke launchers . . . . . . . . . . . . . . . . . . . . +5 pts per model
  - Camo-netting . . . . . . . . . . . . . . . . . . . . . . . . +10 pts per model

#### SALAMANDER Recon Squadron . . . . . . . . . . 55 pts per model

<table>
<thead>
<tr>
<th>Salamander</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- Squadron of 1 to 3 Salamanders

**Unit Type:**
- Vehicle (tank, open-topped)

**Wargear:**
- Autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

**Special Rules:**
- Overcharged Engines

**Options:**
- Take any of the following:
  - Pintle-mounted heavy stubber or storm bolter . . . . . . . . . . +10 pts
  - Hunter-killer missile . . . . . . . . . . . . . . . . . . . . . . +10 pts
  - Dozerblade . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . +10 pts
  - Extra armour . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . +15 pts
  - Camo-netting . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . +20 pts

---

**Overcharged Engines**

The Salamander is fitted with a specially modified engine. These engines allow Salamanders to attempt to go faster but at the risk of stalling the engines. You may declare that an eligible vehicle is going to use its overcharged engines in any Movement phase just before you move it.

Roll a D6. On the roll of a 1 the engine stalls and the vehicle may not move at all this turn. On a 2-3 the boosters fail to kick in, the vehicle moves normally. On the roll of 4-6 the boosters work and vehicle is treated as a fast vehicle for the entire turn.
**Armoured Battle Group**

**HELLHOUND SQUADRON**

Composition: Vehicle squadron composed of 1-3 of the following tanks, in any combination:

- **HELLHOUND** ..................................130 pts per model
- **DEVIL DOG** ..................................120 pts per model
- **BANE WOLF** .................................130 pts per model

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hellhound</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
<tr>
<td>Devil Dog</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
<tr>
<td>Bane Wolf</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Wargear (All):**
- Heavy bolter

**Options:**
- Any model may replace heavy bolter with:
  - Heavy flamer ..................................free
  - Multi-melta ....................................15 pts per model
- Any model may take any of the following:
  - Searchlight .................................1 pt per model
  - Pintle-mounted storm bolter or heavy stubber ........................................10 pts per model
  - Hunter-killer missile ......................10 pts per model
  - Dozer blade ..................................10 pts per model
  - Extra armour ..................................15 pts per model
- The entire squadron may take:
  - Smoke launchers .............................5 points per model
  - Camo netting ..................................20 points per model

**DEVIL DOG** ..................................120 pts per model

**BANE WOLF** ..................................130 pts per model

**HELLHOUND SQUADRON**

Composition: Vehicle squadron composed of 1-3 of the following tanks, in any combination:

- **HELLHOUND** ..................................130 pts per model
- **DEVIL DOG** ..................................120 pts per model
- **BANE WOLF** .................................130 pts per model

**Unit Type:**
- Vehicle (tank, fast)

**Wargear:**
- Heavy bolter
- Inferno cannon
- Melta cannon
- Chem cannon

**Options:**
- Any model may replace heavy bolter with:
  - Heavy flamer ..................................free
  - Multi-melta ....................................15 pts per model
- Any model may take any of the following:
  - Searchlight .................................1 pt per model
  - Pintle-mounted storm bolter or heavy stubber ........................................10 pts per model
  - Hunter-killer missile ......................10 pts per model
  - Dozer blade ..................................10 pts per model
  - Extra armour ..................................15 pts per model
- The entire squadron may take:
  - Smoke launchers .............................5 points per model
  - Camo netting ..................................20 points per model

**VALKYRIE ASSAULT CARRIER SQUADRON** ................................100 pts per model

- **VALKYRIE** ..................................100 pts per model

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Valkyrie</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Type:**
- Vehicle (fast, skimmer)

**Wargear:**
- Multi-laser
- 2 Hellstrike Missiles
- Searchlight
- Extra Armour

**Options:**
- Any Valkyrie may replace its multi-laser with:
  - Lascannon ....................................15 pts per model
- Any Valkyrie may exchange both of its hellstrike missiles for:
  - Two multiple rocket pods ..................30 pts per model
- Any Valkyrie may take a pair of sponsons armed with:
  - Heavy bolters ...............................10 pts per model

**VENDETTA GUNSHIP SQUADRON** ..................................130 pts per model

- **VENDETTA** ..................................130 pts per model

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vendetta</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Type:**
- Vehicle (fast, skimmer)

**Wargear:**
- 3 twin-linked lascannons
- Searchlight
- Extra Armour

**Options:**
- Any Vendetta may exchange two twin-linked lascannons for:
  - Two hellfury missiles ......................free
- Any Vendetta may take a pair of sponsons armed with:
  - Heavy bolters ...............................10 points per model
HEAVY SUPPORT

DESTROYER TANK HUNTER SQUADRON .160 pts per model

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
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<tbody>
<tr>
<td>Destroyer</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>10</td>
</tr>
</tbody>
</table>

Unit Composition:
- 1-3 Destroyers

Unit Type:
- Vehicle (Tank)

Wargear:
- Laser Destroyer Cannon
- Searchlight
- Smoke Launchers

Options:
- Any Destroyer may take any of the following:
  - Pintle-mounted heavy stubber or storm bolt +10 pts
  - Hunter-killer missile +10 pts
  - Dozerblade +10 pts
  - Extra armour +15 pts
  - Camo-netting +20 pts

DESTROYER TANK HUNTER SQUADRON .160 pts per model

THUNDERER SIEGE TANK SQUADRON . . . 140 pts per model

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
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<tbody>
<tr>
<td>Thunderer</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>11</td>
</tr>
</tbody>
</table>

Unit Composition:
- 1-3 Thunderers

Unit Type:
- Vehicle (Tank)

Wargear:
- Demolisher cannon
- Searchlight
- Smoke Launchers

Options:
- Any Thunderer may take any of the following:
  - Pintle-mounted heavy stubber or storm bolt +10 pts
  - Hunter-killer missile +10 pts
  - Dozerblade +10 pts
  - Extra armour +15 pts
  - Camo-netting +20 pts

HYDRA FLAK TANK BATTERY . . . . . . . . . . . . . 75 pts per model

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
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<tbody>
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<td>Hydra</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Unit Composition:
- Vehicle squadron of 1-3 Hydra Flak tanks

Unit Type:
- Vehicle (tank)

Wargear:
- Two twin-linked Hydra autocannons
- Heavy bolter
- Searchlight
- Smoke launchers
- Auto-targeting System

Special Rules:
- AA mount

Options:
- Any model may replace its heavy bolter with:
  - Heavy flamer free
- Any model may take any of the following:
  - Pintle-mounted storm bolt or heavy stubber +10 pts per model
  - Hunter-killer missile +10 pts per model
  - Dozer blade +10 pts per model
  - Extra armour +15 pts per model
- The entire squadron may take:
  - Camo netting +20 pts per model
Armoured Battle Group

Unit Type:
- Vehicle (tank, open-topped)

Wargear (All):
- Heavy bolter
- Searchlight
- Smoke launchers

Wargear
- Basilisk: Earthshaker cannon
- Medusa: Medusa siege cannon
- Colossus: Colossus siege mortar
- Griffon: Griffon heavy mortar

Special Rules:
- Accurate Bombardment (Griffon only)

Options:
- Any model may replace its heavy bolter with:
  - Heavy flamers
- Any model may take any of the following:
  - Enclosed crew compartment
  - Pintle-mounted storm bolter or heavy stubber
  - Hunter-killer missile
  - Dozer blade
  - Extra armour
- The entire squadron may take:
  - Camo netting
- Any Medusa may take bastion-breacher shells

---

**ORDNANCE BATTERY**

Composition: Vehicle squadron composed of 1-3 of the following tanks, in any combination:

<table>
<thead>
<tr>
<th>Unit Type</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basilisk</td>
<td>125 pts</td>
</tr>
<tr>
<td>Medusa</td>
<td>135 pts</td>
</tr>
<tr>
<td>Colossus</td>
<td>140 pts</td>
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<tr>
<td>Griffon</td>
<td>75 pts</td>
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**Armour**

<table>
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<th>BS</th>
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<tbody>
<tr>
<td>Basilisk</td>
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<td>10</td>
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<tr>
<td>Medusa</td>
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<td>10</td>
</tr>
<tr>
<td>Colossus</td>
<td>3</td>
<td>12</td>
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<td>10</td>
</tr>
<tr>
<td>Griffon</td>
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**ARTILLERY STRIKE**

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<tr>
<td>Bombard Strike</td>
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<td>Ordnance, 7&quot; blast</td>
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<tr>
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<td>2</td>
<td>Ordnance, 5&quot; blast</td>
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<tr>
<td>Basilisk Strike</td>
<td>70</td>
<td>9</td>
<td>3</td>
<td>Ordnance, 5&quot; blast</td>
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<tr>
<td>Griffon Strike</td>
<td>50</td>
<td>6</td>
<td>4</td>
<td>Ordnance, 5&quot; blast</td>
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<tr>
<td>Mortar Battery Strike</td>
<td>50</td>
<td>4</td>
<td>6</td>
<td>Heavy 3, small blast</td>
</tr>
<tr>
<td>Colossus Strike</td>
<td>60</td>
<td>6</td>
<td>3</td>
<td>Ordnance 1/ 5&quot; blast*</td>
</tr>
<tr>
<td>Medusa Strike</td>
<td>60</td>
<td>9</td>
<td>3</td>
<td>Ordnance 1/ 5&quot; blast</td>
</tr>
</tbody>
</table>

- **Timing:**
  An artillery strike will always use the Reserves special rules even in missions where reserves are not allowed. Once the artillery strike is available, it lands in each Shooting phase of the Imperial Guard player's turn thereafter. The Imperial Guard player may opt not to roll for the availability of the artillery strike if he wishes, but once the roll has passed and the forward observer or officer has selected the target, the artillery strike will continue.

- **Placement:**
  The blast marker for the artillery strike can be placed anywhere visible to the forward observer that is calling in the fire. This can be any model equipped with a vox-caster. The target can be an enemy model or just a point on the tabletop.

- **(In)accuracy:**
  An artillery strike scatters just like an ordnance weapon, but if a miss is rolled, the distance scattered is double the score on 2D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the ‘Hit’ symbol.

- **Pinning:**
  All artillery strikes cause Pinning tests as for the standard rules for the weapon type fired.

- **Apocalypse:**
  In games of Apocalypse, only one artillery strike may be taken per 1000 points in the force.

*No cover saves may be taken against hits from a colossus*
**Imperial Armour**

**Thunderbolt** ........................................... 180 pts

**Lightning** ............................................. 145 pts

**Vulture** ................................................. 105 pts

**BOMBARD BATTERY** ................................. 145 pts per model

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bombard</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- Vehicle squadron of 1-3 Bombards

**Unit Type:**
- Vehicle (tank)

**Wargear:**
- Bombard Heavy Siege Mortar
- Searchlight
- Smoke launchers

**Special rules:**
- Slow
- Slow Rate of Fire

**Options:**
- Each Bombard may take:
  - Trojan and Trailer* .......... free
- Any model may take any of the following:
  - Pintle mounted heavy stubber ... 10 pts per model
  - Pintle mounted storm bolter ... 10 pts per model
  - Hunter-killer missile ... 10 pts per model
  - Dozerblade .................. 10 pts per model
  - Extra armour ............... 15 pts per model
- The entire squadron may take:
  - Enclosed crew compartment .... 15 pts per model
  - Camo netting ................. 30 pts per model

* Any Imperial Guard force that contains a Bombard it may also include a Trojan and trailer for free. This is the Bombards ammunition vehicle. The Trojan counts as part of the Heavy Support choice of the Bombard. The Trojan is still worth Victory points/Kill points should it be destroyed. The rules for a Trojan and Trailer can be found in Imperial Armour Volume 1: Imperial Guard.

**BOMBARD HEAVY SIEGE MORTAR**

<table>
<thead>
<tr>
<th>Range</th>
<th>Str</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>36-240'</td>
<td>8</td>
<td>3</td>
<td>Ordnance 1, 7&quot; Blast, Barrage</td>
</tr>
</tbody>
</table>

**Options:**
- Each Bombard may take:
  - Trojan and Trailer* .......... free
- Any model may take any of the following:
  - Pintle mounted heavy stubber ... 10 pts per model
  - Pintle mounted storm bolter ... 10 pts per model
  - Hunter-killer missile ... 10 pts per model
  - Dozerblade .................. 10 pts per model
  - Extra armour ............... 15 pts per model
- The entire squadron may take:
  - Enclosed crew compartment .... 15 pts per model
  - Camo netting ................. 30 pts per model

* Any Imperial Guard force that contains a Bombard it may also include a Trojan and trailer for free. This is the Bombards ammunition vehicle. The Trojan counts as part of the Heavy Support choice of the Bombard. The Trojan is still worth Victory points/Kill points should it be destroyed. The rules for a Trojan and Trailer can be found in Imperial Armour Volume 1: Imperial Guard.

**IMPERIAL NAVY AIR SUPPORT**

**THUNDERBOLT** ........................................... 180 pts

**LIGHTNING** ............................................. 145 pts

**VULTURE** ................................................. 105 pts

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thunderbolt</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Lightning</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Vulture</td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1 Aircraft

**Unit Type:**
- Vehicle (Flyer)

**Wargear:**
- Thunderbolt:
  - Two twin-linked autocannons
  - Twin-linked lascannons
- Lightning:
  - Long-barrelled autocannon
  - Twin-linked lascannons
- Vulture:
  - Heavy Bolter
  - Twin-linked multi-lasers
  - Two hellstrike missiles

**Special Rules:**
- Hover Mode (Vulture only)

**Options:**
- The Thunderbolt may carry either:
  - 4 Hellstrike missiles ......... +40 pts
  - 4 Bombs ...................... +40 pts
- The Lightning may carry either:
  - 4 Hellstrike missiles ......... +40 pts
  - 4 Bombs ...................... +40 pts
- The Lightning may replaces its long-barrelled autocannon with:
  - 2 Hellstrike missiles .......... free
- The Vulture may replace its twin-linked multi-lasers with:
  - Twin-linked autocannons .......... free
  - Twin-linked lascannons .......... +15 pts
  - Twin-linked missile launchers ... +10 pts
  - Two multiple rocket pods ........ +20 pts
  - The Vulture may replace its 2 Hellstrike missiles with:
    - 6 Hunter-killer missiles ........ +40 pts
    - 6 bombs .................... +40 pts
    - 2 multiple rocket pods .......... +30 pts
  - The Vulture may replace its multi-lasers and Hellstrike missiles with:
    - One Twin-linked Punisher cannon ... +50 pts
- Any aircraft may take any of the following:
  - Flare/chaff launcher ............ +10 pts
  - Armoured cockpit ................ +20 pts
  - Infra-red targeting ............. +5 pts
  - Illum flares .................... +5 pts
  - Distinctive paint scheme/decals ... +10 pts
This document is an update to all the rules in our Imperial Armour volume 1 book. Given the changes to the Warhammer 40,000 rules, the arrival of Apocalypse and the new Imperial Guard codex, the rules in the book are a little out of date. This document brings the rules into line with the new codex and were appropriate Apocalypse, with the overall aim of having one set of rules for each vehicle, regardless of which game you are playing.
LEMAN RUSS .............................................................................150 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>10</td>
</tr>
</tbody>
</table>

Unit Type:
- Vehicle (Tank)

Special Rules:
- Lumbering Behemoth

Weapons and equipment:
- Battle cannon
- Heavy bolter
- Searchlight
- Smoke launcher

Options:
- A Leman Russ may replace its heavy bolter with:
  - Heavy flamer ............................... free
  - Lascannon .................................. +15 pts
- A Leman Russ model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ......... +20 pts
  - Multi-meltas ................................. +30 pts
  - Plasma cannons ............................ +40 pts
- A Leman Russ may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ................................ +10 pts
  - Hunter-killer missile ...................... +10 pts
  - Dozerblade ................................. +15 pts
  - Extra armour ............................... +15 pts
  - Camo-netting ............................... +20 pts

Lumbering Behemoth
A Leman Russ that moved at combat speed or remained stationary can fire its turret weapon in addition to any other weapons it is usually allow to fire (even if the turret is ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6" – roll every time it moves at this speed.

LEMAN RUSS DEMOLISHER ..............................................165 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>11</td>
</tr>
</tbody>
</table>

Unit Type:
- Vehicle (Tank)

Special Rules:
- Lumbering Behemoth

Weapons and equipment:
- Demolisher siege cannon
- Heavy bolter
- Searchlight
- Smoke launcher

Options:
- A Leman Russ Demolisher may replace its heavy bolter with:
  - Heavy flamer ............................... free
  - Lascannon .................................. +15 pts
- A Leman Russ Demolisher may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ......... +20 pts
  - Multi-meltas ................................. +30 pts
  - Plasma cannons ............................ +40 pts
- A Leman Russ Demolisher may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ................................ +10 pts
  - Hunter-killer missile ...................... +10 pts
  - Dozerblade ................................. +15 pts
  - Extra armour ............................... +15 pts
  - Camo-netting ............................... +20 pts

Lumbering Behemoth
A Leman Russ that moved at combat speed or remained stationary can fire its turret weapon in addition to any other weapons it is usually allow to fire (even if the turret is ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6" – roll every time it moves at this speed.
LEMAN RUSS VANQUISHER .......................... 155 PTS

Unit Type:
• Vehicle (Tank)

Special Rules:
• Lumbering Behemoth
• Co-axial weapon (if taken)

Weapons and equipment:
• Vanquisher battle cannon
• Heavy bolter
• Searchlight
• Smoke launcher

Options:
• A Leman Russ Vanquisher may replace its heavy bolter with:
  - Heavy flamer ........................................... free
  - Lascannon .............................................. +15 pts
• A Leman Russ Vanquisher may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers .................. +20 pts
  - Multi-meltas ........................................... +30 pts
  - Plasma cannons ...................................... +40 pts
• A Leman Russ Vanquisher may take:
  - A co-axial mounted storm bolter or heavy stubber . . . +10 pts
• A Leman Russ Vanquisher may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter . . . . +10 pts
  - Hunter-killer missile ................................... +10 pts
  - Dozerblade ............................................ +10 pts
  - Extra armour ........................................... +15 pts
  - Camo-netting ......................................... +20 pts

Lumbering Behemoth
A Leman Russ that moved at combat speed or remained stationary can fire its turret weapon in addition to any other weapons it is usually allow to fire (even if the turret is ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6” – roll every time it moves at this speed.

LEMAN RUSS EXTERMINATOR .......................... 150 PTS

Unit Type:
• Vehicle (Tank)

Special Rules:
• Lumbering Behemoth

Weapons and equipment:
• Exterminator autocannon
• Heavy bolter
• Searchlight
• Smoke launcher

Options:
• A Leman Russ Exterminator may replace its heavy bolter with:
  - Heavy flamer ........................................... free
  - Lascannon .............................................. +15 pts
• A Leman Russ Exterminator may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers .................. +20 pts
  - Multi-meltas ........................................... +30 pts
  - Plasma cannons ...................................... +40 pts
• A Leman Russ Exterminator may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter . . . . +10 pts
  - Hunter-killer missile ................................... +10 pts
  - Dozerblade ............................................ +10 pts
  - Extra armour ........................................... +15 pts
  - Camo-netting ......................................... +20 pts

Lumbering Behemoth
A Leman Russ that moved at combat speed or remained stationary can fire its turret weapon in addition to any other weapons it is usually allow to fire (even if the turret is ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6” – roll every time it moves at this speed.
LEMAN RUSS CONQUEROR ..........................130 PTS

**Unit Type:**
- Vehicle (Tank)

**Special Rules:**
- Co-axial weapon

**Weapons and equipment:**
- Conqueror Battle Cannon with co-axial storm bolter
- Heavy bolter
- Searchlight
- Smoke launcher

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>10</td>
</tr>
<tr>
<td>Conqueror</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Options:**
- A Leman Russ Conqueror may replace its heavy bolter with:
  - Heavy flamers ...........................................free
  - Lascannon .............................................+15 pts
- Any model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..................+20 pts per model
  - Multi-meltas .............................................+30 pts per model
  - Plasma cannons .......................................+40 pts per model
- A Leman Russ may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ....+10 pts
  - Hunter-killer missile .................................+10 pts
  - Dozerblade .............................................+10 pts
  - Extra armour ...........................................+15 pts
  - Camo-netting .........................................+20 pts

**Weapon Range Str. AP Type**
| Conqueror cannon | 48" | 8 | 3 | Heavy1/Blast |

---

LEMAN RUSS EXECUTIONER .........................190 PTS

**Unit Type:**
- Vehicle (Tank)

**Special Rules:**
- Lumbering Behemoth

**Weapons and equipment:**
- Executioner plasma cannon
- Heavy bolter
- Searchlight
- Smoke launcher

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leman Russ</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>11</td>
</tr>
<tr>
<td>Executioner</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Options:**
- A Leman Russ Executioner may replace its heavy bolter with:
  - Heavy flamers ...........................................free
  - Lascannon .............................................+15 pts
- A Leman Russ Executioner model may take a pair of sponsons armed with:
  - Heavy bolters or heavy flamers ..................+20 pts
  - Multi-meltas .............................................+30 pts
  - Plasma cannons .......................................+40 pts
- A Leman Russ Executioner may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ....+10 pts
  - Hunter-killer missile .................................+10 pts
  - Dozerblade .............................................+10 pts
  - Extra armour ...........................................+15 pts
  - Camo-netting .........................................+20 pts

**Weapon Range Str. AP Type**
| Laser Destroyer | 72" | 10 | 2 | Ordnance 1 |

---

DESTROYER TANK HUNTER ............................160 PTS

**Unit Type:**
- Vehicle (Tank)

**Special Rules:**
- None

**Weapons and equipment:**
- Laser Destroyer
- Searchlight
- Smoke launcher

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroyer</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>10</td>
</tr>
</tbody>
</table>

**Options:**
- A Destroyer Tank Hunter may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ....+10 pts
  - Hunter-killer missile .................................+10 pts
  - Dozerblade .............................................+10 pts
  - Extra armour ...........................................+15 pts
  - Camo-netting .........................................+20 pts

---

**Notes:**
- The Leman Russ Conqueror does not have the Lumbering Behemoth special rule.

---

**Lumbering Behemoth**
A Leman Russ that moved at combat speed or remained stationary can fire its turret weapon in addition to any other weapons it is usually allow to fire (even if the turret is ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6" – roll every time it moves at this speed.

---

**Co-axial weapon**
A co-axial weapon must be fired at the same target as the main weapon (ie the weapon it is attached to), and any damage result that affects the main weapon affects them as well. If the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll the scatter dice for the main weapon.

---

**Weapon Range Str. AP Type**
| Laser Destroyer | 72" | 10 | 2 | Ordnance 1 |
THUNDERER ........................................... 140 PTS

<table>
<thead>
<tr>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>BS</td>
</tr>
<tr>
<td>Thunderer</td>
</tr>
</tbody>
</table>

Unit Type: • Vehicle (Tank)

Special Rules: • None

Weapons and equipment:
• Demolisher cannon
• Searchlight
• Smoke launcher

Options:
• A Thunderer may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... +10 pts
  - Hunter-killer missile ........................................ +10 pts
  - Dozerblade .................................................. +10 pts
  - Extra armour .................................................. +15 pts
  - Camo-netting .................................................. +20 pts

BANEBLADE .......................................... 500 PTS

<table>
<thead>
<tr>
<th>Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>BS</td>
</tr>
<tr>
<td>Baneblade</td>
</tr>
</tbody>
</table>

Composition: • 1 Baneblade

Unit Type: • Vehicle (Super-heavy tank)

Structure Points: • 3

Special Rules: • None

Weapons and equipment:
• Turret mounted Baneblade cannon
• Hull mounted Demolisher cannon
• Hull mounted twin-linked heavy bolters
• Two sponsons, each with a lascannon and twin-linked heavy bolters
• Searchlight
• Smoke launchers

Command Tank
A high ranking officer is using the Baneblade as a mobile field HQ. All Imperial Guard units within 24” of a Baneblade command take may re-roll failed Morale checks.

Commissariat Crew
A Baneblade may be upgraded to carry members of the Commissariat, who use the Baneblade as a platform to urge the men on to more heroic deeds. Any Imperial Guard unit within 12” of a Baneblade with Commissariat crew count their leadership value as 10.

Options:
• A Baneblade may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... 10 pts
  - Hunter-killer missile ........................................ 10 pts
  - A Baneblade may replace its two side sponsons with: extra armour plates, increasing its side armour to 14 ....... free
  - A Baneblade may take two additional side sponsons, each armed with a lascannon and twin-linked heavy bolter100 pts
  - A Baneblade may be upgraded to one of the following:
    - Command Tank .............................................. 25 pts
    - Commissariat Crew ........................................ 25 pts

Weapon | Range | Str. | AP | Type
|--------|-------|-----|----|--------|
| Baneblade cannon | 72" | 9 | 2 | Ordnance 1, 10" blast, primary weapon

Options:
• A Baneblade may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ... 10 pts
  - Hunter-killer missile ........................................ 10 pts
  - A Baneblade may replace its two side sponsons with: extra armour plates, increasing its side armour to 14 ....... free
  - A Baneblade may take two additional side sponsons, each armed with a lascannon and twin-linked heavy bolter100 pts
  - A Baneblade may be upgraded to one of the following:
    - Command Tank .............................................. 25 pts
    - Commissariat Crew ........................................ 25 pts
### STORMBLADE .............................. 450 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormblade</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>12</td>
</tr>
</tbody>
</table>

**Composition:**
- 1 Stormblade

**Unit Type:**
- Vehicle (Super-heavy tank)

**Structure Points:**
- 3

**Special Rules:**
- None

**Weapons and equipment:**
- Plasma Blastgun
- Two sponsons armed with a lascannon and twin-linked heavy bolters
- Hull mounted heavy bolter
- Searchlight
- Smoke launchers

**Options:**
- A Stormblade may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ...... 10 pts
  - Hunter-killer missile .................................. 10 pts
- A Stormblade may replace its two side sponsons with:
  - extra armour plates, increasing its side armour to 14 .free
- A Stormblade may take:
  - two additional side sponsons, each armed with a lascannon and twin-linked heavy bolter ......................... 100 pts
- A Stormblade may be upgraded to one of the following:
  - Command Tank .................................................. 25 pts

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Str.</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma Blastgun</td>
<td></td>
<td>8</td>
<td>2</td>
<td>Ordnance 2, 7&quot; blast, primary weapon</td>
</tr>
<tr>
<td></td>
<td>(Rapid)</td>
<td>72&quot;</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Full)</td>
<td>96&quot;</td>
<td>10</td>
<td>Ordnance 1, 10&quot; blast, primary weapon</td>
</tr>
</tbody>
</table>

**Command Tank**
A high ranking officer is using the Stormblade as a mobile field HQ. All Imperial Guard units within 24" of a Stormblade command take may re-roll failed Morale checks.

---

### STORMSWORD .............................. 450 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormsword</td>
<td>3</td>
<td>14</td>
<td>13</td>
<td>12</td>
</tr>
</tbody>
</table>

**Composition:**
- 1 Stormsword

**Unit Type:**
- Vehicle (Super-heavy tank)

**Structure Points:**
- 3

**Special Rules:**
- None

**Weapons and equipment:**
- Stormsword cannon
- Hull-mounted heavy bolter
- Two sponsons, each with one heavy flamers and twin-linked heavy bolters or twin-linked heavy flamers
- Searchlight
- Smoke launchers

**Options:**
- A Stormsword may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter ...... 10 pts
  - Hunter-killer missile .................................. 10 pts
- A Stormsword may replace its sponson heavy flamers with:
  - Lascannon .................................................... 20 pts
- A Stormsword may replace its two side sponsons with:
  - extra armour plates, increasing its side armour to 14 .free
- A Stormsword may take:
  - two additional side sponsons, each armed with a lascannon and twin-linked heavy bolter ......................... 100 pts
- A Stormsword may be upgraded to one of the following:
  - Command Tank .................................................. 25 pts

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Str.</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stormsword cannon</td>
<td>36&quot;</td>
<td>10</td>
<td>1</td>
<td>Ordnance 1, 10&quot; blast, primary weapon</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>no cover save allowed</td>
</tr>
</tbody>
</table>

**Command Tank**
A high ranking officer is using the Stormsword as a mobile field HQ. All Imperial Guard units within 24" of a Stormsword command take may re-roll failed Morale checks.
CHIMERA . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .55 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chimera</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Composition:
- 1 Chimera

Unit Type:
- Vehicle (tank)

Special Rules:
- Amphibious
- Mobile Command Vehicle

Transport Capacity:
- 12 models

Weapons and equipment:
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launcher

Options:
- Replace multi-laser with:
  - Heavyflamer . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .free
  - Heavy bolter . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .free
  - Autocannon . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .5 pts
  - Twin-linked heavy bolters . . . . . . . . . . . . . . . . . . . . . . . . .10 pts
- Replace Heavy bolter with:
  - Heavyflamer . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .free
- Take any of the following:
  - Pintle-mounted storm bolter or heavy stubber . . . . . . . . . . . . . .10 pts
  - Hunter-killer missile . . . . . . . . . . . . . . . . . . . . . . . . . . .10 pts
  - Dozerblade . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .10 pts
  - Extra armour . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .15 pts
  - Camo-netting . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .20 pts

Fire points:
- 5 models may fire from the Chimera's top hatch.

Mobile Command Vehicle:
An officer embarked within a Chimera may still issue orders to squads. Measure ranges and line of sight from any point of the Chimera's hull.

SALAMANDER SCOUT . . . . . . . . . . . . . . . . . . . . . . . . . . . .55 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
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</thead>
<tbody>
<tr>
<td>Salamander</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Composition:
- Squadron of 1-3 Salamander Scouts

Unit Type:
- Vehicle (tank, open-topped)

Special Rules:
- Overcharged Engines

Options:
- Take the following:
  - Pintle-mounted heavy stubber or storm bolter . . . . . . . . . . . . . .10 pts
  - Hunter-killer missile . . . . . . . . . . . . . . . . . . . . . . . . . . .10 pts
  - Dozerblade . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .10 pts
  - Extra armour . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .15 pts
  - Camo-netting . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .20 pts

Overcharged Engines
The Salamander is fitted with a specially modified engine. These engines allow Salamanders to attempt to go faster but at risk of stalling the engines. You may declare that a Salamander scout is going to use its overcharged engines in any Movement phase just before you move.

Roll a D6. On a roll of a 1 the engine stalls and the vehicle may not move at all this turn. On a 2-3 the boosters fail to kick in, the vehicle moves normally. On a roll of 4-6 the boosters work and vehicle is treated as a fast vehicle for the entire turn.
SALAMANDER COMMAND ............................. 55 PTS

Options:
• A Salamander Command may replace its heavy flamer with:
  - Heavy bolter ........................................ free
• A Salamander Command may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter .... +10 pts
  - Hunter-killer missile ................................. +10 pts
  - Dozerblade ........................................... +10 pts
  - Extra armour ......................................... +15 pts
  - Camo-netting ....................................... +20 pts

Surveyor
Each Salamander Command vehicle is fitted with a driver’s surveyor. At the start of a game, enemy infiltrators may not be set-up within 4D6” of a Salamander Command vehicle. Roll before any enemy infiltrators are deployed.

Mobile Command Vehicle
The Salamander Command may still issue orders just like a Company Commander. It may issue 2 orders to units (not vehicles) within 12”. It may issue the following orders: Bring it Down!, Fire on My Target!, Get back in the fight. First rank, Fire!, second rank, FIRE!, Incoming! And Move, move, move orders. It always counts as having a vox.
As a command vehicle it may also spot for an artillery strike.

TROJAN ......................................................... 35 PTS

Options:
• A Trojan may replace its heavy bolter with:
  - Heavy flamer ........................................ free
• A Trojan may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter .... +10 pts
  - Hunter-killer missile ................................. +10 pts
  - Dozerblade ........................................... +10 pts
  - Extra armour ......................................... +15 pts
  - Camo-netting ....................................... +20 pts

Towing Vehicle
The Trojan’s main role is as a towing vehicle for supply trailers, weapon platforms and artillery pieces. To unlimber a towed gun and set it up ready to fire takes an entire turn. The Trojan cannot move or fire in the turn it wishes to unlimber, and the towed gun may not fire in that turn either.
To limber a gun also takes a complete turn, in which the Trojan cannot move or fire, and the gun cannot fire either.

Amphibious
Trojans are amphibious vehicles that can move through water. It may trat water features (such as rivers, streams, lakes etc) as open terrain when they move. If a Trojan is towing anything it no longer counts as amphibious.
**ATLAS ................................................. 85 PTS**

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>BS</td>
<td>Front</td>
</tr>
<tr>
<td>Atlas</td>
<td>3</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1 Atlas Recovery Tank

**Weapons and equipment:**
- Heavy Bolter
- Searchlight
- Smoke launchers

**Special Rules**
- Recovery vehicle
- Repair

**Options:**
- An Atlas may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter . . . . . . .10 pts
  - Hunter-killer missile ..............................................10 pts
  - Dozerbalde ..................................................................10 pts
  - Extra armour ..................................................................15 pts
  - Camo-netting ..................................................................20 pts

**Recovery Tank**
The Atlas can drag any destroyed or immobilised vehicle (friend or foe) that it starts the turn in contact with. Both vehicles may move up to D6" and must remain in contact with each other. Neither vehicle may shoot in the same turn that they are towing or being towed in. The Atlas can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of the terrain so it can move again.

**Repair**
If the Atlas starts the turn in contact with a damaged vehicle, in the Shooting phase it can attempt to repair it instead of shooting or towing. Roll a D6. If the result is a 6 then a weapon destroyed or Immobilised result (owning player’s choice) is repaired. If a weapon destroyed result is repaired, that weapon can then be fired in the following Shooting phase.

**CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE ........ 25 PTS**

<table>
<thead>
<tr>
<th>Armour</th>
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</tr>
</thead>
<tbody>
<tr>
<td>BS</td>
<td>Front</td>
</tr>
<tr>
<td>Cyclops</td>
<td>10</td>
</tr>
</tbody>
</table>

**Unit Composition:**
- 1-3 Cyclops each with 1 Operator

**Weapons and equipment:**
- Demolition Charge
- Lasgun (operator only)

**Remote Control**
The Cyclops is remote controlled. It may move to within 1" of an enemy model in the Movement phase.

**Operator**
The operator is a single Death Korps Guardsman. He guides the Cyclops to its target by remote control. The Cyclops cannot function more than 48" away from the operator. If they become separated, the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, the Cyclops can do nothing (including detonate).

**Demo-Charge**
The Cyclops carries a demolition charge that detonates when the vehicle reaches its target. In the Imperial Guard Shooting phase, place the template centred on the Cyclops. Do not roll for scatter. Anything under the template is hit as normal. The Cyclops is destroyed in the explosion, remove it from play. Do not halve the demo-charge’s strength, it always attacks at full strength.

**Damage**
The Cyclops is destroyed by a glancing or penetrating hit. When rolling for armour penetration, if a weapon scores a 6 and this results in a penetrating hit against the Cyclops, the demolition charge explodes. Place the template centred on the Cyclops as if detonating as normal. Note that a roll of 6 that causes a glancing hit will cause the Cyclops to explode.
SENTINEL POWERLIFTER . . . . 25 PTS

<table>
<thead>
<tr>
<th></th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>F</th>
<th>S</th>
<th>R</th>
<th>I</th>
<th>A</th>
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</thead>
<tbody>
<tr>
<td>Sentinel Powerlifter</td>
<td>3</td>
<td>3</td>
<td>7</td>
<td>10</td>
<td>10</td>
<td>3</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

Options:
• A Sentinel Powerlifter may take any of the following:
  - Searchlight ............................................ +1 pts
  - Smoke launcher ....................................... +5 pts
  - Camo-netting ......................................... +10 pts

Unit Type: • Walker (Open-topped)

Weapons and equipment:
• Powerlifter

Powerlifter
The hydraulic pistons of the Powerlifter increase the Sentinel's strength by +2. This is already included in the profile above.

BASILISK . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 125 PTS

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basilisk</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Options:
• May replace its heavy bolt with:
  - Heavy flamer ........................................... free
• A Basilisk may take any of the following:
  - Enclosed Fighting Compartment ..................... 15 pts
  - Pintle-mounted storm bolt or heavy stubber .... 10 pts
  - Hunter-killer missile ................................. 10 pts
  - Dozer blade ............................................. 10 pts
  - Extra armour ............................................. 15 pts
  - Camo nets ................................................. 30 pts

Unit Type: • Vehicle (Tank, open-topped)

Special Rules: • None

Weapons and equipment:
• Earthshaker cannon
• Heavy Bolter
• Searchlight
• Smoke Launcher

GRIFFON HEAVY MORTAR CARRIER . . . . . . . . 75 PTS

<table>
<thead>
<tr>
<th></th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Griffon</td>
<td>3</td>
<td>12</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Options:
• May replace its heavy bolt with:
  - Heavy flamer ........................................... free
• A Griffon may take any of the following:
  - Enclosed fighting compartment ..................... 15 pts
  - Pintle-mounted storm bolt or heavy stubber .... 10 pts
  - Hunter-killer missile ................................. 10 pts
  - Dozer blade ............................................. 10 pts
  - Extra armour ............................................. 15 pts
  - Camo nets ................................................. 30 pts

Unit Type: • Vehicle (Tank, open-topped)

Special Rules: • Accurate Bombardment

Weapons and equipment:
• Griffon Heavy Mortar
• Heavy Bolter
• Searchlight
• Smoke Launcher

Accurate Bombardment
The Griffon's lighter payload affords greater accuracy than that of larger calibre field artillery. When a Griffon fires its heavy mortar, the controlling player can re-roll the scatter dice if he wishes.
MEDUSA ................................. 135 PTS

**Unit Type:**
- Vehicle (Tank, Open topped)

**Special Rules:**
- None

**Weapons and equipment:**
- Medusa siege cannon
- Heavy Bolter
- Searchlight
- Smoke Launcher

**Armour**

<table>
<thead>
<tr>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medusa</td>
<td>3</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Options:**
- May replace its heavy bolter with:
  - Heavy flamer
- A Medusa may take any of the following:
  - Enclosed Fighting Compartment
  - Pintle-mounted storm bolter or heavy stubber
  - Hunter-killer missile
  - Dozer blade
  - Extra armour
  - Camo-netting
  - Bastion-breacher shells

HYDRA ................................. .75 PTS PER MODEL

**Unit Type:**
- Vehicle (Tank)

**Special Rules:**
- AA mount

**Weapons and equipment:**
- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke launcher
- Auto-targeting system

**Composition:**
- Squadron of 1-3 Hydras

**Armour**

<table>
<thead>
<tr>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hydra</td>
<td>3</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Auto-targeting system**

Skimmers cannot claim the cover save gained due to moving flat out against shots fired by the Hydra. Similarly, bikes cannot claim the cover save gained due to turbo-boosting against shots fired by the Hydra.

MANTICORE .............................. 145 PTS

**Unit Type:**
- Vehicle (Tank)

**Special Rules:**
- Limited Ammunition

**Weapons and equipment:**
- 4 Manticore missiles
- Heavy bolter
- Searchlight
- Smoke launcher

**Armour**

<table>
<thead>
<tr>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manticore</td>
<td>3</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

**Options:**
- A Manticore may replace all 4 of its Manticore missiles with:
  - 4 Storm Eagle rockets
  - 4 Sky Eagle rockets
- Any model may replace its heavy bolter with a
  - Heavy flamer
- Any Hydra may take any of the following:
  - Pintle-mounted heavy stubber or storm bolter
  - Hunter-killer missile
  - Dozer blade
  - Extra armour
  - Camo-netting

**Limited Ammunition**

A Manticore rocket launcher typically carries a rack of four rockets. Make a note each time a rocket is fired. Once the Manticore has fired four times it has run out of ammunition. It cannot be re-armed and hence cannot fire again during the game. Note that only a single rocket can be fired each turn.

**Weapon Range Str. AP Type**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Str.</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manticore Missile</td>
<td>36-300&quot;</td>
<td>9</td>
<td>1</td>
<td>Ordnance 1, 7&quot; blast</td>
</tr>
<tr>
<td>Storm Eagle Rocket</td>
<td>24-120&quot;</td>
<td>10</td>
<td>4</td>
<td>Ordnance barrage D3, 5&quot; blast</td>
</tr>
<tr>
<td>Sky Eagle Rocket</td>
<td>120&quot;</td>
<td>9</td>
<td>2</td>
<td>Ordnance 1, AA mount</td>
</tr>
</tbody>
</table>

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EARTHSHAKER PLATFORM .................. 75 PTS

Composition:
• 1 Earthshaker platform and 3 crew.

Unit Type:
• Artillery (Immobile)

Weapons and equipment:
• Earthshaker cannon
• Crew:
  - Flak armour
  - Lasgun
  - Close combat weapon

Special Rules:
• Immobile

Immobile
Unless towed, an artillery platform is immobile, it cannot be moved once deployed.

Hits on the Gun: The Earthshaker is a heavy gun and has an armour value of 11 rather than 10. Any glancing or penetrating hit will still destroy the gun.

Options:
• A Earthshaker Platform may take any of the following:
  - Camo-netting ................................................. +20 pts
  - An Earthshaker Platform may be towed by a Trojan .+35 pts
  - An Earthshaker Platform may have take:
    - Up to 3 extra crew ................................. +5 pts per model

Weapon Range Str. AP Type
Earthshaker Cannon 36-240" 9 3 Ordnance Barrage 1, Large Blast

Crew

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Ld</th>
<th>Sv</th>
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<tbody>
<tr>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>3</td>
<td>1</td>
<td>7</td>
<td>5+</td>
</tr>
</tbody>
</table>

HYDRA PLATFORM ...................... 50 PTS

Composition:
• 1 Hydra platform

Unit Type:
• Artillery (Immobile)

Weapons and equipment:
• 2 twin-linked Hydra autocannons on an AA mount
• Auto-targeting systems

Options:
• A Hydra Platform may take any of the following:
  - Camo-netting ................................................. +20 pts
  - A Hydra Platform may be towed by a Trojan ........ +35 pts

Weapon Range Str. AP Type
Hydra Autocannon 72" 7 4 Heavy 2

Crew

<table>
<thead>
<tr>
<th>WS</th>
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<th>S</th>
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<td>3</td>
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<td>1</td>
<td>3</td>
<td>1</td>
<td>7</td>
<td>5+</td>
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</tbody>
</table>

MANTICORE PLATFORM .................. 100 PTS

Composition:
• 1 Manticore platform

Unit Type:
• Artillery (Immobile)

Weapons and equipment:
• 4 Manticore missiles

Options:
• A Manticore may replace all 4 of its Manticore missiles with:
  - 4 Storm Eagle rockets ........................................ 15 pts
  - 4 Sky Eagle rockets ........................................ free
• A Manticore Platform may take any of the following:
  - Camo-netting ................................................. +20 pts
  - A Manticore Platform may be towed by a Trojan ....... +35 pts

Weapon Range Str. AP Type
Manticore Missile 36-300" 9 2 Ordnance 1, 7" blast
Sky Eagle Rockets 120" 9 2 Ordnance 1, AA mount

Crew

<table>
<thead>
<tr>
<th>WS</th>
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<th>S</th>
<th>T</th>
<th>W</th>
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<th>A</th>
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<td>3</td>
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<td>1</td>
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<td>1</td>
<td>7</td>
<td>5+</td>
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</table>
**SENTRY GUN BATTERY** ..................................15 PTS PER GUN

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tarantula</td>
<td>2</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

**Composition:**
- 1–3 Tarantula sentry guns

**Unit Type:**
- Artillery (Immobile)

**Special Rules:**
- Fire Modes

**Weapons and equipment:**
- Twin-linked heavy bolters

**Firing Modes**
A sentry gun can fire in one of two ways. You must decide which mode the sentry gun will be set in before the start of the game. You cannot change mode once you have decided, it remains in that mode for the rest of the game.

**Point Defence Mode:** The sentry gun is set up with a fixed firing arc, usually to provide covering fire over a particular area. In this mode the gun will engage enemy targets up to 36” away which are in a fixed 90° arc.

**Sentry Mode:** In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within 18” to which it can draw a line of sight. It can fire all round.

**Targeting**
Which enemy unit a sentry gun will target is dictated by its armament.
- A heavy bolter equipped sentry gun will fire at the nearest non-vehicle within its firing mode.
- Lascannon equipped sentry guns will fire at the closest enemy vehicle or large monster within its firing mode.

If there is no preferred target then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will continue to be targeted.

---

**TURRET EMLACEMENT** ................................. 80 PTS

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emplacement</td>
<td>3</td>
<td>13</td>
<td>13</td>
<td>12</td>
</tr>
</tbody>
</table>

**Composition:**
- 1 Emplacement

**Unit Type:**
- Immobile

**Weapons and equipment:**
- Heavy flamer
- Searchlight

**Options:**
- May replace the heavy flamer with any of the following:
  - multi-laser ........................................... +5 pts
  - autocannon .......................................... +5 pts
  - missile launcher ................................. +5 pts
  - twin-linked heavy bolters ..................... +10 pts
  - lascannon ......................................... +10 pts
  - twin-linked autocannons ...................... +15 pts
  - plasma cannon ................................... +15 pts
  - inferno cannon .................................. +15 pts
  - multi-melta ....................................... +15 pts
  - executioner plasma cannon ............... +40 pts
  - demolisher cannon ............................ +35 pts
  - battle cannon ................................. +35 pts
  - vanquisher cannon ......................... +40 pts

---

**‘212’ ARETHUSA** ........................................600 pts

Weisemann’s tank is a standard Lucius pattern Baneblade with the following vehicle upgrades.

**Special Rules:**
- Veteran Crew
- Hardened Crew
- Skilled Gunnery

**Options:**
- Always has a pintle-mounted heavy bolter.

**Veteran Crew**
Weisemann’s crew have fought through unnumbered battles and warzones, they are all veterans. Arethusa has its Ballistic skill increased to 4.

**Hardened Crew**
Arethusa treats all Driver stunned results as Gun Crew Shaken.

**Skilled Gunnery**
Nominate one of Arethusa’s weapons at the start of the Shooting phase. You may re-roll any missed to hit rolls with this weapon for that turn. For blast markers, this allows you to re-roll the scatter dice. Remember you can only re-roll a single dice roll once. You may nominate a different weapon in each turn.
STEEL DOG ALPHA .......................... 230 pts
Obadiah’s tank is Steel Dog Alpha, the command vehicle of the company. It is standard Gryphon IV Leman Russ Vanquisher with the following upgrades and special rules:

**Weapons:**
Steel Dog Alpha is armed with a vanquisher cannon and a hull mounted lascannon.

**Heavy Support:**
Steel Dog Alpha is a Heavy Support choice for an Imperial Guard army. It is a HQ choice for an Imperial Guard Armoured Battlegroup.

**Special Rules:**
- Command Crew
- ‘My Boys Love It!’
- Veteran Tank Hunters

Command Crew
As a Company Command vehicle, Steel Dog Alpha has its BS increased from 3 to 4.

‘My Boys Love It!’
Obadiah has had his tank specially converted to carry a loud speaker system. Over this he broadcasts orders for the rest of the company and loud Varolian martial music to inspire his boys and frighten the enemy (Varolian martial music is very loud, long and, to the untrained ear, quite painful!’ When Obadiah’s tank forces a Tank Shock test on an enemy unit, the unit must make the test at an additional -1 to their Leadership.

Veteran Tank Hunters
Under Obadiah’s command, the crew of Steel Dog Alpha have all been through many battles and campaigns. They are all veteran Tank Hunters, and may add +1 to all its rolls for Armour penetration.

GRACE OF THE THRONE .......................... 195 pts
Grizmund’s tank is the ‘Grace of the Throne’, the regimental command vehicle. It is a standard Leman Russ tank with a Mars Alpha hull.

**HQ:**
General Grizmund in the Grace of the Throne is a HQ choice for an Imperial Guard army. He is also HQ choice for an Imperial Guard Armoured battle group.

**Weapons:**
Grace of the Throne is armed with a battle cannon and a hull mounted heavy boltar.

**Command Crew**
As a regimental command vehicle, Grace of the Throne has its BS increase fro 3 to 4.

‘Best of the best’
The Narmenian 1st are organised differently from other regiments. It has a core cadre of veteran crews, which Grizmund personally commands. To represent these elite crews, any other tank in a force led by Grizmund may take as many Ace Crew skills as they like, they are not restricted to one per vehicle. They may not take the same skill more than once per vehicle.

Colonel ‘Snake’ Stranski .............175 pts + cost of Chimera
Colonel Stranski leads a Company Command squad consisting of himself and four veteran guardsmen. They are mounted in a Chimera (see below). They have the same stats as a standard Command HQ from Codex: Imperial Guard.

**Special Rules:**
- Senior Officer (Stranski only)
- All guns blazing (Stranski only)

**Options:**
- The Chimera may take any of the normal options available to a Chimera.

**Command HQ:**
Stranski is armed with two plasma pistols (counts a twin-linked). One veteran guardsman has a medi-pack. One veteran guardsmen has a vox-caster. Two veteran guardsmen carry melta-guns.

**HQ:**
Stranski, with his squad and Chimera, are a single HQ choice for an Imperial Guard army.

**Chimera:**
Stranski’s current Chimera is the regiment’s HQ vehicle. It is a standard Chimera with the following weapons.

**Weapons:**
It is armed with a heavy flamer and hull mounted heavy bolter.

‘All guns blazing’
Stranski likes to be in the thick of the action. Whilst riding in his Chimera, he may fire both his plasma pistols from the hatch. He can fire these in addition to any other weapons the Chimera is firing, and can fire them regardless of how far the Chimera has moved.
LIGHTNING ................................. 145 PTS

Composition:
• 1 Aircraft

Unit Type:
• Vehicle (Flyer)

Weapons and equipment:
• Long-barrelled autocannon with an AA mount
• Twin-linked lascannons

<table>
<thead>
<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lightning</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Options:
• The Lightning may carry either
  - 4 Hellstrike missiles ........................................... +40 pts
  - 4 Bombs ............................................................. +40 pts
• The Lightning may replace its long-barrelled autocannon with:
  - 2 Hellstrike missiles ............................................. free
• The Lightning may take any of the following:
  - Flare/chaff launcher ............................................. +10 pts
  - Armoured cockpit ............................................... +20 pts
  - Infra-red targeting ............................................. +5 pts
  - Illum flares ....................................................... +5 pts
  - Distinctive paint scheme/decals .............................. +10 pts

THUNDERBOLT ................................. 180 PTS

Composition:
• 1 Thunderbolt

Unit Type:
• Vehicle (Flyer)

Weapons and equipment:
• Two twin-linked autocannons
• Twin-linked lascannons

<table>
<thead>
<tr>
<th>Armour</th>
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<th>Front</th>
<th>Side</th>
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</thead>
<tbody>
<tr>
<td>Thunderbolt</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Options:
• The Thunderbolt may carry either:
  - 4 Hellstrike missiles ........................................... +40 pts
  - 4 Bombs ............................................................. +40 pts
• The Thunderbolt may take any of the following:
  - Flare/chaff launcher ............................................. +10 pts
  - Armoured cockpit ............................................... +20 pts
  - Infra-red targeting ............................................. +5 pts
  - Illum flares ....................................................... +5 pts
  - Distinctive paint scheme/decals .............................. +10 pts

MARAUDER ................................. 400 PTS

Composition:
• 1 Marauder

Unit Type:
• Superheavy Flyer

Weapons and equipment:
• One twin-linked lascannon and two twin-linked heavy bolters.
• The Marauder also carries twelve bombs in its bomb bay.

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<tr>
<th>Armour</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
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<tbody>
<tr>
<td>Marauder</td>
<td>3</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

Options:
• The Marauder may replace its bombs with:
  - 2 Hellstorm bombs ............................................ free
• The Marauder may take any of the following:
  - Flare/chaff launcher ............................................. +10 pts
  - Armoured cockpit ............................................... +20 pts
  - Infra-red targeting ............................................. +5 pts
  - Illum flares ....................................................... +5 pts
  - Distinctive paint scheme/decals .............................. +10 pts

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Str.</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bomb</td>
<td>Bomb</td>
<td>6</td>
<td>4</td>
<td>Apocalyptic Barrage(1)* One-shot</td>
</tr>
<tr>
<td>Hellstorm</td>
<td>Hellstorm</td>
<td>7</td>
<td>3</td>
<td>Inferno** One-shot</td>
</tr>
</tbody>
</table>

*You can elect to have the Marauder drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they’re gone, they’re gone!

**Only one Hellstorm bomb may be dropped per bombing run.
MARAUDER DESTROYER .......................... 425 PTS

Composition:
• 1 Marauder Destroyer

Unit Type:
• Super Heavy Flyer

Structure Points:
• 3

Weapons and equipment:
• Three twin-linked autocannons
• One twin-linked heavy bolter
• One twin-linked assault cannon
• The Marauder Destroyer carries 6 bombs in its bomb bay

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<thead>
<tr>
<th>Marauder Destroyer</th>
<th>Armour</th>
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<tbody>
<tr>
<td></td>
<td>BS</td>
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<td></td>
<td>3</td>
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</tbody>
</table>

Options:
• The Marauder Destroyer may carry either:
  - 8 Hellstrike missiles .......................... +80 pts

• The Marauder Destroyer may take any of the following:
  - Flare/chaff launcher .......................... +10 pts
  - Armoured cockpit ............................... +20 pts
  - Infra-red targeting ............................ +5 pts
  - I illum flares ................................. +5 pts
  - Distinctive paint scheme/decals .............. +10 pts

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Str.</th>
<th>AP</th>
<th>Type</th>
</tr>
</thead>
</table>
| Bomb   | Bomb  | 6    | 4   | Apocalyptic Barrage(1)* One-shot

*You can elect to have the Marauder drop as many bombs as you wish in a single bombing run – for each bomb dropped, roll once on the Apocalyptic Barrage template. But remember, each bomb can only be dropped once – when they're gone, they're gone!

VALKYRIE AIRBORNE ASSAULT CARRIER  .......... 100 PTS

Composition:
• 1 Valkyrie

Unit Type:
• Vehicle (fast, skimmer)
• Flyer*

Transport Capacity:
• 12 models

Special Rules:
• Deep Strike
• Scout
• Grav Chute Insertion

Armour

<table>
<thead>
<tr>
<th>Valkyrie</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
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<tbody>
<tr>
<td></td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
</tr>
</tbody>
</table>

Weapons and equipment:
• Multi-laser
• 2 Hellstrike missiles
• Searchlight
• Extra Armour

Options:
• Any Valkyrie may replace its multi-laser with:
  - Lascannon .......................... 15 pts

• Any Valkyrie may exchange both its Hellstrike missiles for:
  - Two multiple rocket pods  ............ 30 pts

• Any Valkyrie may take a pair of sponsons armed with:
  - Heavy bolters ............................ 10 pts

Grav Chute Insertion
If the Valkyrie has moved flat out, passengers may still disembark, but they must do so as follows. Nominate any point which the Valkyrie or Vendetta moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table.

VULTURE GUNSHIP ............................. 105 PTS

Composition:
• 1 Vulture

Unit Type:
• Vehicle (fast, skimmer)
• Flyer*

Special Rules:
• Deep Strike

Armour

<table>
<thead>
<tr>
<th>Vulture</th>
<th>BS</th>
<th>Front</th>
<th>Side</th>
<th>Rear</th>
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<tbody>
<tr>
<td></td>
<td>3</td>
<td>12</td>
<td>12</td>
<td>10</td>
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</tbody>
</table>

Weapons and equipment:
• Heavy Bolter
• Twin-linked multi-laser
• Two Hellstrike missiles
• Searchlight
• Extra Armour

Options:
• A Vulture may replace its multi-lasers with:
  - Twin-linked autocannons .................. free
  - Twin-linked missile launchers .......... +10 pts
  - Twin-linked lascannons .................. +15 pts
  - Two multiple rocket pods ............... +20 pts

• A Vulture may replace its 2 Hellstrike missiles with:
  - 6 Bombs .......................... +40 pts
  - 6 Hunter-killer missiles ............... +40 pts
  - Two multiple rocket pods ............ +30 pts

• A Vulture may replace both its multi-lasers and Hellstrike missiles with:
  - One Twin-linked Punisher cannon .......... +50 pts

• The Vulture may take any of the following:
  - Flare/chaff launcher .................. +10 pts
  - Armoured cockpit .................... +20 pts
  - Infra-red targeting .................. +5 pts
  - I llum flares ......................... +5 pts
  - Distinctive paint scheme/decals ........ +10 pts

*In games of Apocalypse the Valkyrie is treated as a Flyer with hover mode.

*In games of Apocalypse the Vulture is treated as a Flyer with Hover mode.