

IMPERIAL GUARD COLLECTORS' GUIDE





What is a Collectors' Guide?

The Imperial Guard Collectors' Guide is the definitive tome for anyone interested in the Imperial Guard miniatures range. It's ideal for anyone who collects Imperial Guard, containing the full range of Imperial Guard models and their component parts.

We've laid the range out following the codex, grouping models as to where they appear in the army lists. All the HQ choices are therefore in one section, followed by Elites, Troops, Fast Attack and Heavy Support units. We have also featured a section of Necromunda models, as they can be used as Planetary Defence Forces or as the basis for Guard conversions. We hope this will make it easier for you to navigate through and find the models or components you seek.

The Imperial Guard Collectors' Guide is far more than a simple catalogue. It also includes a number of other features, such as painted examples of Imperial Guard regimental colour schemes, some fantastic armies, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with Imperial Guard then this is the book for you!

Anyway, what are you waiting for, stop reading this and take a look inside.



When you reach the Components section, you will find that some of the models are classed as Classic Range.

Classic Range Models



Don't worry, all the Classic Range Models will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book then use any of the following ordering methods below:

How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this collectors' guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop stores nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop online store carries the full range of Imperial Guard miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our web store go to: **www.games-workshop.com/storefront/store.uk**

GIVE US A CALL

We have a team of staff standing by to take your call. If you would like to order anything from this collectors' guide, get some rules or hobby advice then call us on: **0115 91 40000**.

WRITE TO US

If you prefer to post your order or write us a letter then send it to: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.



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DEATH RIDER OF KREIG by Mike Anderson (Golden Demon UK 2001)

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In this section, we show you the colour schemes, home planets and **COLOURS OF THE GUARD** In this section, we show you the colour schemes, home planets and pertinent information on the most famous Guard regiments, along with some suggested conversions to personalise your own regiments.

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CADIAN SHOCK TROOPS

Cadia has always been a fortress world, charged with guarding the entrance to the Eve of Terror. Its population are all destined for a military life; the birth rate and recruitment rate are synonymous. Cadian Regiments are highly disciplined, make excellent shots and use elite shock troops to lead their attacks. Such is the reputation of the Cadian Shock Troops that many other regiments mimic their appearance, although their doctrines may differ.

Preferred special weapon: Grenade Launcher Preferred heavy weapon: Autocannon

MORDIAN IRON GUARD

Preferred special weapon: Grenade Launcher

Preferred heavy weapon: Lascannon

determined soldiers.



TALLARN DESERT RAIDERS The Tallarn are mobile guerrilla fighters, evasive and opportunistic. They are especially well-known for their hard-fighting Sentinel squadrons and are masters of hit-and-run warfare. Tallarn are all accomplished riders-often they will use riding mounts to move from battle to battle, dismounting only when they are close to the enemy and wish to employ stealth. Once the enemy are sighted the Tallarn will stalk them relying on

Preferred special weapon: Plasma Gun Preferred heavy weapon: Missile Launcher

curved knives to achieve victory.

HARAKONI WARHAWK

their practiced marksmanship and lighting-quick

Harakon is a low gravity world with towering hives whose spires reach into the upper atmosphere. The Harakoni use grav-gliders to hunt Vapourwyrms in the mountain passes below, making them fearless of altitude and expert at judging air currents. These skills are put to good use by the Imperial Guard and many Warmasters owe their laurels to the courage of the Harakoni Warhawks.

Preferred special weapon: Plasma Gun Preferred heavy weapon: Heavy Bolter







VALHALLAN ICE WARRIORS

From their earliest victories against the Orks on Valhalla, the Ice Warriors have a reputation for stoicism and dedication to the Emperor. Regiments raised in the frozen hive cities of Valhalla have a formidable reputation for unwavering courage when on the defensive. Normally the only way to capture ground held by Valhallans is by wiping them out. When attacking, they combine massed artillery barrages with infantry wave assaults.

Preferred special weapon: Flamer
Preferred heavy weapon: Mortar

ARMAGEDDON STEEL LEGION

The Steel Legions are renowned for their skill in opposing the Orks on the great ash wastes of their native world. Fully mobile in their Chimera transports, they are able to launch rapid attacks in which the Chimeras overrun the enemy lines before the Steel Legion infantry dismount to finish them off. Fighting in proximity to the great Hives of Armageddon, the Steel Legions are sometimes supported by hive militia conscripts eager to join their ranks.

Preferred special weapon: Grenade Launcher
Preferred heavy weapon: Missile Launcher





CATACHAN JUNGLE FIGHTERS

The planet Catachan is a deathworld in which the climate, animal life and plant life is all inimical to Humanity. On Catachan, daily survival requires skill and courage undreamt of on other worlds. It is not surprising therefore that the men forming the Catachan Regiments are tough, resourceful and uncompromising warriors, deadly up close with their wicked knives or from ambush with their lasguns. In jungle terrain they are unsurpassed, with each Catachan being worth ten of any other regiment.

Preferred special weapon: Flamer
Preferred heavy weapon: Heavy Bolter



TANITH FIRST AND ONLY

The Tanith homeworld was destroyed shortly after the regiment was founded, leaving them orphaned. They carry with them the wilderness skills learned on their homeworld that make them superb light infantry. Led by the inspirational Colonel-Commissar Gaunt, and drawing new recruits from the worlds they fight to defend, their reputation continues to grow with each victory.

Preferred special weapon: Flamer
Preferred heavy weapon: Missile Launcher



Data ref: 132

Data rcf: 928x/4





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Preferred heavy weapon: Missile Launcher



Data ref: 928x/4



DEATH KORPS OF KREIG

Kreig was laid to waste when rebellion led to a 500 year campaign of atomic purging. The Death Korps now seek to make amends for their earlier heresy by martyring themselves to the Imperial cause. The Death Korps fight without fear of death, disdaining retreat and surrender. They excel in grinding their enemies down in battles of attrition, making extensive use of razorwire and entrenchment.

Preferred special weapon: Meltagun Preferred heavy weapon: Heavy Bolter



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Data ref: D24 LII



SAVLAR CHEM DOGS

Scavengers and criminals from the dregs of Imperial society, the Savlar were pressed into service to fight in the Third War for Armageddon. Motivated by the right to keep what they looted and the threat of return to Savlar, they excelled in the cramped, noxious hive battlefields. In many ways the Savlar would only be tolerated in a war zone like Armageddon - much of their equipment is stolen from other regiments and much of their courage comes from the use of nitro-chem inhalers.

Preferred special weapon: Flamer Preferred heavy weapon: Heavy Bolter





TERRAX GUARD

Terrax is the site of a major Schola Progenium facility, the Schola Excubitos. The Schola Progenium train many Imperial agents for war, notably Storm Troopers and Commissars, and their methods are rigorous and effective. The tithed regiments raised on Terrax have been trained under the auspices of the Scholae Excubitos and are truly moulded in its image almost as an entire regiment of Commissars.

Preferred special weapon: Meltagun Preferred heavy weapon: Lascannon



KANAK SKULL-TAKERS

The volcano-wracked world of Kanak is home to many fierce barbarian tribes, some of which are closer to Ogryn than human. Their talent for slaughter soon found a home in the Imperial Guard, where considerable tolerance for the feral tactics of the Kanak has been displayed. Like many feral regiments, service in the Imperial Guard is intended to teach them Imperial ways so that if they ever return to their homeworld they will be a civilising influence.

Preferred special weapon: Flamer Preferred heavy weapon: rarely used





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COLOURS OF THE GUARD - OTHER REGIMENTS



This conversion uses Cadian, Catachan and Warhammer Militia sprues.





The simple addition of Green Stuff and some plastic Warhammer components make this aztec-looking Guardsman.



Converted using a Cadian Shock Troop and a Warhammer Militia figure, the crowning glory of this model is its hat, made from the plastic cover on a paint brush!



This brutal Guardsman was a Catachan Jungle fighter. The armour was made with green stuff and the banner pole features Kroot quills!



A Cawdor Ganger from the Necromunda range (see pages 89-85) was given a Heavy backpack which was augmented by wire and a Kroot Long Rifle.



This arabian-looking Guardsman was converted from a High Elf archer and a Guardsman laspistol.

A Cadian Shock Trooper, Vehicle components and Green Stuff make up this Guardsman



This barbaric Guardsman is from a feral world. It is made by simply adding Catachan arms and accessories to a Mordheim Pit Gladiator.

COLOURS OF THE GUARD - OTHER REGIMENTS

Your regimental look need not be limited to merely the foot soldiers. Here we show you that you can easily carry on a look of uniformity to your Rough Riders.



A Death Rider of Kreig using Steel Legion model for the body and a Bretonnian horse head for the gas mask. A beast rider, using such eclectic components as a Desert Raider, a Classic Dark Elf Cold One and some Kroot legs! This Rough Rider uses a Necromunda Ratskin. By simply bending the legs on the model, we were able to fit it on a horse.





If you want to make an army of Gaunt's Ghosts, the Tanith Ghosts Troopers are on page 30.



Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.







CADIAN COMM-LINK BODY 9947010516404 £2.50



CADIAN COMM-LINK PACK 9947010516405 £1

Painted example of completed Cadian Comm-Link.

CADIAN SPECIAL WEAPONS (2 random models) 99110105172 £6 complete



CADIAN OFFICER 1 9947010516601 £4



CADIAN OFFICER 4 9947010516604 £4



CADIAN OFFICER 2 9947010516602 £4



CADIAN OFFICER 5 9947010516605 £4

CADIAN OFFICERS (2 random models) 9906105166 £7 complete



Cadian Officers

CADIAN OFFICER 3 9947010516603 £4



CADIAN OFFICER 6 9947010516606 £4

Classic Range This model is no longer available in stores, but is still perfectly usable in your Imperial Guard army.



CADIAN LIEUTENANT 9947010505101 £4





CAPTAIN CHENKOV BODY 9947010501501 £3



CAPTAIN CHENKOV CLOAK 9947010501502 £2

CAPTAIN CHENKOV POWER SWORD ARM 9947010501504 £1

CAPTAIN CHENKOV 99060105015 £6 complete

Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.



MEDIEVAL HORSE (1 random model) 99389999003 £2



CATACHAN LIEUTENANT 9947010504701 £4



CATACHAN CAPTAIN 99060105017 £5



CATACHAN CAPTAIN BODY 9947010501701 £4



CATACHAN CAPTAIN BOLT P 9947010501702 £1



CATACHAN CAPTAIN BACKF 9947010501703 £1



STEEL LEGION LIEUTENANT 2 9947010515202 £4



STEEL LEGION LIEUTENANT 1 -9947010515201 £4









Painted examples of completed Comm-Links.



Classic Range

The Comm-Links on this page are no longer available in ste but are still perfectly usable in your Imperial Guard arm

To add a little colour to your Command Groups, you can use this Praetorian Bugler instead of a Comm-Link model.



PRAETORIAN BUGLER 9947010507301 £3



CATACHAN COMM-LINK OPERATOR 9947010505602 £2.50

SHOCK TROOP COMM-LINK OPERATOR 9947010505703 £2.50

VALHALLAN COMM-LINK OPERATOR 9947010505804 £2.50

Commissars



COMMISSAR 1 99060105188 £5 complete



COMMISSAR 2 99060105189 £5 complete



COMMISSAR 1 99060105190 £5 complete



STEEL LEGION COMMISSAR 99060105191 £5 complete



COMMISSAR 1 BODY 9947010501906 £4



COMMISSAR 2 BODY 9947010501901 £3



COMMISSAR 3 BODY 9947010501904 £4



STEEL LEGION COMMISSAR BODY 9947010515801 £3

Note: The Steel Legion Commissar uses the Commissar 2 arms.



COMMISSAR 1 ARM 9947010501907 £1



COMMISSAR 2 BOLTGUN ARM 9947010501903 £1



COMMISSAR 3 9947010501905 £1



COMMISSAR 2 SWORD ARM 9947010501902 £1









STORM TROOPERS (3 random models) 99060105137 £6 complete

STORM TROOPERS ASSAULT WEAPONS (2 random assault weapons) 99060105136 £6 complete







Snipers



RATLING 1 9947010501203 £2



RATLING 4 9947010501204 £2



CATACHAN SNIPER 1 9947010514201 £3



RATLING 2 9947010501205 £2



RATLING 5 9947010501206 £2



CATACHAN SNIPER 2 9947010514202 £3



RATLING 3 9947010501202 £2



RATLING 6 9947010501201 £2



CATACHAN SNIPER 3 9947010514203 £3 (base not included)



CADIAN SNIPER 2 9947010517602 £3

The Catachan Sniper 3 can be mounted on a cavalry base, which you can order separately.



CAVALRY BASE 99379999020 25p



CADIAN SNIPER 1 9947010517601 £3



OGRYN HEAD 3 9947010504303 £1



OGRYNS (1 random model) 99060105043 £8 complete

Scenic bases not included.



OGRYN HEAD 1 9947010504301 £1



Ogryns



OGRYN HEAD 2 9947010504302 £1



OGRYN BODY 2 9947010504307 £4



OGRYN BODY 3 9947010504310 £4



OGRYN BODY 1 9947010504306 £4

OGRYN GUN 1 9947010504309 £2



OGRYN GUN 2 9947010504308 £2



OGRYN GUN 3 9947010504311 £2



OGRYN LEGS 1 9947010504304 £3



OGRYN LEGS 2 9947010504305 £3

Adeptus Mechanicus Enginseers



Painted example of complete Enginseer 1.



ENGINSEER BODY 1 9947010517501 £2



ENGINSEER AXE 1 9947010517503 £1

Please note. Both Enginseers use the same backpack and backpack arm.





ENGINSEER BACKPACK 9947010517506 £1

ENGINSEER BACKPACK ARM 9947010517503 £1



Painted example of complete Enginseer 2.



ENGINSEER BODY 2 9947010517502 £2



9947010517504 £1



9947010701703 £3



SERVITOR 2 9947010701702 £3



GUN SERVITOR 1 9947010700107 £2.50

Engineeers and Servitors are also available in the following blisters:



GUN SERVITOR HEAVY PLASMA GUN 9947010701705 £2



GUN SERVITOR HEAVY BOLTER 9947010701704 £2

ADEPTUS MECHANICUS ENGINSEER (1 random Enginseer) 99060105175 £4 complete

GUN SERVITOR 2

9947010701701 £2.50



GUN SERVITOR MULTI-MELTA 9947010700108 £2



Painted example of complete Gun Servite

SERVITORS (1 random Servitor, 1 random Gun Servitor) 99060107017 £5 complete







CADIAN SPECIAL WEAPONS (2 random models) 99060105172 £6 complete

Cadian Shock Troops



9947010517201 £3

Classic Cadian Shock Troops



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SHOCK TROOP SERGEANT 1 9947010504905 £3



SHOCK TROOP 1 9947010504901 £2.50



SHOCK TROOP 5 9947010500715 £2.50



SHOCK TROOP SERGEANT 2 9947010503818 £3



SHOCK TROOP 2 9947010504904 £2.50



SHOCK TROOP 6 9947010500717 £2.50



SHOCK TROOP FLAMER 9947010504906 £3



SHOCK TROOP PLASMA GUN 9947010505720 £3



SHOCK TROOP 3 9947010504903 £2.50



SHOCK TROOP 7 9947010500714 £2.50



SHOCK TROOP MELTAGUN 9947010505719 £3



SHOCK TROOP 4 9947010504902 £2.50



SHOCK TROOP 8 9947010500716 £2.50







JUNGLE FIGHTER 4 9947010504801 £2.50



JUNGLE FIGHTER 5

9947010504626 £2.50

JUNGLE FIGHTER 7

9947010504628 £2.50

JUNGLE FIGHTER 6

9947010504627 £2.50

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JUNGLE FIGHTER 8

9947010504629 £2.50





ICE WARRIOR SERGEANT 1 9947010505006 £3



Valhallan Ice Warriors

ICE WARRIOR SERGEANT 2 9947010503915 £3



ICE WARRIOR



ICE WARRIOR MELTAGUN 9947010505816 £3



ICE WARRIOR 2 9947010505002 £2.50



ICE WARRIOR 5 9947010500813 £2.50



ICE WARRIOR 6 9947010500814 £2.50



ICE WARRIOR FLAMER 9947010505005 £3



ICE WARRIOR 3 9947010505003 £2.50



ICE WARRIOR 7 9947010500812 £2.50

GRENADE LAUNCHER 9947010505817 £3



ICE WARRIOR 1 9947010505001 £2.50



ICE WARRIOR 4 9947010505004 £2.50



ICE WARRIOR 8 9947010500811 £2.50

You can also buy Ice Warriors in the following blisters:

ICE WARRIORS OF VALHALLA (3 random models) 99060105008 £6 complete

VALHALLAN SERGEANT AND ASSAULT WEAPON (2 random models) 99060105147 £6 complete



Praetorian Guard



PRAETORIAN SERGEANT 1 9947010507101 £3



PRAETORIAN GRENADE LAUNCHER 9947010507401 £3



PRAETORIAN SERGEANT 2 9947010507201 £3



PRAETORIAN FLAMER 9947010507002 £3



PRAETORIAN MELTAGUN 9947010507001 £3



PRAETORIAN 1 9947010507501 £2.50



PRAETORIAN 2 9947010507502 £2.50



PRAETORIAN 6 9947010507602 £2.50



PRAETORIAN 3 9947010507503 £2.50



PRAETORIAN 7 9947010507603 £2.50



PRAETORIAN 4 9947010507703 £2.50



PRAETORIAN 8 9947010507701 £2.50



PRAETORIAN 5 9947010507601 £2.50



PRAETORIAN 9 9947010507702 £2.50
Tallarn Desert Raiders DESERT RAIDER SERGEANT 1 9947010500506 £3



DESERT RAIDER MELTAGUN 9947010500501 £3



DESERT RAIDER SERGEANT 2 9947010504118 £3



DESERT RAIDER PLASMA GUN 9947010506019 £3



These models are no longer available in stores, but are still perfectly usable in your Imperial Guard army.



DESERT RAIDER GRENADE LAUNCHER 9947010506020 £3



DESERT RAIDER 1 9947010500504 £2.50



DESERT RAIDER 2 9947010500502 £2.50



DESERT RAIDER 5 9947010501316 £2.50









DESERT RAIDER 4 9947010500503 £2.50



DESERT RAIDER 6 9947010501314 £2.50



DESERT RAIDER 7 9947010501317 £2.50



DESERT RAIDER 8 9947010501315 £2.50









Imperial Guard Battleforces



CADIAN BATTLEFORCE 99120105010 £50 complete Contains 20 Cadian Shock Troops, 3 Heavy Weapons teams, 1 Leman Russ battle tank and gothic ruins.



CATACHAN BATTLEFORCE 99120105006 \$50 complete Contains 25 Catachan Jungle Fighters, 2 Imperial Sentinels, 3 Heavy Weapon teams and jungle trees.

Classic Storm Troopers

Classic Range These models are no longer available in stores, but are still perfectly usable in your Imperial Guard army.

These Cassic Storm Trooper models can be used as Sergeants or Special Weapons troopers for your Infantry platoons.



CLASSIC STORM TROOPER SERGEANT WITH SWORD 9947010504202 £3



CLASSIC STORM TROOPER SERGEANT WITH BOLT PISTOL 9947010504207 £3



CLASSIC STORM TROOPER WITH MELTAGUN 9947010504203 £3



CLASSIC STORM TROOPEI WITH PLASMA GUN 9947010504208 £3



🔀 Imperial Guard Sentinels





IMPERIAL GUARD SENTINEL (1 model) 99120105007 £10 complete The Imperial Guard Sentinel contains enough components to make either a standard Sentinel or a Catachan Sentinel as shown



CATACHAN CREW SPRUE 99390105001 23



Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.



Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.



MEDIEVAL HORSE (1 random model) 9938999003 £2





HELLHOUND LARGE TURRET ARMOUR PLATE 9947010505508 50p



HELLHOUND TOP PLATE 9947010505502 Ω2



HELLHOUND FUEL TANK TOP 9947010505506 £2



HELLHOUND INFERNO CANNON 9947010505503 £2



HELLHOUND TARGETING CUPOLA 9947010505504 £2



HELLHOUND FUEL TANK BOTTOM 9947010505505 €2



TANK WHEEL SPRUE 99399999043 £3



HELLHOUND SMALL TURRET ARMOUR PLATE 9947010505507 50p

> HELLHOUND FUEL HOSE 9947010505509 50p

HELLHOUND TURRET BOTTOM 9947010505501 £3



TANK ACCESSORY SPRUE 99399999035 £5

Sprues shown at 50% actual size

TANK TRACK SPRUE 9939999042 £3





IMPERIAL VEHICLE ACCESSORY SPRUE 99390105003 £7



Section 5: Heavy Support





SHOCK TROOP MORTAR OPERATOR 9947010508301 £2.50

SHOCK TROOP MORTAR LOADER 9947010508302 £2.50

MORTAR BARREL 9947010505009 £2

MORTAR STAND 9947010505010 £1

CLASSIC CADIAN MORTAR TEAM 99060105082 £8 complete





🔪 Ice Warriors Heavy Weapon Teams 📗

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Imperial Guard army.



ICE WARRIOR MISSILE LAUNCHER TEAM 99060105085 £8 complete



ICE WARRIOR MISSILE LAUNCHER GUNNER 9947010508502 £2



ICE WARRIOR MISSILE LAUNCHER 9947010508503 £2



ICE WARRIOR MISSILE LAUNCHER LOADER 9947010508501 £2.50



ICE WARRIOR MORTAR TEAM 99060105027 £8 complete



ICE WARRIOR MORTAR LOADER 9947010505007 £2.50



ICE WARRIOR MORTAR GUNNER 9947010508001 £2.50



MORTAR BARREL

9947010505009 £2

MORTAR SHELL 9947010508303 £1

MORTAR STAND 9947010505010 £1



ICE WARRIOR LASCANNON GUNNER 9947010502921 £2.50



ICE WARRIOR LASCANNON LOADER 99470105032920 €2.50



LASCANNON 9947010500409 £2

00

HEAVY WEAPON WHEELS 9947010504913 50p



29947010500410 £1



ICE WARRIOR LASCANNON TEAM 99060105029 £8 complete



9947010500411 £2









IRON GUARD AUTOCANNON BODY 9947010508702 £1



IRON GUARD AUTOCANNON LOADER 9947010508701 £2.50

IRON GUARD

HEAVY BOLTER LOADER

9947010503122 £2.50



IRON GUARD HEAVY BOLTER BODY 9947010503120 £1



IRON GUARD GUNNER LEGS 9947010503121 £1



AUTOCANNON 9947010500512 £2



HEAVY WEAPON SHIELD 9947010504910 £1



HEAVY BOLTER 9947010504912 £2



HEAVY WEAPON TRAIL 9947010504911 ε1



HEAVY WEAPON WHEELS 9947010504913 50p



IRON GUARD

AUTOCANNON TEAM

99060105087 £8 complete

IRON GUARD HEAVY BOLTER TEAM 99060105031 £8 complete

Note: Both the Autocannon and Heavy Bolter teams use the same gunner legs, trail and weapon shield. The Autocannon, Heavy Bolter and Lascannon use the same wheels.











HEAVY WEAPON WHEELS 9947010504913 50p

Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.

9947010500411 £2

9947010500410 £1

9947010500409 £2





DESERT RAIDER GUNNER TORSO 1 9947010500508 £1

DESERT RAIDER GUNNER TORSO 2 9947010509602 £1



DESERT RAIDER GUNNER LEGS 9947010500509 £1

TALLARN AUTOCANNON TEAM 99060105033 £8 complete



DESERT RAIDER

AUTOCANNON LOADER 9947010500507 £2.50

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DESERT RAIDER HEAVY BOLTER LOADER 9947010509601 £2.50



HEAVY WEAPON SHIELD 9947010504910 £1



HEAVY BOLTER 9947010504912 £2



AUTOCANNON

9947010500512 £2

HEAVY WEAPON TRAIL 9947010504911 £1



HEAVY WEAPON WHEELS 9947010504913 50p



TALLARN HEAVY BOLTER TEAM 99060105096 £8 complete







99399999053 £7 Sprue shown at 50% actual size.

Leman Russ Battle Tank



LEMAN RUSS PLASTIC SPRUE FRAME C 9939999052 £8 Sprues shown at 50% actual size



IMPERIAL VEHICLE ACCESSORY SPRUE 99390105003 £7



CLASSIC VEHICLE ACCESSORY SPRUE 99399999035 £5



99399999043 £3



Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted,



IMPERIAL TANK COMMANDER 9947010512501 £1.50 BASILISK TANK CREW 1 9947010512701 £2.50

9947010512702 £2.50

BASILISK TANK CREW 2



99140105167 225 complete

The following components are also needed to complete a Leman Russ Demolisher: Leman Russ sprue B, Leman Russ sprue C, Tank Track sprue, Tank Wheel sprue and Tank Accessory sprue.



DEMOLISHER CANNON MANTLET 9947010516703 £2



DEMOLISHER HEAVY PLASMA GUN 9947010516707 £2



DEMOLISHER MULTI-MELTA 9947010516708 £2



DEMOLISHER TURRET PLATE 1 9947010516704 £1



DEMOLISHER ENGINE COVER 9947010516706 £2



DEMOLISHER TURRET PLATE 2 9947010516705 £1



DEMOLISHER CANNON BARREL 9947010516702 £1.50



DEMOLISHER CANNON 9947010516701 £1.50





DEMOLISHER CANNON TOP 9947010505307 £3



DEMOLISHER SPONSON REAR 9947010505310 £1



DEMOLISHER HEAVY PLASMA GUN 9947010505311 £1



DEMOLISHER CANNON BOTTOM 9947010505308 £2



DEMOLISHER SPONSON FRONT 9947010505309 £1



DEMOLISHER MULTI-MELTA 9947010505312 £1



Leman Russ Demolisher.

DEMOLISHER CUPOLA 9947010505303 £2



DEMOLISHER HATCH BASE 9947010505302 £1



Classic Leman Russ Demolisher:

Leman Russ sprue B, Leman Russ sprue C, Tank Track sprue, Tank Wheel sprue and Tank Accessory sprue.

DEMOLISHER TANK COMMANDER 9947010505301 £1.50



DEMOLISHER HATCH 1 9947010505304 50p



DEMOLISHER CANNON MANTLET 9947010505306 £2



DEMOLISHER HATCH 2 9947010505305 50p

Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.





GRIFFON PLATFORM 9947010505401 £5



DEMOLISHER HATCH 1 9947010505304 50p



DEMOLISHER CUPOLA 9947010505303 £2

GRIFFON LEFT SIDE MORTAR BARREL 9947010505402 £4





Section 6: Necromunda

On the following pages, we offer you a range of Necromunda models. They can be used to personalise your Imperial Guard army and many of the models make great officers, guardsmen, PDF troopers, special weapon troopers and heavy weapon troopers. Please note: These models are no longer available in stores.






0RLOCK WITH SHOTGUN 9947059900204 £3

ORLOCK WITH AUTOPISTOL 9947059900203 £3



ORLOCK JUVE WITH AUTOPISTOL 9947059900205 £2.50

ORLOCK JUVE WITH STUB GUN AND CLUB 9947059905412 £2.50



ORLOCK JUVE WITH STUB GUN 9947059900206 £2.50



ORLOCK JUVE WITH LASPISTOL 9947059905411 £2.50





House Escher



ESCHER LEADER WITH BOLTGUN AND LASPISTOL 9947059900410 £4

Classic Range These models are no longer available in stores, but as still perfectly usable in your Imperial Guard army



ESCHER LEADER WITH AUTOPISTOL AND POWER SWORD 9947059901627 £4



ESCHER WITH LASGUN 2 9947059901520 £3



ESCHER WITH SHOTGUN AND AUTOPISTOL 9947059901522 £3



ESCHER WITH PLASMA PISTOL AND CLUB 9947059901519 £3



ESCHER WITH LASPISTOL AND FLAIL 9947059901525 £3



ESCHER WITH

TWO SWORDS

9947059901524 £3

ESCHER WITH AUTOGUN 9947059901521 £3



ESCHER WITH AUTOPISTOL AND CHAINSWORD 9947059901526 £3



ESCHER WITH BOLT PISTOL AND GRENA 9947059901523 £3



ESCHER WITH AUTOGUN AND STUB GUN 9947059900403 £3



ESCHER WITH LASGUN 1 9947059900401 £3



ESCHER WITH AUTOPISTOL AND SWORD 9947059900402 £3



ESCHER WITH SHOTGUN 9947059900404 £3



ESCHER JUVE WITH STUB GUN AND PICK 9947059900405 £2.50



ESCHER HEAVY PLASMA GUN BODY 9947059901413 £2.50



ESCHER JUVE WITH AUTOPISTOL 9947059900406 £2.50



ESCHER JUVE WITH STUB GUN 9947059901311 £2.50



ESCHER JUVE WITH AUTOPISTOL AND CLUB 9947059901312 £2.50



Painted example of Escher Heavy with Heavy Plasma Gun.



ESCHER HEAVY STUBBER BODY 9947059900407 £2.50



ESCHER HEAVY PLASMA GUN 9947059901414 22



ESCHER HEAVY PLASMA GUN BACKPACK 9947059901415 £1.50



Painted example of Escher Heavy with Heavy Stubber.



ESCHER HEAVY STUBBER 9947059900408 £2



ESCHER HEAVY STUBBER BACKPACK 9947059900409 £1.50





DELAQUE JUVE WITH STUB GUN 1 9947059900601 £2.50



DELAQUE LASCANNON BODY 9947059902220 £2.50



Painted example of Delaque Heavy with Heavy Stubber



DELAQUE JUVE WITH AUTOPISTOL 1 9947059900602 £2.50



DELAQUE JUVE WITH STUB GUNS 9947059902112 £2.50



DELAQUE JUVE WITH STUB GUN 2 9947059902111 £2.50



Painted example of Delaque Heavy with Lascannon



DELAQUE LASCANNON PACK 9947059902222 £1.50



DELAQUE LASCANNON 9947059902221 £2



DELAQUE HEAVY STUBBER 9947059900608 £2



DELAQUE HEAVY STUBBER PACK 9947059900609 £1.50





DELAQUE HEAVY

STUBBER BODY

9947059900607 £2.50

DELAQUE FLAMER BODY 9947059902213 £2.50



DELAQUE FLAMER PACK 9947059902214 £1.50



Painted example of Delague Heavy with Flamer



CAWDOR JUVE WITH

STUB GUN 3 9947059900105 £2.50

CAWDOR JUVE WITH

STUB GUN 2

9947059905812 £2.50

CAWDOR JUVE WITH

LASPISTOL

9947059905813 £2.50

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CAWDOR JUVE

WITH STUB GUN 1

9947059900106 £2.50





CAWDOR HEAVY STUBBER BACKPACK 9947059900109 £1.50



CAWDOR EAVY STUBBER BODY 947059900107 £2.50 CAWDOR HEAVY STUBBER 9947059900108 £2



Painted example of Cawdor Heavy with Heavy Stubber

CAWDOR GRENADE LAUNCHER BODY 9947059905914 £2.50



CAWDOR HEAVY BACKPACK 9947059905916 £1.50



CAWDOR GRENADE LAUNCHER 9947059905915 £2

Adeptus Arbites

Painted example of Cawdor Heavy with Grenade Launcher



CAWDOR HEAVY BOLTER BODY 9947059905922 £2.50



1, -

CAWDOR HEAVY BACKPACK 9947059905916 £1.50



CAWDOR HEAVY BOLTER 9947059905923 £2



Painted example of Cawdor Heavy with Heavy Bolter



ARBITES CHAMPION WITH SHOTGUN 72401/1 £4



ARBITES WITH BOLTER 72400/2 £3



ARBITES WITH SHOTGUN 72400/1 £3



ARBITES WITH GRENADE LAUNCHER 72401/4 £4



ARCHIVE ARBITES WITH POWER MAUL 72499/1 £3



ARCHIVE ARBITES WITH SHOTGUN 72499/2 £3



ARCHIVE ARBITES WITH BOLTER 72499/3 £3

House Van Saar



VAN SAAR LEADER WITH MELTAGUN AND CHAINSWORD 9947059902023 £4





VAN SAAR WITH LASGUN 9947059900502 £3



VAN SAAR WITH BOLTGUN 9947059901920 £3



VAN SAAR JUVE WITH AUTOPISTOL 9947059901711 £2.50



VÀN SAAR WITH LASGUN AND AUTOPISTOL 9947059901919 £3



VAN SAAR WITH SHOTGUN 9947059900501 £3

VAN SAAR JUVE

WITH STUB GUN AND CLUB

9947059901712 £2.50





VAN SAAR JUVE WITH LASPISTOL 9947059900505 £2.50



VAN SAAR HEAVY PLASMA GUN BODY 9947059901813 £2.50



VAN SAAR WITH AUTOGUN 9947059900504 £3



VAN SAAR JUVE WITH AUTOPISTOL AND STUB G 9947059900506 £2.50



VAN SAAR HEAVY PLASMA GUN BACKPACK 9947059901815 £1.50



VAN SAAR HEAVY PLASMA GUN 9947059901814 £2



Classic Range

VAN SAAR LEADER WITH PLASMA PISTOL AND CHAINSWORD 9947059900510 £4

Models shown at 100% unless otherwise noted. Banners not included. Models supplied unpainted.

Painted example of Van Saar Heavy

with Heavy Plasma Gun



VAN SAAR HEAVY STUBBER BODY 9947059900507 £2.50



VAN SAAR HEAVY STUBBER PACK 9947059900509 £1.50



VAN SAAR HEAVY STUBBER 9947059900508 £2



Painted example of Van Saar Heavy with Heavy Stubber

Pit Slaves

These Pit Slave models can be used as alternative Servitors, or you can use the bionic limbs to add character to your Veteran Sergeants and Officers!



Example of completed Pit Slave.



PIT SLAVE BODY 1 9947059904401 £2

BUZZ SAW

9947059904409 £1

CHAINSAW

9947059904406 £1



PIT SLAVE BODY 2 9947059904402 £2



PIT SLAVE BODY 3 9947059904403 £2



PIT SLAVE BODY 4 9947059906811 £2



PIT SLAVE TECHNO 9947059906901 £3



ROCK DRILL 9947059904404 £1



SHEARS 9947059904407 £1



PIT SLAVE BODY 5 9947059906812 £2



CLAW 9947059904408 £1



HAMMER 9947059904405 £1



PIT SLAVE CHIEF 99060599067 £5 complete



PIT SLAVE CHIEF

SHOTGUN

9947059906703 £1

PIT SLAVE CHIEF MACE 9947059906704 £1

PIT SLAVE CHIEF BUZZ SAW 9947059906702 £1

PIT SLAVE CHIEF BODY

9947059906701 £3



RATSKIN CHIEF 1 9947059900801 £4



RATSKIN CHIEF 2 9947059904212 £4



PATSKIN SHAMAN 1 9947059900802 £4



RATSKIN SHAMAN 2 9947059904313 £4



RATSKIN WITH SHOTGUN 1 9947059902503 £3



RATSKIN WITH LASGUN 1 9947059902501 £3



RATSKIN WITH AUTOGUN AND PICK 9947059902502 £3



RATSKIN WITH SHOTGUN 2 9947059902504 23



RATSKIN WITH AUTOGUN 9947059902505 £3



RATSKIN WITH LASGUN 2 9947059902506 £3



PATSKIN WITH AUTOGUN 2 9947059900803 £3



RATSKIN WITH LASGUN 3 9947059900804 £3



PATSKIN WITH MUSKET 9947059900805 £3



BRAVE WITH BLUNDERBUSS 9947059904111 £2.50



BRAVE WITH MUSKET 9947059904109 £2.50



9947059900807 £2.50



BRAVE WITH HANDBOW 9947059900806 £2.50



9947059900808 £2.50



BRAVE WITH AUTOPISTOL 9947059904110 £2.50



BRAKAR BODY 9947059904001 £4



BRAKAR'S HEAVY STUBBER 9947059904002 £2



Example of completed Brakar the Avenger.

Underhive Scum/Bounty Hunters



SCUM WITH PLASMA PISTOL 9947059906302 £3



SCUM WITH HAND FLAMER 9947059906303 £3



SCUM WITH BOLT PISTOLS 9947059906304 £3

BOUNTY HUNTER BACKPACK

BIONIC ARM 9947059906402 £1



SCUM WITH AUTOPISTOL AND PLASMA PISTOL 9947059906301 £3



BOUNTY HUNTER BODY 3 9947059902601 £4



BOUNTY HUNTER 1 9947059902701 £4



NEW BOUNTY HUNTER BODY NEW BOUNTY HUNTER CLUB 9947059913402 £3

Example of completed Bounty Hunter 2.

9947059913403 £1



BOUNTY HUNTER BODY 2 9947059906401 £3





NEW BOUNTY HUNTER GUN 9947059913401 £1

NEW BOUNTY HUNTER PACK 9947059913404 £1.50

GOLIATH BOUNTY HUNTER 99060599134 £5 complete





CONVERSIONS

No army in Warhammer 40,000 glorifies the simple armoured vehicle as much as the Imperial Guard. The fighting men and women of the Emperors' armies back up millions of footsloggers with some of the finest artillery pieces ever sculpted. However, one of the drawbacks to heavily converting an Imperial Guard army is the sheer number of infantry you need to paint. This means that most players concentrate on their beloved tanks for conversion. However, that doesn't mean there aren't some out there crazy enough to convert their infantry as well! On the following pages we show you a sample of the wealth of Imperial Guard conversions hatched by our staff and other hobbyists.

IMPERIAL TANK by Fred Reed

Cold Red Street of the

- CAL

NORK DEDDOG

TALLARN DESERT RIDERS by Julian Baylisss (Golden Demon UK 2000)









SALAMANDER COMMAND VEHICLE by Guy Carpenter (Golden Demon UK 2000)

Guy took his inspiration from WWII vehicles and the earthshaker gun itself. He also includes this tip on imagery: "Look at photos of real tanks for reference. The thing that really looks nice is simple little touches, like ammo feeds and rigging and the like."

To get areas of worn paint and battle damage, he simply paints metal underneath the colours.







IMPERIAL RECOVERY VEHICLE Another breathtaking conversion from the White Dwarf vaults that uses both the Chimera kit and numerous WWII tank kits.

DIORAMAS

The definition of 'diorama' is "a three-dimensional scene with figures" and Golden Demon has been inundated with a barrage of Imperial Guardthemed pieces. Something about the 'grint & gritty' nature of Imperial Guard conflicts, tied with the dozens of different troop types available, may this a prime subject for dioramas. Here we present some of the best Imperial Guard scenes committed to metal and Green Stuff!





Showcase Baz Stevens' Valhallans

Baz Stevens works at the Romford Store and has constructed this fine Valhallan army over the past few years.

Following the time honoured tactic of an Infantry platoon backed up by an Armoured Fist squad, I have filled out my foot troops with the inclusion of a Storm Trooper squad. Fast moving support is provided by a Hellhound and a Sentinel sporting a Lascannon and the army is rounded out by heavy artillery in the form of a Leman Russ battle tank and a Griffon mortar.

I can't pick out any particular model as being my favourite, but I think the total uniformity of my army is my 'favourite' thing . The sharp contrasting black and grey lines really make it stand out on the table.

With the release of the new Codex: Imperial Guard, I hope to further refine my army, possibly adding more Sentinels and another tank. Of course, being Imperial Guard, it's probably going to include many more troopers!







Baz's Commander, based on the Captain Chenkov model.

Two of Baz's sinister Commissars.





Fast moving support is provided by this lascannon-armed Sentinel.

The epitome of Imperial Guard armies are the tanks, and Baz's Leman Russ benefits from a striking colour scheme.



Showcase Dave Taylors' 13"Penal Legion



A converted Colonel Schaeffer and Kage feature in Dave's painstakingly detailed Hardened Veterans squad.

There are literally thousands of ideas for personalising an Imperial Guard army and one of the first places to start mining these ideas is our Black Library novels. The legend of Colonel Schaeffer and his Last Chancers has been around for some time, but the protagonists were really brought to life in Gav Thorpe's novel *13th Legion*.

As soon as I'd read the story I knew that an army was in the offing, but where to start? Usually I start with my Troops choices, but this time I went straight to a Hardened Veteran squad, lead by Lieutenant Kage. The rest of the squad consists of the handful of characters that accompany Kage on the story's final foray into an 'enemy' stronghold. This squad equips itself with all manner of exotic weaponry and grenades, something easily reproduceable in the guise of a Hardened Veteran unit.

From there the rest of the army began to flesh itself out. I decided on a no tank policy (I mean who'd let a prisoner drive a tank?), and lots of troops. Two platoons of Penal troopers armed with flamers and meltaguns would do the trick, giving me both anti-tank and antipersonnel capabilities in my infantry. My Troops choices were rounded out with a platoon of injured Mordian Tron Guard (Kage encounters these guys while trying to escape and ends up leading them to safety. To replicate the effects of Colonel Schaeffer's fierce discipline I added a vox-caster to every squad, I was determined these scum would not run.

For a bit of fire support I added two squadrons of Sentinels. The first is armed with heavy flamers (to keep the unruly Penal troopers in line), the second with multi-lasers for some longer range support. For ranged anti-tank fire I added a lascannon squad to the Command HQ platoon.

The last thing that remained was to kit out my Command HQ. Colonel Schaeffer is accompanied by a vox-caster and a heavy bolter team. In certain scenarios Inquisitor Oriel accompanies them into battle.

As this army was written with the old Codex, I haven't re-written the list yet to take advantage of the great new rules for Schaeffer, Kage, the Last Chancers, AND the Regimental Doctrines, but I'm sure I'm going to be having a lot of fun with this army for some time to come!





SHOWCASE Paul Handleys' Kallistan XVIIth

A

Paul: I've always liked the idea of an Imperial Guard army ever since the Catachan models were released. The idea of masses of troops running across the battlefield to engage the enemy reminded me of those classic war films like Platoon. The idea was an army stuck in a war of attrition.

So my troops are a mix of Cadian and Catachan figures to represent the armoured troops that are freshly shipped in to take part in the conflict, and the old dogs who have seen it all before. I took the Doctrines of the 'light Infantry' and 'Hardened' to represent their skills and ability to up and move – a regiment that is never pinned down and takes the fight to the enemy. This is why all my Heavy Weapons 'Teams have stripped the weapons off the carriages and carry them, and that all my Veteran officers carry any extra equipment on their backs, they know what they need to get by out in the battlezone!

My centrepiece in the army is my 'King Russ'. I decided to put double

The 'King Russ' tank. As well as utilising a Forge World turret, Paul has put to good use the new Vehicle Accessory sprue, exhausts made from the original Leman Russ cannon barrel and the simple technique of doubling the tracks. These conversions create a tank that looks about twice as big as its fellows! the width of tracks one one tank to make it really big and used the Vanquisher from Forge World.

Having the Doctrine of Independent Commissars gave me the option of making 3 really different looking models. I have one based on the Underhive Scum model with the two bolt pistols. This one is the gritty commissar who leads my Hardened Veterans into battle, the sort of guy who would stare death in the face and come back for more. The second is the official representitive of the Administratum, the commissar who follows the book and deals out the judgement. She is based on the Dark Elf sorceress model and a lot of green stuff!

My regiment has racked up a lot of victories during its campaign, but J think that it's time to have the Hand of the Inquisition to support them and add in some Daemonhunters.



Paul's heavily converted Colonel comprises many different metal and plastic Catachan components.

and the



This female Commissar was originally a Dark Elf Sorberess, but the inclusion of a Space Marine power sword and a lot of Green Stuff changed all that!



A nice touch on this Veteran Sergeant is the Eldar power sword. Paul thought it would be very characterful if the Sergeant actually armed himself with the weapon of his foe.



Pauls' Heavy Weapons teams borrow heavily from the Necromunda Heavy models, using both Goliath and Orlock models and a simple head swap.

SHOWCASE Mike Pyes' 24[™] Grenadiers





Two of Mike's extensively converted Command squad.

Mike: My reason for choosing this army was due to the fact I am a fan of the fancy military uniforms and big parades, and what better army to do, with that in mind, than Imperial Guard. My main concern was that I didn't want it to look like a standard, run-of-the-mill Guard army, so I decided to base my army around the British Grenadier Guard.

The 24th Grenadier Guard are the personal house guard to Lord Jerome A. Vicore, They are never seen outside of their dress uniforms and command the utmost respect for their determination and efficiency when called to serve their patron and the Emperor. Due to their specific roles as house guard the Grenadiers only maintain a small amount of armoured support and generally rely on close quarter weaponry and standard heavy weapons.

With this in mind I devised a troops-heavy force, using either the Mordian or Praetorian models as their designs best suited dress-style military uniforms. I based my tactics around a good solid base of infantry with the ability to dish out large amounts of firepower.







GOLDEN DEMON WINNERS

Over the years, the Golden Demon competition has attracted some of the best miniatures painters in the world. The image of the war-torn men and women of the Imperial Guard battling against near-impossible odds has inspired many an entrant to base their ideas on this. We would probably need another book just to show all these models, so on the next two pages, we treat you to just a few of the best from all around the world. We hope this section shows you that, even when faced with scores and scores of Guardsmen to paint, you can still turn out some real show-pieces.



Victoria Lamb (Golden Demon Australia 1999)



Kevan Downey (Silver, Golden Demon UK 2002)



DUTY AND HONOUR

The Imperium of Man is beset in all quarters by perfidious traitors from within, savage aliens from without, and Warp-spawned fiends from beyond. Across countless warzones, the warriors of the Imperial Guard form the staunch backbone of the desperate war to hold back the relentless tides of the Imperium's enemies.

The Imperial Guard Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Imperial Guard models. This full colour, 104-page book is packed full of:

- · Complete components lists, including pictures, prices and codes.
- · Colours of the Guard; Colour schemes of known Imperial Guard regiments.
- Imperial Guard themed Golden Demon winning entries from around the world.
- · The best Imperial Guard dioramas.
- Great Imperial Guard conversions.
- Awesome Imperial Guard armies.

So, whether you're a Deathworld veteran or building your first army, this is one book you really can't do without!



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