



CODEX

IMPERIAL GUARD

WARHAMMER
40,000
FANMADE CODEX

THE ANGRY
INITIATIVE

Introduction

Angry codices are an attempt to improve internal and external balance. Check out [the Angry Codex hub](#) for the other angry codices.

This codex will feature heavy revisions of weapon profiles so just remember a las cannon isn't a las cannon and a missile launcher might just be worth taking.

Disclaimer

Games Workshop in no way endorses this codex nor any of the other Angry Codices. No infringement is intended with this work, nor any other of the Angry Codices. The intent of the angry codices is NOT to make GW go out of business, but rather to improve the quality of the hobby, which leads to a happier and larger player base.

Editing

Feel free to edit wordings to improve readability. Add anything you like to any of the Angry Codices, except the Angry Necrons, Dark Eldar and Daemons, for these documents you should instead first argue in the discussion page before adding or changing anything. If someone objects to something you have written or changed, you should civilly discuss and prove why your idea is good and how it fits with fluff/is more balanced etc. etc. If no conclusion can be made then the Angry Pirate has the final say, if he does not say anything remove any changes from the official codex. If you don't agree with an edit the Angry Pirate has made you can write in the talk page of the relevant talk page or in my page by clicking the first blue link. [Angry Pirate](#) (talk)

WIP

Imperial Guard Armoury

Acid Gas Bombs

Range	S	AP	Type
8	1	3	Assault 1, Blast, Poison (4+)

Shotguns

	Range	S	AP	Type
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Shell	12	3	6	Assault 3, Stopping-Power
Ignitius Shells	12	3	4	Assault 2, Ignores Cover

Stopping Power: Any unit hit by this weapon must subtract 2 from its Movement and Charge distance until their side's next Assault Phase. Models with more than 1 Wound or Hull Point on their profile ignore the effects of this rule.

Laser Weapons

	Range	S	AP	Type
Lasgun	24"	3	-	Salvo 2/1, Old School
Hot-shot lasgun	24"	3	3	Rapid Fire
Kantrael pattern lasgun	24"	3	-	Heavy 2
Mk 4 lascarbine	18"	3	-	Assault 2
Lucius Pattern Lasgun	24"	3	-	Assault 1, Shred
Mk4 pattern lasgun	18"	3	-	Assault 2
Triplex pattern lasgun	30"	4	-	Salvo 1/0, Old School
	24"	3	-	Salvo 2/1, Old School
	12"	2	-	Salvo 4/2, Old School
*Lascannon	48	7	1	Heavy 1, Lance, Fleshbane, Piercing Power

Old School: Note that this weapon fires a higher number of shots when the firing model has moved than when it has remained stationary.

Piercing Power: Refer to *Space Marines Angry Smurf Edition*

Mortars

Range	S	AP	Type
48	4	6	Heavy 1, Barrage, Blast, Shred

Melta Weapons

Range	S	AP	Type	
Meltagun	12	8	1	Rapid Fire

Multimelta	24	8	1	Heavy 1, Melta
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Plasma Weapons

	Range	S	AP	Type
Plasma pistol	12	7	3	Assault 1, Pistol, Gets Hot, Shred
Plasma gun	24	7	3	Rapid-Fire, Gets Hot, Shred
Plasma cannon	36	7	3	Salvo 1/2, Gets Hot, Blast

Bolt Weapons

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Heavy Bolter	36	5	4	Heavy 3, Shred

Hellstrike Missile

Range	S	AP	Type
72	8	2	Primary Weapon 1, One use only

Missile launcher

	Range	S	AP	Type
- Krak Missile	48	8	2	Heavy 1
- Frag Missile	48	4	4	Heavy 1, Blast
- Flakk Missile	48	8	2	Heavy 1, Skyfire

Flamer Weapons

	Range	S	AP	Type
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Flamer	Template	4	5	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Inferno Cannon	Template	6	4	Assault 1, Torrent

New Equipment

The Winged Skull: A squad receiving an order from a model with a Winged Skull may use its leadership instead of their own for testing whether the order takes effect.

Order of St. Kark: A Commissar or Lord Commissar with an Order of St. Kark may choose to execute two models from his own unit to have all models in his unit gain the Counter-Attack special rule until the end of the turn. This action must be performed before Overwatch but after the Charge has been declared.

Drusian Laurels: A model equipped with Drusian Laurels gain a 6+ Invulnerable save.

Auspex: If a unit including a model with an Auspex fires at an enemy unit within 12", that unit loses the Shrouded and Stealth special rules if they have them until casualties have been removed from said shooting attack.

Long-Range Sweeper: Roll a D6 for each enemy unit wishing to Infiltrate. On a 4+ that unit must deploy normally.

Cogs of Het: Any model equipped with a Cog of Het has the Stubborn Special Rule while within 6" of a friendly vehicle.

Spotter's Magnoculars The model and its unit has the Night Vision Special Rule.

Vox Caster: A unit including a Vox caster may issue orders to any other squad with a Vox caster, regardless of range.

Recovery Gear: If a vehicle with recovery gear is immobilised, then in subsequent turns it may attempt to repair itself. To make the attempt, roll a D6 at the end of the movement phase; on the roll of a 4+, the vehicle is no longer immobilised.

Relic Plating: Any vehicle with Relic plating, generates D3 Warp Charges in the opponents psychic phase.

Bionics: A model equipped with Bionics gain the Feel no Pain Special Rule.

Honorifica Imperialis: Allows the user to successfully perform a heroic order once per game. Opposed to normal orders, heroic orders target individual models within units and cannot be issued before turn 3. The leadership test is ALWAYS taken at the ordered models own leadership value, regardless of any other leadership values in the unit or equipment the ordering unit has. A heroic order must be issued during the movement phase, but resolves during the appropriate phase of the turn. A unit can still receive another order during the same turn as it receives a heroic order. The heroic orders that may be issued are:

- **Ultimate Sacrifice:** Must target a model with a Vox Caster. Resolves during the Close Combat Phase. If the order is successful, place a large blast with the center over the model. All models hit by the template take a hit at Strength 8 AP3 with the Ordnance type.
- **Last Service:** Must target a Hellhound, Devil Dog or Bane Wolf. Resolves during the Close Combat Phase. If the order is successful all models within 8" take a hit dependant upon the vehicle that was targeted. The vehicle is then removed as a casualty:

Hellhound: S6 AP4 with the Ignores Cover Special rule.

Devil Dog: S8 AP1 with the Armourbane Special rule.

Bane Wolf: S1 AP3 with the Poison(2+) Special rule

- **Relentless Advance:** Must target a Character. Resolves during the Shooting Phase. The character and any unit he is attached to may shoot, run and then shoot again.
- **Fix Bayonets!:** Targets the ordering Company Commander. Resolves during the Movement Phase. All friendly infantry units within 12" gains the **Counter-Attack** special rule until the start of your next turn.
- **Last Push:** Must target Leman Russ Battle Tank or Leman Russ Siege Tank. Resolves during the Movement Phase. Target model and all models in its unit must Tank Shock during its Movement phase, moving 6"+D6" instead of the usual 6". Any unit which passes a Morale Check caused from this Tank Shock must pass an Initiative test or be forced to perform a Death or Glory attack. All models in the ordered unit may shoot as normal, despite having Tank Shocked during the Movement Phase. A squad receiving an order from a model with an Honorifica Imperialis may use his leadership instead of their own for testing whether the order takes effect.

Duelist Honours: A model with Dualist Honours increases its Weapon skill by 2.

Signum: A unit including a Signum may add 1 to their BS.

Targeter: When performing a shooting attack, a model equipped with a targeter ignores cover saves gained by shooting through other units.

Victory Sash: All units from Codex: Astra Militarum within 12" of a model with a Victory Sash may add 1 to their LD. If the Character is embarked upon a vehicle or building the Victory Sash has no effect.

Macharian Cross: At the start of the battle, after deployment but before the roll to seize the initiative, you may move up to 3 units 6". A unit utilizing this rule may not charge in the first game turn, nor may units utilizing the infiltrate special rule or Scout special rule make use of a Macharian Cross.

The Black Plate: A model equipped with The Black Plate increases their armour save to 4+, which is further increased to 3+ in close combat.

Fist of Brockus: Is a weapon with the following profile:

S	AP	Type
x2	2	Melee, Unwieldy, Defiance Eternal

Defiance Eternal: The Lord Commissar's Aura of Discipline's Range is increased to 12"

Hopper Mines: For each squad equipped with Hopper Mines, before deployment you may place a mine marker anywhere on your table half. All open terrain within 6" of this marker, counts as "Trapped". For each model that moves through "Trapped" terrain it must roll a D6. For each 1 it rolls you may place a large blast with the centre upon a model from the unit. All models touched by the template takes a Strength 4, AP5 hit.

Veteran Crew: A vehicle equipped with Veteran Crew counts its leadership value as being 8.

Ace Crew: A vehicle equipped with an Ace Crew counts as having a Ballistic Skill of 4.

Formations and Detachment

Renowned Regiments

Armageddon Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

Command Benefits:

- **Man and Steel:** Any unit which has disembarked from a transport this turn may re-roll to hit rolls of 1 in the Shooting Phase.
- **Ork-Fighters:** During the sub-fight phase, any model with this special rule gains the **Preferred Enemy (Orkz)** special rule.
- **Hive Soldiers:** Any non-vehicle unit with this special rule has the **Move Through Cover (Ruins)** special rule.

Cadian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

Command Benefits:

- **Battle Group Vox-net:** Models from this Detachment can issue orders up to 6" further than normal. When a model from this Detachment issues an order to a unit from this Detachment, roll an additional dice for the Leadership test and discard the highest roll.
- **Sharpshooters:** Models from this Detachment can re-roll To Hit rolls of 1 when firing lasguns or hot-shot lasguns.
- All Infantry models in this Detachment must replace their lasgun with a kantrael pattern lasguns:

•	Range	S	AP	Type
Kantrael pattern lasgun	24"	3	-	Heavy 2

Catachan Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Riders and Tanks.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Guerilla Fighters:** All models with flak armour replace it with camo gear. Models from this Detachment have the **Stealth (Forests and Jungles)** and **Move Through Cover** special rules.
- **Mk 4 Lascarbine:** All models with lasguns in this detachment replace them with mk 4 lascarbines.

•	Range	S	AP	Type
Mk 4 lascarbine	18"	3	-	Assault 2

- **Brutal Close Combatants:** Models from this Detachment may re-roll To Wound rolls of 1 in close combat.

Kriegian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Siege Regiment:** All Ordnance Weapons mounted on a vehicle in this Detachment add +1 when rolling on the Building Damage Chart.
- **Iron Discipline:** Any unit in this Detachment may choose to regroup automatically and is not forced to take a Morale Check for suffering casualties during the Shooting Phase while it is within 6" of a friendly model with the **Voice of Command** Special rule.
- **Close Quarters Specialists:** All Infantry models in this Detachment add +1 to their WS characteristic.

- **Lucius Pattern Lasguns:** All Infantry models replace their lasgun with a lucius pattern lasgun:

•	Range	S	AP	Type
Lucius Pattern Lasgun	24"	3	-	Assault 1, Shred

Ellysian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Drop Regiment:** All Veteran Squads and Walker units in this Detachment have the **Deep Strike** special rule.
- **Sharpshooters:** Models from this Detachment can re-roll To Hit rolls of 1 when firing lasguns or hot-shot lasguns.
- All Infantry models in this Detachment must replace their lasgun with a mk4 pattern lasgun:

•	Range	S	AP	Type
Mk4 pattern lasgun	18"	3	-	Assault 2

Tallarn Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Swift and Deadly:** All units with this special rule gain **Fleet** and the **Hit and Run** special rules. Leman Russ Squadrons with this special rule may also Flat out during the Shooting Phase despite having the Heavy type.
- **The Desert's Shadow:** Veteran Squads in this Detachment have the **Infiltrate** special rule.

Mordian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Obedient To the Letter:** All models with this special rule treat their Leadership as 10 when receiving orders.
- **Iron Discipline:** Any unit with this special rule may choose to regroup automatically provided it is within 6" of a friendly model with the **Voice of Command** Special rule. While within 12" of a model with the **Voice of Command** special rule a model with this special rule may re-roll failed Morale checks during the enemy shooting phase.
- All Infantry models in this Detachment must replace their lasgun with a triplex pattern lasguns:

Range	S	AP	Type
30"	4	-	Salvo 1/0, Old School
24"	3	-	Salvo 2/1, Old School
18"	2	-	Salvo 4/2, Old School

Old School: Note that this weapon fires a higher number of shots when the firing model has moved than when it has remained stationary.

Valhallan Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Tenacious:** All non-Tank models in this Detachment gain the **Stubborn** and **Move Through Cover** special rules. The dozer blade upgrade costs 0 points for any unit in this Detachment.

Vostroyan Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Bound by Blood:** Infantry Squads from this Detachment within 18" of a Veteran Squad from this Detachment may re-roll failed Leadership tests as well as rolls of 1 to hit during both the Shooting and Close Combat Phase.
- **The Firstborn:** Any non-vehicle model with this special rule may take a 6+ Armour save against hits with AP5.

Tanithian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Gaunt's Ghosts:** Infantry models from this Detachment have the **Infiltrate** special rule. All Infantry models in this Detachment are armed with camo gear.
- All Infantry models in this Detachment must replace their lasgun with a kantrael pattern lasguns:

•	Range	S	AP	Type
Kantrael pattern lasgun	24"	3	-	Heavy 2

Tanithian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Fierce Gangers:** Models from this Detachment have the **Furious Charge** and **Counter Attack** special rules.

- **In Line:** While all models in a unit from this Detachment are connected through one or more models in base contact with each other, aææ models in that unit may re-roll all failed leadership tests as well as To-Hit rolls of 1 in the shooting phase.

Harakoni Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Low Grav Born:** All Infantry models in this Detachment do not Scatter when arriving from Deep Strike reserve and when using a Flyer's Grav Chute special rule.
- **Airborn Warriors:** All Infantry models in this Detachment gain the **Fearless** special rule during a turn in which they arrive from Deep Strike reserve or disembark from a Flyer.

Savlarian Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **In it for the Loot:** Units with this special rule cannot contest objectives. They may capture objectives but only if no enemy units are within 3" of the

objective. Each time an enemy unit is destroyed while one or more Infantry models from this Detachment is within 6" you gain 1 Victory Point.

- **Scavengers:** During deployment any model in this Detachment may replace its flamer with a ranged weapon with the Assault type an enemy Infantry or Jump Infantry model is armed with. Any Heavy Weapons Team model may replace its heavy bolter with a ranged weapon with the heavy type an enemy Bike, Jetbike, Infantry, Jump Infantry or Artillery model is armed with.
- **Nitro Chem Inhalers:** Any number of Veteran Squads in this Detachment may gain the **Fearless** special rule.

Mordant Tactics

Restrictions:

This Detachment may only include units with the Imperial Guard faction and may not include Rough Rider Squads.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- All Infantry models in this Detachment must replace their lasgun with a kantrael pattern lasguns:

•	Range	S	AP	Type
Kantrael pattern lasgun	24"	3	-	Heavy 2

- **Campaign Trophies:** At the start of the game, roll a D6 for each Veteran Squad in your army and consult the following table:

Roll	Bonus
1	Blades and Knives: All models in the Veteran Squad may be armed with two close combat weapons at no additional cost.

2	Demolition Supply: All models in the Veteran Squad may be armed with krak grenades at no additional cost, the Veteran Sergeant may also be armed with melta bombs.
3	Triplex Pattern Lasguns: All models in the Veteran Squad may replace their lasgun with a triplex pattern lasgun.
4	Vox Caster: One model in the Veteran Squad may be equipped with a vox-caster at no additional cost. Re-roll this result if if a model in the unit is already equipped with a vox-caster.
5	Makeshift-Armour: All models in the Veteran Squad may increase their Sv to 4+.
6	Dark Artefact: The Veteran Sergeant may be armed with a power sword, if the Veteran Sergeant does, add +1 to the Veteran Sergeant's Attack characteristic. Each failed To Hit roll made by the Veteran Sergeant inflicts a single S 3 AP 3 hit on the nearest friendly model to the Veteran Sergeant, if no other models remain in the Veteran Sergeant's unit, the Veteran Sergeant instead suffers an AP 3 wound.

	Range	S	AP	Type
Triplex pattern lasgun				
	30"	4	-	Salvo 1/0, Old School
	24"	3	-	Salvo 2/1, Old School
	18"	2	-	Salvo 4/2, Old School

Old School: Note that this weapon fires a higher number of shots when the firing model has moved than when it has remained stationary.

- **Departmento Munitorum 'Gifts':** You may include an ammunition dump in your army for each Infantry Squad in this Detachment at no additional cost. All ammunition dumps must be placed at the same time and following the same rules as all other fortifications. Models within 2" of an ammunition dump re-roll failed To Hit rolls of 1 in the Shooting phase. A model in cover behind an ammunition dump has a 5+ cover save. The ammunition dump models can be no larger than 65 mm from one border to the other.
- **Night Vision**

Detachments

Imperial Guard Regiment

Restrictions:

This Detachment must include 0-1 Command, 1+ Core and 0+ Auxiliary.

Command Benefits:

- **Regimental Commander:** If you include a Company Commander as a Regimental Command choice then no other Imperial Guard Character may be your Warlord and that Company Commander may issue up to three Orders each turn.
- **Renowned Regiment:** You may select a single renowned regiment; add the renowned regiment's restrictions and command benefits to this detachment's restrictions and command benefits respectively.

Command

Regimental Command

- 1 Company Command Squad or Tank Commander
- 0-1 Lord Commissar

Colonel Commissar Ibram Gaunt

- 1 Colonel Commissar Ibram Gaunt

Core:

Armoured Company

Infantry Company

Veteran Company

Auxiliary:

Aerial Company

Artillery Company

Infantry Platoon

Sentinel Company

Storm Trooper Company

Storm Trooper Auxiliary

- 1 Militarum Tempestus Squad
- 0-1 Storm Trooper Command Squad

Ogryn Auxiliary

- 1 Ogryn Squad or Bullgryn Squad

Ratling Auxiliary

- 1 Ratling Squad

Rough Rider Auxiliary

- 1 Rough Rider Squad

Psykana Division

Imperial Guard Detachment

Restrictions:

This Detachment may only include units with the Imperial Guard faction.

This Detachment must include the following:

- 1-2 HQ choices, 2-6 Troops choices, 0-3 Elites choices, 0-3 Fast Attack choices, 0-3 Heavy Support choices, 0-1 Fortification choice and 0-1 Lord of War choice.

Command Benefits:

- **Renowned Regiment:** You may select a single renowned regiment; add the renowned regiment's restrictions and command benefits to this detachment's restrictions and command benefits respectively.
 - **Ideal Mission Commander:** If this Detachment is chosen as your Primary Detachment, you can choose to re-roll the result on the Warlord Trait table.
 - **Objective Secured:** All Troops units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.
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Imperial Guard Allied Detachment

Restrictions:

This Detachment cannot be your Primary Detachment.

Your Warlord can never be chosen from this Detachment.

This Detachment may only include units with the Imperial Guard faction.

All units chosen must have a different Faction to any of the units in your Primary Detachment (or no Faction).

This Detachment must include the following:

- 1 HQ choices, 1-3 Troops choices, 0-1 Elites choices, 0-1 Fast Attack choices and 0-1 Heavy Support choices.

Command Benefits:

- **Renowned Regiment:** You may select a single renowned regiment; add the renowned regiment's restrictions and command benefits to this detachment's restrictions and command benefits respectively.
- **Objective Secured:** All Troops units from this Detachment have the Objective Secured special rule. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.

Formations

Aerial Company

Formation:

- 1-3 units from the following list in any combination:

- Valkyrie Squadron
- Vendetta Squadron

Restrictions:

None.

Special Rules:

- **Aerial Formation:** If a Reserves Roll for a unit from this Formation is successful, you can choose to automatically pass any remaining Reserves Rolls for units from this Formation this turn.
- **Low Altitude Drop:** At the start of your Movement phase, you can declare that one or more units from this Formation will enact low altitude drops. Any unit that does so may not Jink until your next Movement phase but any unit which disembarks from a vehicle using the **Grav Chute Insertion** special rule do not scatter during a turn in which the vehicle is making a low altitude drop.

Armoured Company

Formation:

- 1 Tank Commander
- 2-4 Leman Russ Squadrons
- 0-1 Baneblade, Banehammer, Banesword, Doomhammer, Hellhammer, Shadowword or Stormlord
- 1-3 Engineeers

Restrictions:

None.

Special Rules:

- **Formation Leader:** The Tank Commanders order (if effective) affects all other vehicle units from this Formation within 12" of the Tank Commander (18" if this Formation is part of a Cadian Regiment).

Artillery Company

Formation:

- 1 Company Command Squad
- 2-3 units from the following list in any combination:
 - Ordnance Battery
 - Hydra Battery
 - Wyvern Battery

- 0-1 unit from the following list:

- Deathstrike

- 1-3 Engineers

Restrictions:

The Company Command Squad must take a Chimera or Taurox as a Dedicated Transport.

Special Rules:

- **Artillery Command:** The Company Commander from this Formation can issue the 'Smite at Will', 'Suppressive Fire!' and 'Fire on my Target!' orders to all units of vehicles from this Formation within 12" of the Company Commander (18" if this Formation is part of a Cadian Regiment). The Leadership test is always taken at Leadership 9.
- **Target Sighted:** Models from this Formation count as having a line of sight to any target any Engineers from this Formation have line of sight to.

Infantry Company

Formation:

- 1 Company Command Squad
- 2-4 Infantry Platoons

Restrictions:

None.

Special Rules:

Punishing Fusilade: Whenever the Company Commander from this Formation issues an order to a unit from this Formation they apply to all units from this Formation within 12" of the Company Commander (18" if this Formation is part of a Cadian Regiment).

Infantry Platoon

Formation:

- 1 Platoon Command Squad

- 2-5 Infantry Squads
- 0-5 Heavy Weapons Squads
- 0-3 Special Weapons Squads
- 0-1 Conscript Squad
- 0-1 Scout Sentinel Squadron or Armoured Sentinel Squadron

Restrictions:

None.

Special Rules:

- **Combined Squad:** Any number of Infantry Squads in this Formation may be organized into a single combined unit during deployment, the unit is treated as a single unit for the whole game.

Psykana Division

Formation:

- 1 Primaris Psyker
- 1-3 Wyrdvane Brotherhoods
- 1-3 Commisars

Restrictions:

None.

Special Rules:

- **Empyric Link**

Sentinel Company

Formation:

- 2-6 units from the following list in any combination:

- Scout Sentinel Squadron
- Armoured Sentinel Squadron

Restrictions:

Each unit must consist of 3 models.

Special Rules:

- **Outflank**
- **Company Command:** One model in this Formation must be upgraded to have the Character type at no additional cost. The Character may issue the 'Take Aim', 'Forwards for the Emperor' or 'Move! Move! Move!' order to all units from this Formation within 12" of the character. The Leadership test is taken at Leadership 9.
- **Dedicated Hunters:** At the start of your first turn, pick a unit in the enemy army. All models in this Formation have the **Preferred Enemy (picked unit)** special rule.

Storm Trooper Company

Formation:

- 1 Storm Trooper Command Squad
- 2-3 Storm Trooper Squads

Restrictions:

None.

Special Rules:

Objective Secured: Infantry models from an Assault Company have the **Objective Secured** special rule. A unit with this special rule controls objectives even if an enemy unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Veteran Company

Formation:

- 1 Company Command Squad
- 2-4 Veteran Squads
- 0-1 Hellhound Squadron

Restrictions:

None.

Special Rules:

Objective Secured: Infantry models from an Assault Company have the **Objective Secured** special rule. A unit with this special rule controls objectives even if an enemy unit is within range of the Objective Marker, unless the enemy unit also has this special rule.

Imperial Guard Special Rules

Voice of Command: A model with this special can issue one order each turn. Orders are issued and their effects resolved at the start of your Shooting Phase. If you have more than one officer, or if you have an officer that has a special rule allowing it to issue more than one order a turn, issue and resolve each order one at a time.

An officer can attempt to issue an order provided he is not locked in combat, falling back or has gone to ground. Issuing an order does not prevent the officer's unit from acting (shooting, Running etc.) later in that phase.

To issue an order declare the order your officer is attempting to issue and select a single friendly non-vehicle Imperial Guards unit within 12" of the officer - This can be the officer's own unit. The ordered unit must then take a Leadership test. If the test is passed the order takes effect.

If the test is failed the order does not take effect.

Unless an order causes the ordered unit to make a shooting attack or Run, receiving it does not prevent the ordered unit from acting later that phase, whether the order was successful or not.

Orders cannot be issued to units that previously received an order that phase (regardless of whether the order took effect). Unless otherwise stated, orders cannot be issued to units that are locked in combat, are falling back, or have gone to ground.

If a double 1 is rolled for an ordered unit's leadership test, all further orders issued automatically take effect.

If a double 6 is rolled, the order does not take effect, and no further orders may be issued that turn by any officer.

Imperial Guard Orders:

First Rank, Fire! Second Rank, Fire!:

The ordered unit must make a shooting attack. When resolving this shooting attack, all models firing with a weapon with the "Pattern" special rule, or hot-shot lasguns fire one additional shot.

Forwards! For the Emperor!:

The ordered unit may run and shoot in the shooting phase in any order.

Move! Move! Move!:

The ordered unit must Run, rolling three dice and using the highest result for their run move.

Suppressive Fire!:

All models in the ordered unit gains Pinning on their shooting weapons until the end of the turn.

Bring it down!:

Senior officer only. The ordered unit must make a shooting attack. When resolving this shooting attack, all models in the ordered unit have the Tank Hunters and Monster Hunter special rules.

Fire on my Target!:

Senior officer only. The ordered unit gains the Ignores Cover rule on their weapons until the end of the turn.

Get Back in the Fight!:

Senior officer only. Target unit automatically regroups or immediately ignores the effects of Go to Ground. This order can only target units falling back or units which have Gone to Ground. The squad may shoot as normal this turn.

Imperial Guard Wargear List

Ranged Weapons

- [Bolt pistol](#) - 1 pts
- [Boltgun](#) - 3 pts
- [Plasma pistol](#) - 5 pts (8 pts if model has BS4)

Special Weapons List

- Sniper Rifle*1 - 2 pts
- [Flamer](#) - 5 pts

- Grenade Launcher - 5 pts
- [Hot-shot volley gun](#)*2 - 10 pts
- [Plasma Gun](#) - 7 pts (10 if model has BS4)
- [Melta Gun](#) - 10 pts (15 pts if model has BS4)
- Demolition Charge*3 - 20 pts

- *1 Cannot be taken by Rough Riders, Militarum Tempestus Scions or Militarum Tempestus Command Squads.
- *2 Militarum Tempestus Scions and Militarum Tempestus Command Squads only
- *3 *Special Weapon Squad only.

Heavy Weapons list

- [Mortar](#) - 0pts
- Autocannon or [heavy bolter](#) - 10pts
- [Missile Launcher](#) (With 1 type of ammo) - 13 pts
- [Missile Launcher](#) (With 2 types of ammo) - 17 pts
- [Missile Launcher](#) (With 3 types of ammo) - 20 pts
- [Lascannon](#) - 20 pts

Special Issue Wargear list

- Krak Grenades - 1pts
- Carapace Armour - 5pts
- Melta bombs - 5pts
- Camo gear - 5pts
- Hopper Mines - 15pts
- Bionics - 5pts
- Order of St. Kark (Commissar or Lord Commisar only) - 7pts
- Winged Skull (Company Commander only) - 20pts

Melee Weapons list

- Power weapon - 5pts
- Power fist - 15pts

Heirlooms of Conquest

- The Emperor's Benediction - 5 pts
- The Laurels of Command - 25 pts
- Kurov's Aquila - 60 pts
- The Blade of Conquest - 15 pts
- The Deathmask of Ollanius - 20 pts
- The Tactical Auto-Reliquary of Tyberius - 25 pts
- The Black Plate - 10 pts
- The Fist of Brockus (Lord Commissar only) - 30 pts
- Victory Sash - 15 pts
- Macharian Cross - 25 pts
- Honorifica Imperialis - 30 pts

Vehicle Equipment

- Searchlight - 1 pt
- Relic Plating - 3 pts

- Dozer Blade*1 - 5 pts
- Heavy Stubbor or Storm Bolter*1 - 5 pts
- Recovery Gear - 5 pts
- Smoke Launchers - 5 pts
- Extra Armour - 5 pts
- Fire Barrels*1 - 5 pts
- Veteran Crew - 5 pts
- Ace Crew - 20 pts
- Hunter-killer Missile - 10 pts
- Camo Netting - 15 pts
- Enclosed Crew Compartment*2 - 10/15*3 pts

- *1 May not be taken by Armoured Sentinels or Scout Sentinels.
- *2 Open-topped Tanks only.
- *3 Ordnance Platform only.

Hammer of the Emperor

HQ

Tank Commander

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Tank Commander	30 pts	-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	1 Tank Commander
Knight Commander Pask		-	4	-	-	-	-	-	-	-	Vehicle (Tank, Heavy, Character)	

- **Leman Russ Commander:** You must purchase one Leman Russ Squadron for each model with this special rule in your army. Models with this special rule must be assigned to one of the Leman Russ Battle Tanks or Leman Russ Siege Tanks when constructing your army. Leman Russ Squadrons assigned to a model with this special rule do not take up a heavy support choice and are considered part of this model's unit. The vehicle assigned to the model with this special rule changes its unit type to Vehicle (Tank, Heavy, Character) and its Ballistic Skill to 4. This model is automatically destroyed when this model's assigned vehicle is wrecked or suffers an Explodes! result on the vehicle damage table.
- **Tank Orders:** A model with this special rule can roll 2D6 at the beginning of the Shooting phase. If the total result is 9 or less.

If a double 1 is rolled for an ordered unit's leadership test, all further orders issued automatically take effect. If a double 6 is rolled, the order does not take effect, and no further orders may be issued that turn by any officer.

This model may issue one of the following orders to his own unit.

- 'Full Throttle!'

The ordered unit immediately moves Flat Out moving up to 6+D6" even though they have the Heavy unit type.

- 'Smite at Will'

The ordered unit must make a shooting attack. When resolving this shooting attack, the ordered unit has the **Split Fire** special rule.

- 'Strike and Shroud'

The ordered unit must make a shooting attack. After this shooting attack has been resolved, all vehicles in the unit that have not already done so must use their smoke launchers.

- **Crack Shot:** (Knight Commander Pask only) Shots made by Knight Commander Pask's vehicle can re-roll armour penetration rolls against vehicles, including glancing or penetrating hits, but the second result must be kept. In addition the turret-mounted weapon of Knight Commander Pask's vehicle gains an additional benefit depending on its name:
 - When firing a battle cannon, vanquisher battle cannon, demolisher siege cannon or eradicator nova cannon, Knight Commander Pask can re-roll To Hit rolls.
 - An exterminator autocannon fired by Knight Commander Pask has the **Rending** special rule.
 - A punisher gatling cannon fired by Knight Commander Pask has the **Shred** special rule.
 - An executioner plasma cannon fired by Knight Commander Pask has the **Blind** special rule.
- **Cadian:** (Knight Commander Pask only) A model with this special rule may only be included in Detachments using Cadian Tactics.

Options:

- One Tank Commander in your army may be upgraded to Knight Commander Pask - 70 pts

Company Command Squad

60 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Company Commander	4	4	3	3	3	4	3	10	5+	Infantry	1 Company Commander, 4 Veterans

Wargear:

Company Commander

- **Frag Grenades**
- **Close combat weapon**
- **Laspistol**
- **Refractor Field**

Veterans

- **Frag Grenades**
- **Lasgun**
- **Close combat weapon**

Master of Ordnance, Astropath, Officer of the Fleet, Veteran Weapon Team

- **Frag Grenades**
- **Close combat weapon**

Special Rules:

- **Senior Officer:** (Company Commander only) This model may issue up to two orders each turn.
- **Voice of Command**
- **Artillery Bombardment** (Master of Ordnance Only)
- **Psyker (Mastery Level 1)** (Astropath Only)
- **Navy Orders** (Officer of the Fleet Only): At the start of each game turn, this model may take a leadership test. If it is passed add 1 to your reserve rolls until the start of your next turn. One Officer of the Fleet may instead choose to subtract 1 from your opponents reserve rolls until the end of your opponents next turn.

Options

- May add up to one of each of the following:

- Astropath - 30 pts
- Master of Ordnance - 20 pts
- Officer of the Fleet - 20 pts

Commissar

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Commissar	20 pts	4	4	3	3	1	3	2	9	5+	Infantry	1 Commissar

Wargear:

- Bolt pistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Independent Character
- Stubborn
- Summary Execution

Options

- May take items from the Melee Weapons list.
- May replace his bolt pistol with one of the following:

- Boltgun - 0 pts
- Plasma pistol - 8 pts
- Ryza-Pattern Laspistol - 2 pts

Ministorum Priest

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Ministorum Priest	35 pts	3	3	3	3	1	3	2	5	5+	Infantry (C)	1 Ministorum Priest

Wargear:

- Las Pistol
- Close Combat Weapon
- Frag Grenades
- Rosarius

Special Rules:

- **Independent Character**
- **Zealot**
- **The Emperor Protects:** All models in the same unit as a Ministorum Priest gain a 6+ Invulnerable save.

Primaris Psyker

40 pts

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Primaris Psyker	4	4	3	3	2	3	2	9	5+	Infantry (C)	1 Primaris Psyker	

Wargear:

- Las-pistol
- Close Combat Weapon
- Flak Armour
- Refractor Field

Special Rules

- Psyker (Mastery Level 1)
- Independent Character

Psyker

A Primaris Psyker is a psyker and may take Psychic Powers from the **Biomancy**, **Divination**, **Pyromancy** and **Telekinesis** disciplines.

Lord Commissar

45 pts.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Lord Commissar	5	5	3	3	3	3	3	10	5+	Infantry	1 Lord Commissar

Wargear:

- Bolt Pistol

- Close combat weapon
- Frag Grenades
- Krak Grenades
- Refractor Field

Special Rules

- **Aura of Discipline:** All friendly units within 6" may use the Lord Commissar's Leadership for all Morale, Fear, Pinning and Leadership tests.
- **Chain of Command:** Your warlord may not be a Lord Commissar if your army includes a Company Command Squad.
- Independent Character
- Stubborn
- Summary Execution

Options

- May take items from the Melee Weapons, Special Issue Wargear and/or Heirlooms of Conquest lists
- May replace his bolt pistol with one of the following:

- Boltgun - 0 pts
- Plasma pistol - 5 pts
- Ryza-Pattern Laspistol - 2 pts

Colonel Commissar Ibram Gaunt

		WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Commissar Gaunt	125 pts	5	5	3	3	3	4	3	10	5+	Infantry (Character)	1 Commissar Gaunt

Wargear:

- **Bolt pistol**
- **Frag grenades**
- **Krak grenades**
- **Refractor field**
- **Camo cloak**
- **Bionic eyes**

Any ranged weapon fired by a model armed with bionic eyes gain the Ignores Cover special rule.

- **Sword of Heironymo**

Range	S	AP	Type
-	+1	3	Melee, Armourbane , Master-crafted

Warlord Trait:

- **Tactical Genius:** Whilst your Warlord is alive, you can discard up to 2 Active Tactical Objectives at the end of your turn instead of only 1.

Special Rules

- **Independent Character**
- **Fearless**
- **Senior Officer:** This model may issue up to two orders each turn.
- **Voice of Command**
- **Adamantium Will**
- **Preferred Enemy (Chaos Space Marines)**
- **Aura of Discipline:** All friendly units within 6" may use the Lord Commissar's Leadership for all Morale, Fear, Pinning and Leadership tests.

Engineer

- 30 Points

Troops

Penal Legion Squad

60 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Penal Legionnaire	3	3	3	3	1	3	1	5+D3	5+	Infantry	9 Penal Legionnaires, 1 Penal Custodian
Penal Custodian	3	3	3	3	1	3	1	5+D3	5+	Infantry (C)	

Wargear:

- Flak Armour
- Lasgun (Penal Legionnaire only)
- Laspistol (Penal Custodian only)
- Close combat weapon

Special Rules:

- **Scouts**
- **Stubborn**
- **Desperadoes:** Roll a d6 for each Penal Legion Squad in your army before deployment to determine their specialist skill:

1. Psychopaths: The squad gains the **Fearless** special rule.

2. Gunslingers: The squad's lasguns gain Assault 2 instead of Rapid fire.

3. Knife Fighters The squad's close combat attacks gain the **Rending** special rule.

4. Murderous Instincts The squad gains the **Counter-attack** and **Furious Charge** special rules.

5. Firing Frenzy If the squad shoots at a squad within 12", they shoot twice the normal amount of shots.

6. Worthless Scum: While this unit is locked in combat, all friendly units may fire at the enemy squad with which they're locked as if they were not locked in combat. If they do so, hits must be randomized: 1-3: hits the Penal legion Squad 3-6: Hits the original target. If there are other friendly squads than this squad, this rule has no effect.

Infantry Squad

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	9 Guardsmen, 1 Sergeant
Sergeant	3	3	3	3	1	3	2	8	5+	Infantry (C)	

Wargear:

- Flak Armour
- Lasgun
- Frag grenades

Special Rules: None

Options

- The Sergeant may take items from the Ranged Weapons list
- The Sergeant may replace his close combat weapon with a Power Weapon - 5pts
- The Sergeant may take melta bombs - 5pts
- The Sergeant may take Spotter Magnoculars - 3pts
- One Guardsman may carry a vox-caster - 5pts
- The entire squad may take Bionics - 1pts/model
- Two other Guardsmen may form a Heavy Weapons Team who **must** take one item from the Heavy weapons list
- One remaining Guardsman that has not been upgraded with one of the options above, may replace his lasgun with one item from the Special Weapons list
- The entire squad may take krak grenades - 10pts
- The squad may take a Chimera or Taurox as a Dedicated Transport
- The entire squad may take Cogs of Het - 8pts

Veterans

60pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Veteran	3	4	3	3	1	3	1	7	5+	Infantry	9 Guardsmen, 1 Sergeant
Veteran Sergeant	3	4	3	3	1	3	2	8	5+	Infantry (C)	

Wargear

- Flak Armour
- Lasgun
- Frag grenades

Special Rules

- None

Options

- The Veteran Sergeant may take an Auspex - 3pts
- Any Veteran may replace his lasgun with any pattern lasgun
- One Veteran may carry a vox-caster

- Any Veteran may replace his Lasgun with a Kalibrax V-1 Pattern Lasrifle - 2pts
- The entire squad may take Drusian Laurels - 6pts
- The entire squad may take Cogs of Het - 5pts
- Any Veteran may replace his Lasgun with a Shotgun equipped with Shells - 0,5 pts
- Any Veteran equipped with a shotgun may take any of the following ammunition types in addition to his Shells:

- Ignitus Shells - 0,5 pts

- One other Veteran may replace his lasgun with a heavy flamer - 5 pts
- Two other Veterans may form a Veteran Weapons Team who **must** take one item from the Heavy Weapons list
- Up to two remaining Veterans that have not been upgraded with one of the options above may replace their lasguns with one item from the Special Weapons list
- The squad may take krak grenades - 5 pts
- The squad may take a Chimera or Taurox as a Dedicated Transport
- The squad may choose any of the following doctrines:

- **Grenadiers:** The squad replaces its flak armour with carapace armour - 15pts

- **Forward Sentries:** The squad has camo gear and snare mines - 10pts

- **Demolitions:** The entire squad has melta bombs. One Veteran carries a demolition charge in addition to his other equipment - 30pts

Elites

Special Weapons Squad

30 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Guardsmen	3	3	3	3	1	3	1	7	5+	Infantry	6 Guardsmen

Wargear:

- Flak Armour
- Lasgun
- Frag Grenades

Special Rules:

- None

- May take Acid Gas Bombs - 10 pts
- You **must** take one of the following:

- Three guardsmen **must** replace their lasguns with one item from the **Special Weapons** list

- All Guardsmen in the unit replace their Lasgun with a sniper rifle and camo-gear - 12 pts

- The entire squad may take Krak grenades 6 pts

Ogryns

84pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Ogryn	4	3	5	5	3	2	3	6	5+	Infantry	2 Ogryn and 1 Bone 'ead
Bone'ead	4	3	5	5	3	2	4	7	5+	Infantry (C)	

Wargear

- Flak Armour
- Ripper gun
- Frag grenades

Special Rules

- Hammer of Wrath
- Stubborn
- Very Bulky

Options

- May include up to seven additional Ogryns - 28 pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport

Bullgryns

99 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Ogryn	4	3	5	5	3	2	3	6	4+	Infantry	2 Ogryn and 1 Bone 'ead
Bone'ead	4	3	5	5	3	2	4	7	4+	Infantry (C)	

Wargear

- Carapace Armour
- Grenadier Gauntlet
- Frag grenades
- Slabshield

Special Rules

- Hammer of Wrath
- Stubborn
- Very Bulky

Options

- May include up to seven additional Bullgryns - 36pts/model
- Any model may replace his grenadier gauntlet and slabshield with a power maul and a brute shield - 8pts/model
- The squad may take a Chimera or Taurox as a Dedicated Transport

Militarum Tempestus Command Squad

80 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Tempestus Scion	3	4	3	3	1	3	1	7	4+	Infantry	4 Tempestus Scions and 1 Tempestor Prime
Tempestor Prime	4	4	3	3	2	4	2	9	4+	Infantry (C)	

Wargear

- Carapace Armour
- Hot-shot Lasgun
- Frag grenades
- Krak Grenades

Special Rules

- **Clarion Vox-net(Tempestor Prime only):** Any friendly Militarum Tempestus Scion squad within 18 of a Tempestor Prime may use his Leadership for any Fear, Morale or Pinning tests.
- Deep Strike
- Voice of Command (Tempestor Prime only)
- **Special Operations:** A unit with this rule must choose one of three missions before deployment:

- **Reconnaissance:** The unit gains the Scouts and Move Through Cover special rules
- **Airborne Assault:** The unit may re-roll the scatter dice when they deep strike
- **Behind Enemy Lines:** The unit gains the Infiltrate special rule and their weapon gain Pinning the first time the squad fires.

Options

- The entire unit may take Targeters - 0,5pts/model
- The Tempestor Prime may take items from the Melee weapons list
- The Tempestor Prime may take an Auspex - 5pts
- The Tempestor Prime may replace his Hot-Shot Lasgun with a Plasma pistol and a close combat weapon - 15pts
- One Tempestus Scion may carry a vox-caster - 5pts
- One other Tempestus Scion may carry a medi-pack - 15pts
- Up to four Tempestus Scions that have not been upgraded with one of the options above may replace their Hot-shot Lasguns with items from the Special Weapons list
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport

Militarum Tempestus Scions

65 pts

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Tempestus Scion	3	4	3	3	1	3	1	7	4+	Infantry	4 Tempestus Scions and 1 Tempestor Prime
Tempestor	4	4	3	3	1	3	2	8	4+	Infantry (C)	

Wargear

- Carapace Armour
- Hot-shot Lasgun

- Frag grenades
- Krak Grenades

Special Rules

- Deep Strike
- **Special Operations:** A unit with this rule must choose one of three missions before deployment:
 - **Reconnaissance:** The unit gains the Scouts and Move Through Cover special rules
 - **Airborne Assault:** The unit may re-roll the scatter dice when they deep strike
 - **Behind Enemy Lines:** The unit gains the Infiltrate special rule and their weapon gain Pinning the first time the squad fires.

Options

- The entire unit may take Chem-inhalers - 2pts/model
- The entire unit may take Targeters - 0,5pts/model
- The Tempestor may take items from the Melee weapons list
- The Tempestor may take an Auspex - 5pts
- The Tempestor may replace his Hot-Shot Lasgun with a Plasma pistol and a close combat weapon - 15pts
- One Tempestus Scion may carry a vox-caster - 5pts
- Up to two Tempestus Scions that have not been upgraded with one of the options above may replace their Hot-shot Lasguns with items from the Special Weapons list
- The squad may take a Chimera or Taurox Prime as a Dedicated Transport

Fast Attack

Scout Sentinel Squadron

26 pts

	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	Composition
Scout Sentinel	3	3	3	10	10	10	3	1	2	Vehicle (Walker, Open-topped)	1 Scout Sentinel

Wargear

- Multi-laser

Special Rules

- **Move Through Cover**
- **Scout**
- **Smash**

Options

- May include up to two additional Scout Sentinels - 29 pts/model
- Any Scout Sentinel may take items from the Astra Militarum Vehicle Equipment list
- Any Scout Sentinel may replace its multi-laser with one of the following:

- Heavy Flamer - Free
- Autocannon - 5pts
- Missile Launcher 5pts
- Lascannon - 10pts

Armoured Sentinel Squadron

33 pts

	WS	BS	S	FA	SA	RA	I	A	HP	Unit Type	Composition
Armoured Sentinel	3	3	3	12	10	10	3	1	2	Vehicle (Walker)	1 Armoured Sentinel

Wargear

- Multi-laser

Special Rules

- **Smash**

Options

- May include up to two additional Scout Sentinels - 33 pts/model
- Any Scout Sentinel may take items from the Astra Militarum Vehicle Equipment list
- Any Scout Sentinel may replace its multi-laser with one of the following:

- Heavy Flamer - Free
- Autocannon - 5pts
- Missile Launcher 5pts
- Lascannon - 10pts

- Plasma cannon - 10pts

Rough Riders

- T 4
- 40 pts
- Extra models - 8pts

Chimera

		BS	FA	SA	RA	HP	Unit Type	Unit Composition
Chimera	65 pts	3	12	10	10	3	Vehicle (Tank, Transport)	1 Chimera

Wargear:

- **Multi-laser**
- **Smoke launchers**
- **Searchlight**
- **Two lasgun arrays**

Range	S	AP	Type
24"	3	-	Assault 6

Special Rules:

- **Amphibious:** A model with this special rule treat all water features as open terrain for movement purposes.
- **Mobile Command Vehicle:** Models embarked upon a vehicle with this special rule may still issue orders to squads. Measure range from any part of the Chimera's hull.

Transport:

- **Transport Capacity:** Twelve models.
- **Fire Points:** Two models can fire from the top hatch. Note that Heavy Weapons Teams only count as a single model.
- **Access Points:** A Chimera has one Access Point on the rear.

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace heavy bolter with heavy flamer - 0 pts
- May replace multi-laser with heavy flamer or heavy bolter - 0 pts

Taurox

		BS	FA	SA	RA	HP	Unit Type	Unit Composition
Taurox	50 pts	3	11	10	10	3	Vehicle (Transport)	1 Taurox

Wargear:

- **Twin-linked autocannon**

Special Rules:

- **All-terrain APC:** This vehicle re-rolls all failed Dangerous Terrain tests.

Transport:

- **Transport Capacity:** Ten models.
- **Fire Points:** Two on each side of the hull.
- **Access Points:** A Taurox has one Access point on each side of the hull and one on the rear.

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.

Taurox Prime

		BS	FA	SA	RA	HP	Unit Type	Unit Composition
Taurox Prime	80 pts	3	11	10	10	3	Vehicle (Transport)	1 Taurox Prime

Wargear:

- **Taurox battle cannon**
- **Twin-linked hot-shot volley gun**

Special Rules:

- **All-terrain APC:** This vehicle re-rolls all failed Dangerous Terrain tests.

Transport:

- **Transport Capacity:** Ten models.
- **Fire Points:** Two on each side of the hull.
- **Access Points:** A Taurox has one Access point on each side of the hull and one on the rear.

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace Taurox battle cannon with one of the following:
 - Twin-linked Taurox gatling cannon - 10 pts
 - Taurox missile launcher - 20 pts
- May replace twin-linked hot-shot volley gun with twin-linked autocannon - 0 pts

Hellhound Squadron

90 pts

	BS	FA	SA	RA	HP	Unit Type
Hellhound	3	12	12	10	3	Vehicle (Fast, Tank)

Wargear

- Heavy Bolter

Options

- May Include up to two additional Hellhounds - 90 pts/model
- Any model may take items from the **Astra Militarum Vehicle Equipment** list.
- Any model may replace its heavy bolter with one of the following:
 - Heavy Flamer - Free
 - Multi-Melta - 10 pts
- Every Hellhound in the squadron must take one of the following:

- Inferno Cannon - 0 pts

Range	S	AP	Type
Template	6	4	Heavy 1, Torrent

- Melta Cannon - 5 pts

Range	S	AP	Type
24"	8	1	Heavy 1, Blast, Melta

- Chem Cannon 15 pts

Range	S	AP	Type
Template	1	3	Heavy 1, Poisoned

Valkyrie Squadron

		BS	FA	SA	RA	HP	Unit Type	Composition
Valkyrie	100 pts	3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	1 Valkyrie
Vendetta		3	12	12	10	3	Vehicle (Flyer, Hover, Transport)	

Wargear:

- [Multi-laser](#)
- [Two hellstrike missiles](#)
- **Extra armour**
- **Searchlight**

Special Rules:

- **Grav Chute Insertion:** If a model with this special rule has moved more than 6", passengers may disembark using this special rule during the movement phase. To use this special rule nominate a point which this model moved over this movement phase. The unit immediately deep strikes onto the chosen point. If any model cannot be placed for any reason, the unit is destroyed.

Transport:

- **Transport Capacity:** (Valkyrie only) Twelve models.
- **Transport Capacity:** (Vendetta only) Six models.
- **Fire Points:** None.
- **Access Points:** One access point on each side of the hull and one on the rear

Options:

- May include up to two additional Valkyries - 100 pts/model
- All Valkyries may be upgraded to Vendettas, replacing two hellstrike missiles and multi-laser with a twin-linked lascannon and two hellfury missiles - 50 pts/model
- Any Valkyrie may replace multi-laser with a lascannon - 0 pts

- Any Valkyrie may replace two hellstrike missiles with two multiple rocket pods - 10 pts
- Any Valkyrie may take two heavy bolters - 25 pts
- Any Vendetta may replace two hellfury missiles with two twin-linked lascannons - 20 pts
- Any Vendetta may take two heavy bolters - 25 pts

Heavy Support

Heavy Weapons Squad

30 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Composition
Heavy Weapons Team	3	3	3	3	2	3	1	7	5+	Infantry	3 Heavy Weapons Teams

Wargear:

- Flak Armour

Special Rules:

- **Swarms**
- **Eternal Warrior**
- **Weapon Mounts:** Provided a model with this special rule did not move in it's preceding movement phase, it may measure its line of sight from the top of any barricade or Aegis Defence Line it is in base contact with. The point from where this models Line of Sight is measured may never be more than 2" away from the actual model.

Options

- Every Heavy Weapons team in the squad, **must** take an option from the Heavy Weapons List

Leman Russ Squadron

		BS	FA	SA	RA	HP	Unit Type	Composition
Leman Russ Battle Tank	125 pts	3	14	13	10	3	Vehicle (Heavy, Tank)	1 Leman Russ Battle Tank

Leman Russ Siege Tank		3	14	13	11	3	Vehicle (Heavy, Tank)	
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Wargear:

- **Heavy Bolter**
- **Searchlight**
- **Smoke Launchers**
- **Must take a main weapon from the following list:**

•		Range	S	AP	Type
Eradicator nova cannon	0 pts/model	36	6	4	Heavy 1, Large Blast, Ignores Cover
Exterminator Autocannon	0 pts/model	48	7	4	Heavy 4, Twin-linked
Vanquisher cannon	10 pts/model	72	D	2	Heavy 1
Leman Russ battle cannon	30 pts/model	72	8	3	Primary Weapon 1, Large Blast

Options:

- Any Leman Russ Battle Tank may be upgraded to a Leman Russ Siege Tank in which case it must choose a weapon from the following list instead of the list above:

•		Range	S	AP	Type
Punisher gatling cannon	5 pts/model	24	5	-	Heavy 20
Leman Russ demolisher cannon	35 pts/model	24	10	2	Primary Weapon 1, Large Blast
Executioner plasma cannon	50 pts/model	36	7	3	Heavy 3, Blast, Gets Hot, Fleshbane

Options

- May include up to two additional Leman Russ Battle Tanks - 125 pts/model
- Any model may replace its Heavy Bolter with a Heavy Flamer - 0 pts/model
- Any model may take a pair of sponsons armed with:

- Heavy flamers - 10 pts/model
- Heavy bolters - 20 pts/model
- Multi-meltas - 20 pts/model
- Plasma cannons - 30 pts/model

- Any model may take items from the **Astra Militarum Vehicle Equipment** list.
- One Leman can be upgraded to a Commissar Tank for - 10 pts

Commissariat Crew: Commissar Tanks can not be taken in squadrons and take up elite slots on the FOC. Any Imperial Guard unit within 6" of a Commissar's tank count their leadership value as 10.

Thunderer

		BS	FA	SA	RA	HP	Unit Type	Composition
Thunderer	140 pts	3	14	13	11	3	Vehicle (Heavy, Tank)	1 Thunderer

Wargear:

- **Searchlight**
- **Smoke Launchers**
- **Demolisher cannon**

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace demolisher cannon with Laser Destroyer - 35 pts

- **Laser Destroyer**

•	Range	S	AP	Type
Laser Destroyer	72	D	1	Ordnance 1, Gets hot
Laser Destroyer overcharge	48	D	1	Ordanace, Beam, Gets hot, Power overwhelming

Power overwhelming: If weapon with this special rule fails it's Gets hot roll it immediately suffers an explosion result

Ordnance Battery

		BS	FA	SA	RA	HP	Unit Type	Composition
Ordnance Platform	65 pts	3	12	10	10	3	Vehicle (Open-topped, Tank)	1 Ordnance Platform

Wargear:

- **Heavy Bolter**
- **Searchlight**
- **Smoke Launchers**
- **Must take one of the following:**

•		Range	S	AP	Type
Earthshaker Cannon	55 pts/model	36"-240"	9	3	Ordnance 1, Barrage, Large Blast
Medusae Siege Cannon	70 pts/model	36"	10	2	Ordnance 1, Large Blast
Medusae Bastion Breacher	75 pts/model	48"	10	1	Ordnance 1, Armourbane, Blast
Colossus Siege Mortar	65 pts/model	24"-240"	6	3	Ordnance 1, Barrage, Large Blast, Indirect Fire, Ignores Cover
Griffon Heavy Mortar	15 pts/model	12"-48"	6	4	Ordnance 1, Barrage, Large Blast, Twin-linked, Indirect Fire
Two twin-linked Hydra autocannons	0 pts/model	36"	7	4	Heavy 2, Skyfire
Two twin-linked stormshard mortars	10 pts/model	48"	4	6	Heavy 2, Barrage, Blast, Ignores Cover, Shred
Four storm eagle rockets	95 pts/model	24-120"	10	4	Ordnance D3, Barrage, Large Blast
Four lightning raptor rockets	95 pts/model	24-120"	9	2	Ordnance 1, Skyfire, One Use

Indirect Fire: When firing a weapon with this special rule, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

Options:

- May include up to two additional Ordnance Platforms - 65 pts/model
- Any model may replace its Heavy Bolter with a Heavy Flamer - 0 pts/model
- Any model may take items from the **Astra Militarum Vehicle Equipment** list.

Deathstrike Missile Launcher

		BS	FA	SA	RA	HP	Unit Type	Composition
Deathstrike Missile Launcher	130 pts	3	12	12	10	3	Vehicle (Open-topped, Tank)	1 Deathstrike

Wargear:

- **Deathstrike missile**

Range	S	AP	Type
24-unlimited	D	1	Ordnance 1, Apocalyptic (10") Blast, Barrage, Ignores Cover, One Use Only, No Ordinary Weapon, The Hour is Nigh

No Ordinary Weapon: A weapon with this special rule cannot be destroyed by a Weapon Destroyed result. A Crew Stunned or Crew Shaken result has no effect on the deathstrike missile.

The Hour is Nigh: This weapon may not be fired on the first game turn or in any turn in which the Deathstrike Missile Launcher has moved. To fire the deathstrike missile roll a D6 on a 4+ the missile is fired as normal, on a 3 or less the missile is not fired this turn. Add +1 to this roll for each full consecutive turn the Deathstrike Missile Launcher has remained stationary, not counting the current turn, and subtract -1 for each Weapon Destroyed result applied to this weapon.

- **Heavy bolter**
- **Searchlight**
- **Smoke launchers**

Options:

- May take items from the **Astra Militarum Vehicle Equipment** list.
- May replace heavy bolter with heavy flamer - 0 pts