

# CODEX™ IMPERIAL GUARD™

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# INTRODUCTION

**"C**all yourself a Guardsman, you 'orrid little specimen! Ha! Newly recruited, still wet behind the ears, and you think you know it all already. Well, let me tell you recruit, you don't know nothing... not yet anyway. Read this training manual, though, and you'll learn the basics. The rest can only be learnt the hard way – in the glory of battle. So, eyes front, shoulders back, stomach in. That's it. Stand tall recruit. Show some pride, 'cause you're in the Imperial Guard now..."

## THE IMPERIAL GUARD

The Imperial Guard is the largest and most diverse military organisation that the galaxy has ever seen. Numbering in the billions and equipped with armoured vehicles, artillery and all the other adjuncts of mechanised warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium's military might.

An Imperial Guard army consists of troops from thousands of different worlds across the galaxy. Attempting to impose uniformity upon such a massive organisation would be impossible so its troops sport a myriad of different uniforms, decorations and customs based upon the mores of their home planet.

Although the Imperial Guard is a huge organisation, the galaxy is enormous and even the Guard's vast resources are at breaking point as it attempts to protect the Imperium from its enemies. The huge battles which the Imperial Guard have fought and won and which form much of its proud history are thus, in many ways, less important than the millions of small localised conflicts that the Imperial Guard take part in. Often a handful of Imperial Guardsmen will form all that stands between the citizens of the Imperium and alien forces bent on their destruction.



## WHY COLLECT AN IMPERIAL GUARD ARMY?

Large armies look amazing and the Imperial Guard is one of the largest armies there is for the Warhammer 40,000 game. Although collecting an Imperial Guard army can call for a lot of commitment, the final effect is definitely worth it. The wide range of models available means that there is something there for everybody's style of play.

The Imperial Guard is often the army of choice for those individuals who think that huge armoured fighting vehicles with great big guns are simply awesome. This said, you'll find that the core of the Imperial Guard army is its infantry. The army list in this book is designed to create an army based upon an Imperial Guard *Infantry* Company, rather than the more specialised Armoured, Rough Rider or Heavy Artillery Companies that also form part of the Imperial Guard (though we may cover these in more detail later on in supplemental codexes, or White Dwarf magazine).

The colourful diversity of the Imperial Guard army is another part of its appeal, especially for experienced painters and modellers. Other armies may have a varied appearance but they can't begin to approach the sheer range and diversity of uniforms and troop types of the Imperial Guard.

At the time of writing there are models available for several Imperial Guard regiments and we will be periodically releasing new models for other regiments. Really dedicated modellers will have a field day dreaming up new uniforms, vehicle paint schemes and even converting models to create their own unique armies and units.

All these are excellent reasons to collect the Imperial Guard but for many players the main appeal of the Imperial Guard is that they are the down-trodden grunts and foot-sloggers of the Warhammer 40,000 universe. Other armies may be more flamboyant or have better characteristics and access to more sophisticated weaponry and wargear but somehow the Imperial Guard will win through with a combination of numbers, determination and sheer cussedness (and perhaps the occasional tank or three).

## WHAT'S IN THIS BOOK

*Codex: Imperial Guard is split into the following sections:*

**The Army List.** This section contains full rules for the troops, vehicles and wargear available to the Imperial Guard. There is also a selection of famous Imperial Guard characters who may fight with your army and background information which will give you some insight into the organisation and nature of the Imperial Guard.

**Collecting and Modelling an Imperial Guard Army.** This section contains advice on how to collect an Imperial Guard army, tactics you can use in battle and lots of painting ideas and tips to help you get your army painted and ready for battle.



## IMPERIAL GUARD REGIMENTS

*At the time of publication of Codex: Imperial Guard there are several different Imperial Guard regiments available in the Citadel Miniatures range for you to create an army with. While this range is by no means exhaustive, it does illustrate the wide variety of cultures found within the Imperial Guard. We definitely hope to add more in the future!*

### Cadian Shock Troops

Cadia is situated just to the galactic south of the Eye of Terror, in a region of space where the warp is peculiarly calm and easy to traverse. This area is known as the Cadian Gate and is the route often used by the Warmasters of Chaos to launch their devastating Black Crusades against the Imperium. The Shock Troops are often used to hunt down and eradicate Chaos incursions and the level of training given to the planetary defence forces on Cadia means that they are a highly organised and efficient army. The planet has many weapon manufactories and so Cadian armies are always well supplied (most Cadians learn to strip a lasgun before they can read or write!). Cadian Shock Troops wear a variety of uniforms but the most common is a camouflage scheme based upon the wilderness areas of their home planet.

### Valhallan Ice Warriors

The Valhallans are a grim people, having known great hardship over the years. Valhalla was once a beautiful world with verdant plains and lush mountain valleys. However, not long after its rediscovery by the Imperium, Valhalla was struck by a comet. This catastrophe turned it into an ice world of blizzards that strip a man to the bone and temperatures that freeze blood in seconds. The few survivors rebuilt underground in massive subterranean cities. Valhalla began to recover, although it would forever be a shadow of its early glories. It was then that the Orks came, a ferocious green tide intent on conquest. Before long the two sides were fighting bitter battles through the tunnels of the underground cities. After two months of conflict the Valhallans drove off the Orks just as they were about to overrun the food vats. If these had fallen, the Valhallans would have suffered a slow, starving death. The Valhallans are renowned for their tenacity, gladly throwing themselves into the fray to protect their fellow men. They have many armoured vehicles for traversing the icy plains of their planet and wear heavy coats and fur-lined boots to protect themselves from the deadly cold.

### Catachan Jungle Fighters

It is bizarre that anyone wants to live on Catachan. It is a Death World in every sense, with steaming jungles, virulent diseases and some of the deadliest predators that ever lived. Yet Catachans are proud of their origins and claim to be the only real men in the galaxy. This could well be true, for the high mortality rate on Catachan ensures that only the strongest and most mentally determined survive. Catachans can fight open battles as well as any other Imperial Guard but it is in jungle warfare that they truly excel. The jungle fighters can run rings around enemies floundering in swamps and sneak unseen past the tightest enemy picket. They wear camouflaged combat fatigues which are lightweight to stop heat exhaustion. Catachan has a fairly high gravity and all Catachans are muscular and solidly built. They are often called 'baby Ogryns' by others, though never to their faces...

### Mordian Iron Guard

Polite people call the Mordians dour. Everyone else calls them downright miserable. This is entirely understandable, as Mordia is a nightworld. Mordia does not rotate and so one hemisphere is constantly bathed by the radiation of the local star while the other is locked in a permanent night, its lack of rotation making it constantly hot and still, giving it a sultry, oppressive atmosphere. The Mordians live in massive, ziggurat-like Hive cities, and every day is a struggle for survival to eke a living from the world's meagre resources. To this end, Mordia is run by the Tetrarchs who rigidly control every drop of water, every grain of food and every scrap of clothing. As can be expected, not everyone sees the need for such authoritarian control and there have been several uprisings in the past. The Mordian Iron Guard are similarly rigid, with a firm belief in their chain of command and the ability of their officers. The Iron Guard generally wear the deep blue dress uniform of the Mordian parade ground, believing that discipline and good combat drill are more important than skulking around in the bushes. Those who have faced the Iron Guard's devastating volley fire would probably agree.

### Tallarn Desert Raiders

Tallarn was not always the windswept desert world it is now. Before it was virus bombed by the forces of Horus during the First Heresy, Tallarn was a fertile agri-world. Even after it had become a disease-ridden hellhole, the forces of Chaos made huge efforts to conquer Tallarn but the Tallarns fought back with burning hatred. Millions died and the surface became so polluted that only armoured vehicles could fight above ground. Tallarn was the site of the largest tank battle in Imperial history and more than a million wrecks littered the battlefield after the forces of Chaos were repelled. The Chaos invaders returned when Tallarn miners unwittingly discovered a massive warp gate known as the Cursus. Eldar from many Craftworlds attacked to prevent the Cursus from opening but were too late. Hordes of slaving Chaos beasts poured from it and it was only by combining their efforts that the Tallarns and Eldar finally destroyed them. The Tallarns are expert at surviving in hot, arid conditions and their camouflaged desert uniform protects them from the blazing sun.

### Attilan Rough Riders

Attila is a world of grassy plains, inhabited by barbarous horse tribes who are constantly fighting each other. There is great honour in warfare amongst the Attilans and they are masters at riding, so they make excellent Rough Riders, though they can be somewhat headstrong on occasions. There have been whole Attilan Regiments raised but they usually fight in smaller formations as auxiliaries to standard Regiments. The Rough Riders eschew formal uniforms and ride into battle wearing their traditional furs and long coats. Their only insignia is the Imperial Guard blazon worn on a shoulder and a branded skull motif, distinctive to each squad, on their horses.

# INFANTRY COMPANY ARMY LIST

**O**n the following pages is an army list that enables you to field an Imperial Guard Infantry Company army. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides you with the information you'll need to field an Infantry Company in scenarios you've devised yourself, or that form part of a campaign.

The army list is split into five distinct sections: HQs, Elites, Troops, Fast Attack and Heavy Support. All of the units, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. In addition, every model included in the army list is given a points value which varies depending upon the effectiveness of the model. Before you can choose an army for a game you will need to agree on a scenario with your opponent and the total number of points each of you will spend on your armies. You can then proceed to pick an army as described below.

## USING A FORCE ORGANISATION CHART

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

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



## USING THE ARMY LISTS

To make a choice, look in the relevant section in the army list and decide what unit you want to have in your army, how many models there will be in the unit and which upgrades you want (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

## ARMY LIST ENTRIES

Each army list entry consists of the following:

**Unit Name:** The type of unit, which may also show a limitation on the maximum number of choices you can make for that unit type (0-1, for example).

**Profile:** These are the characteristics of that unit type, including its points cost. Where the unit has different warriors, there may be more than one profile.

**Number/Squad:** This shows the number of models in the unit or the number of models you may take for one choice from the force organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

**Weapons:** These are the unit's standard weapons.

**Options:** This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. Please note that any weapon options may only be taken by ordinary troopers in the squad.

**Special Rules:** This is where you'll find any special rules that apply to the unit.

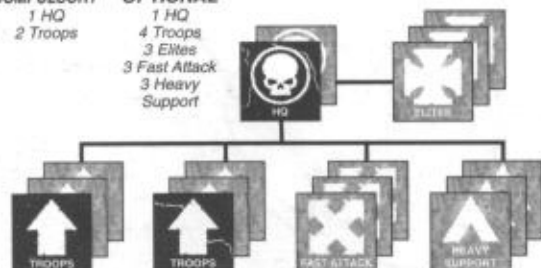
### STANDARD MISSIONS

#### COMPULSORY

1 HQ  
2 Troops

#### OPTIONAL

1 HQ  
4 Troops  
3 Elites  
3 Fast Attack  
3 Heavy Support



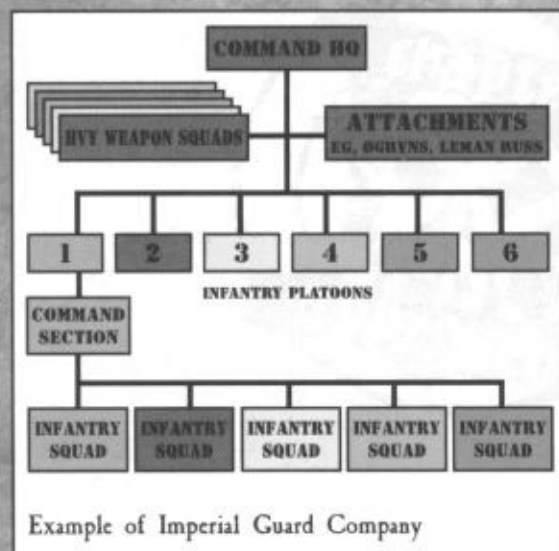
The Standard Missions force organisation chart is a good example of how to choose an army. To begin with you will need at least one HQ unit and two Troop units (dark shaded boxes indicate units which must be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 extra HQ unit, 0-3 extra Elite units, 0-4 extra Troop units, 0-3 extra Fast Attack units or 0-3 extra Heavy Support units.

# IMPERIAL GUARD SPECIAL RULES

## Imperial Guard Command Structure

Imperial Guard armies are vast, sprawling affairs that can spread out to cover whole continents. In order to maintain control over this huge fighting force, the Imperial Guard has a rigid command structure and chain of command that ensures that plans are followed and orders are carried out.

This army list allows you to field an army based on an Imperial Guard Infantry Company. An Infantry Company is formed of a Command platoon, up to six Infantry platoons, and assorted specialised units such as Ratling snipers, Rough Riders or armoured vehicles.



## Imperial Guard Command Platoons

Your Imperial Guard army represents a detachment drawn from an Imperial Guard Company. The detachment is led by a Command HQ. The HQ and all of the specialised heavy weapon squads (Mortar, Fire Support and Anti-Tank) in the detachment form a Command platoon consisting of the Command HQ unit and up to five heavy weapon squads.

The whole platoon counts as a single HQ choice on the force organisation chart. But although bought as one HQ choice, the Command HQ and heavy weapon squads may fight as separate units, deploying in different parts of the battlefield and fighting as independent units. The platoon, however, counts as a single 'choice' when deploying units or rolling for reserves.

Any Imperial Guard squad within 12" of a Command HQ may use the Leadership of the Officer in the Command HQ for all Morale or Pinning tests unless the Officer is falling back. Note that you always use the Officer's Leadership value, even if a Commissar is attached to the Command HQ, as long as the Officer is still alive (see the rules for Commissars below...).

## Imperial Guard Infantry Platoons

To represent the inflexible organisation of the Imperial Guard, instead of buying one squad per Troops choice, Imperial Guard infantry are chosen as platoons. A platoon consists of a Command Section and two to five infantry squads.

Each platoon counts as a single Troops choice on the force organisation chart. Although they are bought as one Troops choice, the Command Section and squads may fight as separate units, deploying in different parts of the battlefield and fighting as independent units. However, the platoon counts as a single 'choice' when deploying units or rolling for reserves.

Any Imperial Guard squad within 12" of a Command Section may use the Leadership of the Officer in the Command Section for all Morale and Pinning tests. Note that you always use the Officer's Leadership value, even if a Commissar is attached to the Command Section, as long as the Officer is still alive (see the special rules for Commissars that follow...).

## Imperial Guard Heavy Weapon Teams

Imperial Guard heavy weapons squads are crewed by a team of two men. Generally speaking, one crewman carries and fires the weapon while the other carries the ammunition. In game terms, the presence – or lack of it – of the ammunition carrier makes no difference to the way the heavy weapon is moved or fired. The ammunition carrier may shoot any weapons he is armed with in the same shooting phase that the weapon carrier fires the heavy weapon. Note that weapon teams stay with their unit at all times; they are not a separate unit of their own.

## Commissars

Devotees of the Imperial Cult, Commissars encourage bravery and devotion to the Imperial cause and ensure that cowardice is punished. If a unit with a Commissar fails a Morale check for any reason, the Commissar will summarily execute the Officer or Sergeant leading the squad thereby sparing him the shame of living with the knowledge of his failure. Don't roll any dice as this happens automatically – remove the Officer or Sergeant model from the table when the unit fails its Morale check, before they fall back. The Officer or Sergeant counts as being dead for victory points purposes.

Units whose Officer or Sergeant has been executed must immediately attempt to regroup even if not normally allowed to do so (for example, because of the proximity of the enemy). The Regroup test is made against the Commissar's Leadership value. If passed, the unit regroups using the normal rules and doesn't have to fall back; if failed, the unit and the Commissar are eliminated (the cowardly poltroons frag the Commissar and make good their escape!).

The same test is carried out if the squad's Officer or Sergeant is killed by the enemy; take a Leadership test for the squad using the Commissar's Leadership – if the test is passed the Commissar takes over as described below but if the test is failed the squad runs off and is eliminated.

**Designer's Note:** This rule has been included to stop players avoiding the Execution rules by killing off their Officers when the unit comes under fire! It also represents the fact that the Commissar must still establish control over the unit.

If the Officer or Sergeant is killed – either by his Commissar or the enemy – the Commissar effectively takes control of the platoon. All Leadership based tests taken by the unit from then on use the Commissar's Leadership value. If the Commissar takes command of a HQ unit, then any units that would normally have tested on the Officer's Leadership test on the Commissar's Leadership value instead.





File 30892/a: The newly raised 222nd Vallhallan Regiment marches to the front line during the Battle of Valhalla. The regiment played a vital part in defeating the Orks that had invaded the planet.

"I, Lord Quandros Sylman, do swear my utter and whole allegiance and devotion to the Emperor. I do take upon myself the mantle of Imperial Commander of the Emperor's realm, and to me shall fall the custodianship of the domain of the fourth world of the Lantor system. To me also shall fall the protection of these domains, and as such I acknowledge my duty to raise such fleets and armies as are necessary to fulfil this duty.

As Commander of Lantor IV, I shall make available to the Hosts of the Emperor no less than one part in ten of the armies of my realms for the prosecution of such wars as decreed by the Servants of the Emperor, and as many of my soldiery as deemed necessary in times of extreme conflict or upheaval. In return, I may expect the full support of the Offices of the Emperor in the defence of my realm should such a threat arise that mine own armies are insufficient defence.

I swear that such men as are given over to the defence of realms other than mine shall bear arms and be equipped to fight, and that my domain shall stand ready with such engines of war and machineries as are needed by my armies, should the spectre of war engulf us. I understand that in this matter it is I, and I alone, who holds the sole responsibility for this undertaking and that, as Imperial Commander, if my armies shall be lacking or wanting in any regard that impairs that ability to defend this realm for the Emperor, I shall no longer be fit for Lordship of the Emperor's domains and shall risk summary execution for any neglect or dereliction in these most important of duties, as decided by the Lords of the Adeptus Arbitres.

I swear this upon my immortal soul with the Emperor as my witness. Long shall His hand guide us, long shall His eyes watch over us, long shall He take us unto Him after death."

*Quandros Sylman*



File Access 80% data available

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Commissars/085M40+++

Access Code Level: Ab2c... Accessing...

File Status: Z7483/b Awaiting



File Z7483/b: Battle of Kalkos II  
Commissar Severinus: Honoured

Commissars are recruited into the Departmento Munitorium from the Schola Progenium, the rigorous orphanages for families of Adepts, run by the Abbots of the Ministorum of Terra. Many serve in one of the highly elite Storm Trooper regiments before becoming Commissars, so they are no strangers to warfare and hardship. Every regiment has at least one Commissar, and many large regiments have several, who remain with the regiment while it is deployed in a war zone.

The chief task of the Commissar is to preserve the fighting spirit and loyalty of the regiment he is overseeing. If discipline is lax, he will step in to reinforce it with whatever means he deems necessary. If the regiment's officers

are incompetent or lack courage, the Commissar must retrain and fortify them or have them replaced by more loyal officers. If this is not an option, a Commissar may disband a regiment and its forces will be dispersed to other commanders. If troops are troublesome the Commissar must keep order. A Commissar knows that the best troops are the hardest to keep in line. He embodies strength, bravery and loyalty, and serves as the ultimate example of human courage.

Commissars have to be tough, vigilant and resourceful; some regiments are composed of savage gang fighters, or vicious barbarians who are naturally antagonistic to authority. The loyalty of such troops must be earned and the

Commissar must be prepared to demonstrate his courage in battle if he is to command any respect from them.

Like all good officers, Commissars are fiercely loyal to the Imperial Creed embodied by the teachings of the Ecclesiarchy. They love the Emperor and desire nothing more than to serve Him to the best of their abilities. They do not tolerate disloyalty and remain vigilant for spies, mutants and agents of corruption that may have infiltrated the men under their charge. They are well versed in the Imperial scriptures and will frequently give readings before battle. Most of all, they despise the Emperor's enemies and want nothing more than the opportunity to crush the foe beneath the righteous heel of Imperial might.



# IMPERIAL GUARD ARMOURY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model.

## SINGLE-HANDED WEAPONS

Bolt pistol	3 pts
Close combat weapon	1 pt
Hellpistol	2 pts
Laspistol	1 pt
Plasma pistol	10 pts
Power fist*	15 pts
Power weapon*	10 pts

## TWO-HANDED WEAPONS

Bolter	2 pts
Combi-weapons*	
Bolter-flamer	10 pts
Bolter-grenade launcher	10 pts
Bolter-meltagun	15 pts
Bolter-plasma gun	15 pts
Lasgun	1 pt
Shotgun	1 pt
Storm bolter*	5 pts

## WARGEAR

Bionics	5 pts
Carapace armour	5 pts
Frag grenades	1 pt
Holy relic (Standard Bearer or Commissars only, no more than one per army)	30 pts
Krak grenades	2 pts
Master-crafted weapon*	15 pts
Melta bombs	5 pts
Refractor field*	15 pts
Regimental standard (Standard Bearer only*)	20 pts
Scanner	2 pts
Targeter	1 pt
Trademark item	5 pts

\*Officers & Commissars only.

\*\*A regimental standard may only be taken by the Standard Bearer of a Command HQ which includes a Colonel.

## VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armoured crew compartment	20 pts
Camo netting	1 pt
Crew escape mechanism	10 pts
Extra armour	5 pts
Hunter-killer missile	10 pts
Improved comms (One vehicle only)	20 pts
Mine sweeper	5 pts
Pintle-mounted storm bolter	10 pts
Rough terrain modification	5 pts
Searchlight	1 pt
Smoke launchers	3 pts
Track guards	10 pts

## IMPERIAL GUARD SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	4	4	3	3	2	4	3	8	5+
Colonel	4	4	3	3	3	4	3	9	5+
Commissar	4	4	3	3	2	4	3	10	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Hardened Veteran	3	4	3	3	1	3	1	8	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Ogryn	4	3	5	4	3	3	2	8	5+
Ratling Sniper	2	4	2	2	1	4	1	6	5+
Rough Rider	3	3	3	3	1	3	1	7	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Officer	4	4	3	3	3	4	3	9	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+

### Armour: Front Side Rear BS

Basillisk		12	10	10	3
Chimera		12	10	10	3
Griffon		12	10	10	3
Hellhound		12	10	10	3
Leman Russ		14	12	10	3
Leman Russ Demolisher		14	13	11	3
Leman Russ Exterminator		14	12	10	3
Leman Russ Vanquisher		14	12	10	3

### Armour:

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	10	10	10	3	1

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Griffon mortar	G12-48"	6	4	Ordnance 1/Blast

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Hellpistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Inferno cannon	Template	6	4	Heavy 1*
Lasgun / Autogun	24"	3	-	Rapid fire
Laspistol / Autopistol	12"	3	-	Pistol
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Missile launcher (krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1 Blast*
Plasma gun	24"	7	2	Rapid fire *
Plasma pistol	12"	7	2	Pistol*
Ripper gun	12"	4	6	Assault 2
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1*
Storm bolter	24"	4	5	Assault 2

\*These weapons have additional special rules. See the Weapons section in the Warhammer 40,000 rulebook for more details.

## IMPERIAL GUARD WARGEAR

**T**his section describes how the specialised Imperial Guard equipment works. These rules supersede those in the Warhammer 40,000 rulebook. Items not listed here function as described in the Warhammer 40,000 rulebook. All wargear chosen must be represented on the model/vehicle.

### Bionics

Bionics allow an Imperial Guard character that has suffered a crippling injury to return to service but they do not improve his abilities in any way.

However, there is a chance that an attack will damage a bionic part rather than doing any real harm. To represent this, if a model with bionics is killed, instead of removing it place it on its side. Roll a D6 at the start of the next turn: on a roll of 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty.

### Carapace Armour

Carapace armour is made up of large rigid plates of armaplas or ceramite moulded to fit parts of the body. This provides better protection than the flak armour which is normally worn by the Imperial Guard. A model that has carapace armour receives a 4+ armour saving throw.

### Combi-weapons

A combi-weapon is essentially two weapons joined together and gives the Imperial Guardsman using it a choice of two weapons to fire.

An Imperial Guard model armed with a combi-weapon may choose which one of the weapons to fire in the shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle. Note that you may not choose to fire both weapons at once.

### Comm-Link

Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special comm-links. The size and appearance of a comm-link depends on its place of origin but in game terms they all have the same effects.

If a Command HQ or Command Section has a comm-link, then one squad per turn that also has a comm-link may use the Leadership

value of the Officer, no matter where they are located on the battlefield (ie, they don't have to be within 12" of the Officer as would normally be the case). You may choose to use the comm-link at any time (eg, when an eligible squad is about to take a Leadership test or if the command unit is in reserve).

### Hellguns & Hellpistols

Hellguns use a very advanced form of lasgun that utilises a high energy laser beam. In game terms they are treated as a las weapon of the same type, except that their AP value is 5 rather than '-1'.

### Holy Relic

A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move on the turn it is shown.

On the turn the relic is revealed all Imperial Guardsmen that are within 2D6" get a +1 attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

### Master-Crafted Weapons

A master-crafted weapon follows the normal rules for the converted weapon except that it allows one failed to hit roll per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried by a model and must be represented by a suitably ornate weapon on the model itself. A grenade cannot be master-crafted.

The upgrade cost of 15 points is added to the normal cost of the weapon but only the upgrade cost is taken against the 50 points limit on wargear taken by a model (so a master-crafted power weapon costs 25 points but counts as only 15 points against a character's 50 points Wargear limit).

### Medi-Pack

Medi-packs (also referred to as Narthecium) allow a unit with a medic to ignore the first failed saving

throw it rolls in every turn.

The medi-pack may not be used on any model who's suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medi-pack may not be used if the medic is in base contact with an enemy model.

### Ogryn Close Combat Weapon

Some Ogryns prefer to use huge close combat weapons. Their favourite weapon is the biggest, spikiest club they can find! This adds +1 to the Ogryn's Strength.

### Power Weapons

These weapons generate a crackling energy field that can cut through an opponent's armour like a hot knife through butter. The type of power weapon most commonly used by the Imperial Guard is the power sword. A model armed with a power weapon ignores armour saves.

### Refractor Field

This piece of equipment produces an energy field that gives the model a 5+ invulnerable save. This may be used instead of the model's normal armour save.

### Regimental Standard

This has the same effect as a normal Standard Bearer (see page 12). In addition, add +1 to the combat resolution score of any assault that takes place within 6" of a Regimental Standard (ie, they count as having inflicted one more wound than they actually did). If the model bearing the standard is slain in close combat then the enemy model that slew him captures the standard and the enemy gets the +1 bonus from then on. A standard can change hands several times in a single battle.

### Scanner

A scanner (also known as an auspex or surveyor) is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a



scanner then the model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit, the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back.

### Targeter

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to

shoot at in the shooting phase. After you have used a targeter then any 'Guess' range weapons may not be fired that turn.

**Designer's Note:** This rule is included to avoid players using their targeters to gain advantages for other units that don't have them.

### Trademark Item

This is something the character carries into battle to show his

disregard for the enemy. It could be a swagger stick or a nonchalantly smoked cigar, or something more grandiose like a billowing, scarlet cape or a chestful of shiny medals.

A unit led by a character who carries a trademark item will be reassured by his presence and may re-roll any failed Morale or Pinning checks that it suffers. However, if the character is slain the unit must pass a Morale test to avoid falling back.

## IMPERIAL GUARD VEHICLE UPGRADES

### Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

### Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the hidden set-up rules (see page 134 of the Warhammer 40,000 rules) vehicles carrying camo netting can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.

### Crew Escape Mechanism

The vehicle is fitted with protective devices, such as additional escape hatches, which increases the crew's chance of escaping if the vehicle is destroyed. If the vehicle is destroyed, D3 crew members survive. They form a small unit placed within 2" of their vehicle. Each one is armed with a lasgun or laspistol and has the same stats as a basic Guardsman. They are considered to be below half strength for purposes of morale checks, claiming table quarters, etc. They are worth zero victory points on their own but their vehicle counts only as being damaged for victory point purposes while the crew lives.

### Extra Armour

Vehicle crews sometimes add extra armour plating to their vehicle to provide a little extra protection. Vehicles equipped with this count 'crew stunned' results on the Damage tables as 'crew shaken' results instead.

### Hunter-Killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

### Improved Comms

These upgrades take the form of long 'whip' aeriels or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

### Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see page 134 of the Warhammer 40,000 rules). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from play.

### Pintle-Mounted Storm Bolter

Pintle-mounted storm bolters are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. They are treated as an extra storm bolter and may be used in addition to other weapons the vehicle can fire, so a moving vehicle can fire one weapon and the pintle-mounted storm bolter.

### Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

### Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guards in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the searchlight shining in the dark.

### Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle may not fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next shooting phase count as glancing hits. After the enemy's turn the smoke disperses with no further effect.

### Track Guards

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats Immobilised results as Crew Stunned instead, on a D6 roll of 4+.

Dear Sebastian,

Well, we're finally here. Zaro's World. From when I left the farm, it's been about three months, though it's hard to tell, what with travelling on a starship and everything. It took

about two weeks to get the regiment mustered and then we had to wait another week after that for the Navy to arrive with the transports. That's when we all swore our oaths to the Almighty Emperor, to protect mankind and defeat our enemies. I don't know how many of us are in the regiment but it took two whole days to shuttle us up, with two hundred men to a shuttle, one every hour or so. Once we were on board, they split us up into training groups and gave out weapons and other kit. I've got my standard issue lasgun, made in the factories on Last Reach, but some of the lads from A Company have got a batch of lasguns from elsewhere. I think someone mentioned Triplex Phall. Anyway, the guns are the same, but different as well. You can strip them down and clean them just the same, but their guns have a metal stock, ours is wooden, theirs have got this fancy pistol grip, ours have just got a stubby handle. I guess it's because there's not much but wood on Last Reach, so the factories have to make do with what they can get. Anyway, whatever they look like, they work the same way - point them at the enemy and pull the trigger!

Our ship was the *Pride of Laurence*, and to be honest I didn't enjoy the journey that much. I shared a bunkroom with the rest of my platoon, fifty of us in all, though of course the Lieutenant was with the other officers on another part of the ship. It was cramped and after a hard day's training it was a bit smelly. Not like the fresh air you're still enjoying! They worked us really hard. Marching drill before breakfast, then more drill and an hour on the firing ranges. The afternoon was hand-to-hand combat and wilderness survival. Of course, we've all been saying our prayers regularly too, with a proper service at the end of every day before lights out. The chapel on board the *Laurence* is bigger than the one at Homeward. I've never heard so many people singing hymns at once. It's really stirring to know that I'm part of this whole thing.

It took about two months, I reckon, to get from Last Reach to here, and then another two days of shuttling down. I was worried ~~about~~ said we might have to drop in right at the front line, but in the end we landed in a town where the main base is, south of the mountains here. As we got off the lighters (that's what the Navy call shuttles sometimes) another regiment was getting on. I managed to talk to some of them and they said that they'd been fighting on Zaro's World for almost ten years! These Orks don't give up easily by all accounts. We were their replacements. Apparently, they're allowed to go off and join one of the crusades. They even get to settle a whole new world if they conquer one. Can you imagine that, being able to start your own settlement? I hope we do well enough to get a similar reward - perhaps it'll be called Damek's World or Damek's Landing, that would be funny!

The men leaving were from Lorentian IV and, from what they said, that's a lot closer to Zaro's World than Last Reach. The Lieutenant explained that the longer the war goes on, the further and further away from the world they have to go to get new recruits. Apparently, it's a hive world where there are huge cities full of millions of people in a really small space.

The Lorentians told me that they weren't the first here either, so this war is probably older than you are! I could tell they were glad to be offworld soon, there were only about six shuttles-worth of them left. Still, the men I was talking to were proud to have fought the Orks, protecting the people of Zaro's World from the alien scum. When we marched through the town, I don't remember its name, there were people cheering us and everything, as if we'd already won the war! We all enjoyed that, and it's good to know that I'm going to fight for the Emperor. It was a bit strange, us marching one way with our new red uniforms and shining buttons and freshly-painted tanks, while the Lorentians marched the other way, wearing muddy brown overalls with bits of bushes and other camo stuck to them. One of them joked about the 'Before and After' posters you get at chapels, the ones that show the man full of sin before confessional and then free and glad once he's paid his penance at the scourging rack.

Well, drums are sounding the Company muster so I'd better get going now, unless I want a quick turn at cleaning the privies or even end up with a few strips off my back. I hope you get this letter, and remember to help Uncle Maximillian when the Grox-cull season starts. You know his back isn't as strong as it used to be. Take care of everyone for me, little brother, and keep me in your prayers at night. I miss the farm, but I'm glad that I'm here now, doing something for the Emperor and the people of Zaro's World. Keep up the hunting practice, and maybe when you're older you'll be able to join up too! I'm proud of you, be proud of me!

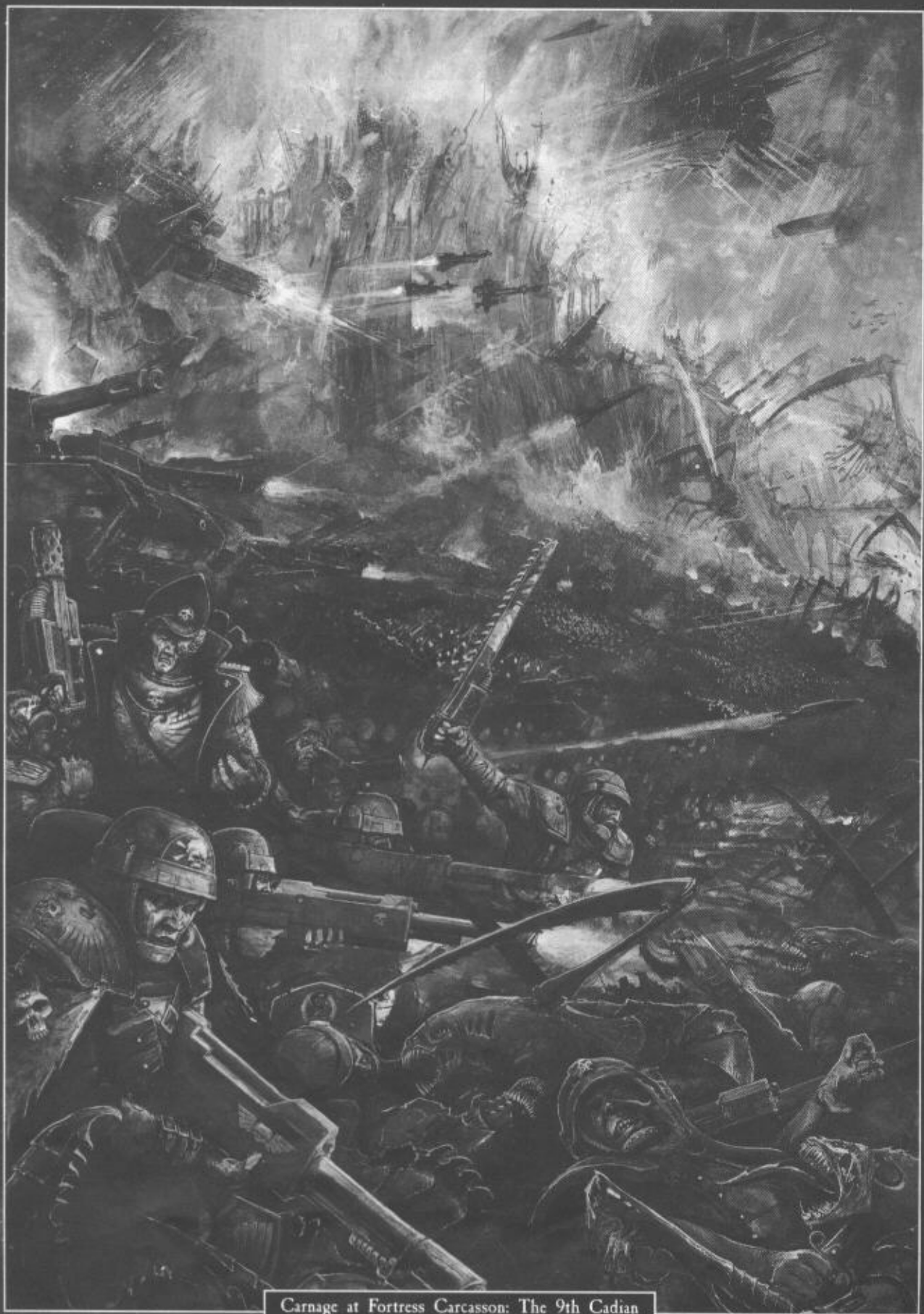
*Pack Lorigrah*



### Mortant VII 'Headhunters'

It is common practice amongst the savage hive gangers of Mortant to take body parts as trophies from defeated enemies. Colonel Radge of the Mortant VII encouraged his men to continue this custom, earning them a vicious reputation. This came to a head during the infamous Sacking of Colonia, during which it is said that the 'Headhunters' went on a three month rampage, pillaging and plundering from Imperial settlements on Colonia, after defeating the Orkish hordes of Warlord Gharag Badtoof. It was later claimed that the Orks had been responsible for much of the devastation, but there are those who still blame the 'Headhunters'.

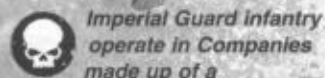




Carnage at Fortress Carcasson: The 9th Cadian  
devastates Hive Fleet Scarabus  
by Alexander Boyd

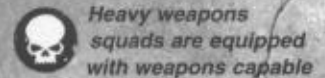


# HEADQUARTERS



Imperial Guard Infantry operate in Companies made up of a

Command HQ and up to six platoons of Guardsmen. The Command HQ directs the actions of the infantry platoons in the Company and also directly controls the Heavy Weapon squads that operate the Company's most powerful weapons. Unless operating on its own it will be in constant communication with other Companies and higher echelon commanders.



Heavy weapons squads are equipped with weapons capable of dealing with armoured vehicles, and large creatures such as terrifying Eldar Avatars or Greater Daemons of Chaos.

## 1 COMMAND PLATOON

Command Platoon: 1 Command HQ  
0-5 Heavy Weapon squads

Command HQ ..... 55 points/70 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	—	3	3	3	3	1	3	1	7	5+
Led by Captain	55	4	4	3	3	2	4	3	8	5+
Led by Colonel	70	4	4	3	3	3	4	3	9	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

**Squad:** One Officer and four Imperial Guardsmen.

**Weapons:** Lasgun or laspistol and close combat weapon.

**Options:** Up to four Guardsmen may have one of the following weapons each: flamer at +6 pts; meltagun at +15 pts; plasma gun at +15 pts; grenade launcher at +15 pts. Two Guardsmen may form a heavy weapons team armed with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. The Command HQ may have frag grenades for +5 pts.

**Character:** The Command HQ is led by either a Captain or a Colonel. One Guardsman may be upgraded to a Veteran Sergeant at an extra cost of +10 pts. Any character may be given additional equipment from the Armoury.

**Standard Bearer:** One Guardsman may be upgraded to a Standard Bearer at a cost of +10 pts. Any Imperial Guard units with a model within 12" of the Standard Bearer may re-roll any failed Morale checks. The Standard Bearer may be given a regimental standard or holy relic bought at an additional cost from the Armoury.

**Medic:** One Guardsman may be upgraded to a Medic at an extra cost of +10 pts. The Medic receives a medi-pack (see the Wargear section).

**Transport:** The squad may be mounted in a Chimera. See the Chimera army list entry for points cost and details.

**Sentinel Squadron:** The platoon may include one squadron of Sentinels, see the Fast Attack section for points values and upgrades. The Sentinels operate as a separate unit, including for set-up and Reserve rolls.

**Comm-Link:** One of the Guardsman may be given a comm-link at an additional cost of +15 pts.

### SPECIAL RULE

**Leadership:** Any Imperial Guard squad within 12" of a Command HQ may use the Leadership of the Command HQ Officer for all Morale and Pinning tests.

0-2 Anti-tank heavy weapons squads . . . . . 35 points + wpns

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	—	3	3	3	3	1	3	1	7	5+

**Squad:** The squad consists of six Imperial Guardsmen organised into three heavy weapons teams.

**Weapons:** Each weapons team must be armed with either a missile launcher at +20 pts or a lascannon at +30 pts. All six Guardsmen carry lasguns. One model may carry a comm-link at +5 pts.



**0-2 Fire Support heavy weapons squads . . . . . 35 points + wpns**

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+

**Squad:** The squad consists of six Imperial Guardsmen organised into three heavy weapons teams.

**Weapons:** Each heavy weapons team must be armed with either a heavy bolter at +15 pts or an autocannon at +25 pts. All six Guardsmen carry lasguns. One model may carry a comm-link at +5 pts.

**0-2 Mortar heavy weapons squads . . . . . 95 points**

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	-	3	3	3	3	1	3	1	7	5+

**Squad:** The squad consists of six Imperial Guardsmen organised into three heavy weapons teams.

**Weapons:** Each heavy weapons team is armed with a mortar. All six Guardsmen in the team carry lasguns. One model may carry a comm-link at an additional cost of +5 pts.

**0-5 COMMISSARS**

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	40	4	4	3	3	2	4	3	10	5+

**Commissar Squad:** You may include up to five Commissars in your army. These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a scenario. Each Commissar must join a separate unit in the army, as described below.

**Weapons:** Laspistol and close combat weapon.

**Options:** The Commissar may be given additional equipment from the Armoury. Commissars accompanying a Sergeant who is leading a unit of Rough Riders must also ride a mount, although he receives one at no additional points cost.

**SPECIAL RULES**

**Advisors:** Each Commissar accompanies an Officer, beginning with the highest ranking Officer in the force and working down through the ranks (ie, Colonel, Captain, Lieutenant). This means that the first Commissar taken for the army must accompany the Command HQ, while others will join platoon command sections if it is possible, or any other Officers in the force if not. If there are more Commissars than Officers, the extra Commissars are assigned to a Sergeant of the player's choice. Commissars cannot join Hardened Veteran units or vehicle units.

A Commissar must always remain within 2" of the Officer or Sergeant to whom he is assigned. If they are killed, the Commissar must remain with the unit they were leading.

**Summary Execution:** Special rules apply to Commissars (see the Commissars' special rules on page 5 for details).



Fire support squads are equipped with weapons capable of dealing with enemy infantry and lightly armoured vehicles such as buggies or skimmers.



Mortars are excellent anti-personnel weapons that are capable of breaking up and pinning down enemy infantry. Because mortars are capable of firing at enemies they cannot see they can be hidden away safely out of sight and still fire upon the enemy.



Commissars are ruthless individuals who have been thoroughly indoctrinated into the Imperial Creed, to the extent that it takes precedence over any feelings of compassion or common humanity. They are more feared than the enemy (and often hated) by troops in the Imperial Guard army, and will not hesitate to ensure discipline through the use of fear and intimidation.

# ELITES



**Imperial Guard**  
Companies are often called upon to fight for years and even decades. As time passes the original Company will shrink in size as casualties take their inevitable toll, until it is reduced to a fraction of its former size. After an especially hard campaign, often all that is left of a Company is a single squad of hardened veterans who have survived where their comrades have fallen. Such units have learned how to live and fight as a single, deadly team, and are usually kept together and used to perform special missions, or to bolster and provide expertise for less battle-hardened units.

## Designer's Note

Hardened Veterans can be represented by any Imperial Guard models, but we've really included them to allow players to practise their skills at making a really unique and individual unit. Because of this we won't be making models to represent many of the options allowed to a Veteran squad – it's up to you to convert the models if you want troopers armed with these weapons in your squad.

## 0-1 HARDENED VETERANS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Trooper	10	3	4	3	3	1	3	1	8	5+
Veteran Sergeant	20	3	4	3	3	1	3	2	8	5+
Veteran Officer	+45	4	4	3	3	3	4	3	9	5+

**Squad:** The squad consists of one Veteran Sergeant and between four and nine Veteran Troopers.

**Weapons:** The squad is armed with lasguns and frag grenades.

**Options:** Any model may have one of the following weapons in addition to or instead of his lasgun: autogun at no additional cost; close combat weapon and a laspistol or autopistol at +1 pt; shotgun at +1 pt; needle sniper rifle at +5 pts (maximum of one per squad).

Up to three models may be armed with one of the following weapons each: a flamer at +6 pts; bolter at +2 pts; plasma pistol at +10 pts; meltagun at +15 pts; plasma gun at +15 pts; grenade launcher at +15 pts.

Two of the Guardsmen may be formed into a weapons team armed with one of the following: heavy bolter at +12 pts; missile launcher at +18 pts; lascannon at +23 pts; autocannon at +18 pts; mortar at +15 pts.

The squad may be equipped with krak grenades for an additional cost of +2 pts per model. One model may carry a comm-link at +5 pts.

**Character:** The Sergeant is a Veteran and may be given additional equipment from the Armoury. Sergeants from Hardened Veteran squads may be given equipment normally only allowed to Officers.

**Veteran Officer:** The squad may include one Veteran Officer at an additional cost of +45 pts. He carries a lasgun, or a laspistol and close combat weapon, and may be given additional equipment from the Armoury.

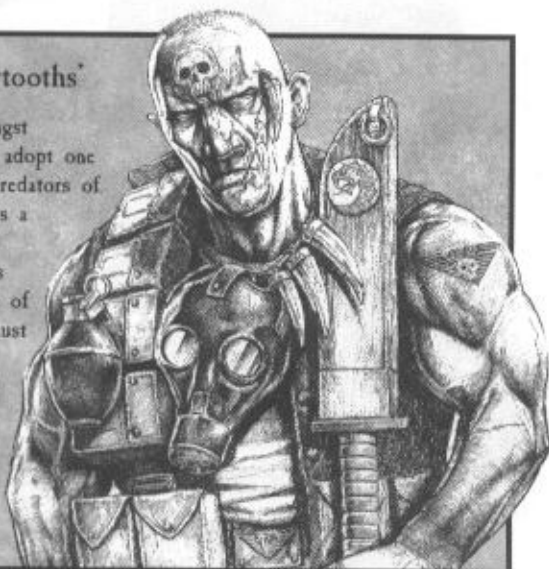
**Transport:** The squad may be mounted in a Chimera. See the Chimera army list entry for points cost and details.

**Hardened Veterans:** The squad has two Battle Honours, which will always be Hardened Fighters and Steadfast. For details see the Infantry Battle Honours table on page 163 of the Warhammer 40,000 rulebook.



## Lexxian IX 'Sawtooths'

It is a tradition amongst Lexxian regiments to adopt one of the many vicious predators of their deathworld home as a totem. The Lexxian IX chose the Sawtooth as their mascot – a voracious feline hunter that can grow to the size of a horse. It is claimed that a warrior must defeat one of these beasts in combat before becoming a Sergeant or Officer in the regiment. A trooper is allowed to wear a Sawtooth fang for every successful campaign that they have taken part in.





## STORM TROOPERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	12	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	22	3	4	3	3	1	3	2	8	4+

**Squad:** The squad consists of one Veteran Sergeant and nine Storm Troopers.

**Weapons:** Hellgun and frag grenades. Any model may exchange his hellgun for a hellpistol and close combat weapon at no extra cost. All models have carapace armour and targeters (see the Wargear section for details).

**Options:** Up to two models may each be armed with one of the following: flamer at +5 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +10 pts. The squad may be equipped with krak grenades for an additional +20 pts. One model may carry a comm-link at +5 pts.

**Character:** The Veteran Sergeant may take additional equipment from the Armoury.

**Transport:** The squad may be mounted in a Chimera.

### SPECIAL RULES

**Infiltrators:** Storm Troopers are trained to work their way into a forward position on the battlefield. This means that they may set up using the Infiltrators rule, but only if the mission allows for *Infiltrators* to be used. If not then they must set up as normal. Storm Troopers that have a Chimera may not *infiltrate*.

**Deep Strike:** Storm Troopers are sometimes deployed using para-gliders or grav-chutes. To represent this, up to one Storm Trooper unit may deploy using the Deep Strike rules if the mission allows for them to be used. Storm Troopers that have a Chimera may not *Deep Strike*.

## OGRYNS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	30	4	3	5	4	3	3	2	8	5+

**Squad:** The squad consist of between three and five Ogryns.

**Weapons:** Ripper gun and close combat weapon.

**Options:** May replace ripper gun with an Ogryn close combat weapon at no additional cost (see Wargear section for details).

**Transport:** The Ogryn squad may be mounted in a Chimera. See the Chimera army list entry for points cost and details.

### SPECIAL RULE

**It's dark in dere!:** Ogryns hate confined spaces and this can make it very difficult to get them into a Chimera. Because of this, an Ogryn squad will only embark if there is an Officer or a Commissar within 12" of at least one model in the unit when they embark. Ogryns can start mounted in a Chimera without an Officer or a Commissar being nearby (it's assumed they were convinced to enter the vehicle earlier on) and may disembark freely at any time.

THOUGHT FOR THE DAY:  
BE STRONG IN YOUR IGNORANCE



**+** Storm Troopers receive additional training and have access to more sophisticated equipment than most ordinary Imperial Guardsmen. They specialise in covert operations and are used to spear-head assaults, so don't usually carry heavy weapons as these would only slow them down. The special treatment and elite status given to Storm Troopers causes a certain amount of rancour amongst regular Guardsmen and has earned them a variety of colourful and insulting nick-names, such as 'Glory Boys' and 'Big Toy Soldiers'.



**+** The huge strength and incredible toughness of a typical Ogryn means that they have a natural aptitude for combat, while their stupidity means that they benefit very little from basic training. Because of this, Ogryns are often pressed directly into service wearing the clothes and using the weapons they favour on their primitive homeworlds.



**✠** As well as making excellent snipers, Ratlings have a well-deserved reputation for being brilliant cooks. In many units they perform both functions, acting as the Company's snipers on the battlefield and running the Company kitchen at other times.

## 0-1 RATLING SNIPERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ratling Sniper	11	2	4	2	2	1	4	1	6	5+

**Squad:** The squad consists of between three and ten Ratling Snipers.

**Weapons:** Sniper rifles.

### SPECIAL RULE

**Infiltrators:** In the right circumstances Ratlings have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule but only if the mission allows for *Infiltrators* to be used.

If the mission does not allow troops to use this rule then the Ratlings must set up normally with the rest of the army.

# TROOPS

## INFANTRY PLATOON

**Infantry Platoon: 1 Command Section**  
2-5 Infantry squads

**Command Section . . . . . 35 points**

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	—	3	3	3	3	1	3	1	7	5+
Lieutenant	35	3	3	3	3	1	3	2	8	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

**Squad:** The Command Section consists of one Lieutenant and four Guardsmen.

**Weapons:** Lasgun or laspistol and close combat weapon.

**Options:** Up to two models may be armed with one of the following each: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts.

Two of the Guardsmen may form a weapons team armed with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. One model may be given a comm-link at +10 pts.

The entire Command Section may be given frag grenades for an additional +5 pts.

**Characters:** One Guardsman may be upgraded to a Veteran Sergeant for an additional +10 pts. The Lieutenant and the Veteran Sergeant may choose additional equipment from the Armoury.

**Transport:** The Command Section may be mounted in a Chimera. See the special Chimera army list entry for points cost and details.

### SPECIAL RULE

**Leadership:** Any Imperial Guard squad within 12" of a Command Section may use the Lieutenant's Leadership value for all Morale and Pinning tests.



**↑** Each Imperial Guard platoon is controlled by a Command Section, which directs the actions of the squads that make up the platoon. Although in large battles the Imperial Guard operate in Companies, quite often platoons will operate as independent formations. On isolated or sparsely inhabited planets a platoon may make up the entirety of the planetary defence force.



# Infantry squad ..... 60 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	-	3	3	3	3	1	3	1	7	5+
Led by Sergeant	60	3	3	3	3	1	3	1	7	5+
Led by Vet. Sergeant	70	3	3	3	3	1	3	2	8	5+

**Squad:** The squad consists of one Sergeant and nine Imperial Guardsmen.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no additional cost.

**Options:** Up to one model can have one of the following: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. The squad can have frag grenades for +10 pts. One model can have a comm-link for +5 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

## ARMoured FIST SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	6	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

You may have up to one Armoured Fist squad per Infantry Platoon. Each Armoured Fist squad counts as a separate Troops choice.

**Squad:** The squad consists of one Sergeant, nine Guardsmen and a Chimera.

**Weapons:** Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

**Options:** Up to one model can have one of the following: flamer at +3 pts; meltagun at +8 pts; plasma gun at +8 pts; grenade launcher at +8 pts. Two Guardsmen can form a weapons team with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +20 pts; autocannon at +15 pts; mortar at +15 pts. The squad can have frag grenades for +10 pts. One model may carry a comm-link at +5 pts.

**Character:** The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

**Transport:** The squad is mounted in a Chimera armoured carrier, purchased at an additional cost from the Transport entry below.

## TRANSPORT: CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70	12	10	10	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have a heavy bolter or heavy flamer mounted in its hull at +5 pts.

**Options:** A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Transport Vehicle:** A Chimera can carry up to twelve models (count Ogryns or models in Terminator armour as two models). It is always taken as a transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a Chimera may also travel in it.



↑ Imperial Guard platoons are made up of several ten-man squads. The massed firepower of the combined squads makes them a deadly opponent, capable of out shooting almost anything.



↑ A normal Imperial Guard Infantry Company does not include any mechanised troops. Because of this, it's quite common to attach individual Armoured Fist squads from fully mechanised formations to provide support and some fast-moving troops.

The Chimera is a highly versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns.





# FAST ATTACK



**X** Serving as a member of a Hellhound crew is considered by most Imperial Guardsmen to be nothing short of a death sentence. The huge fuel reserves carried in the vehicle to power the inferno cannon mean that if the vehicle's armour is penetrated by an enemy attack the Hellhound is almost invariably destroyed in a huge explosion which kills the crew. Hellhound crew take a perverse pride in this reputation, and say that other vehicle crews 'just can't take the heat!'.

**X** Sentinels are often used as scouts to range ahead of the main army, and because of this their pilots are chosen for their ability to act on their own initiative. That such qualities are often allied to an dangerously individual spirit means that Sentinel pilots have acquired something of a reputation as insubordinate mavericks.



## HELLHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	70	12	10	10	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** Turret-mounted Inferno Cannon and hull-mounted heavy bolter.

**Options:** It may have any of the following: camo netting, extra armour, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

### SPECIAL RULES

**Inferno Cannon:** Such is the ferocity of the Inferno Cannon that any squads who suffer casualties because of it must make an immediate fall back move as if they had failed a Morale test. Units that ignore Morale checks ignore this rule. The unit is not actually broken and does not have to regroup at the start of its next turn. If the unit suffers 25% casualties it takes a Morale test as usual but this rule applies if it passes the test.

	Range	Strength	Penetration	Shots
Inferno Cannon	Template	6	4	Heavy 1

**Move 'n Shoot:** A Hellhound that moves over 6" can shoot in the shooting phase but only with its Inferno Cannon. If it moves over 6" it must fire the cannon via a side or rear facing – if it were fired ahead the flames would wash back over the Hellhound itself!

**Fuel Tanks:** The Hellhound's large fuel tanks make it very vulnerable to enemy attacks. To represent this all glancing hits are treated as penetrating hits instead.

## SENTINEL SQUADRON

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Sentinel	35	3	3	5	10	10	10	3	1

**Type:** Walker, open topped.

**Crew:** One Imperial Guardsman.

**Squadron:** The squadron consists of between one and three Sentinels.

**Weapons:** A Sentinel must be armed with one of the following weapons: either a multi-laser at +10 pts or a heavy flamer at +5 pts.

**Options:** A Sentinel may have any of the following vehicle upgrades: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, rough terrain modification, searchlight, smoke launchers.

### SPECIAL RULE

**Scouts:** Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this, any Sentinels in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the defender in a Take & Hold mission then your Sentinels would set up at the start of the battle instead of being placed in reserve with the rest of the Fast Attack units. If you're playing a scenario where you can only deploy a limited number of units then any Sentinels you deploy are not counted against the limit for the scenario.

In addition to this rule, after both sides have deployed, any Sentinels may make a 'free move'. The move happens before the first turn takes place. All of the normal movement rules apply.

## ROUGH RIDER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	9	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

**Squad:** The squad consists of one Sergeant and between four & nine Rough Riders.

**Weapons:** Close combat weapon & laspistol.

**Options:** The squad can have frag grenades at +1 pt per model and/or hunting lances at +3 pts per model. Any number of models may be given a lasgun in addition to their other weapons at +1 pt per model. One model can have a comm-link at +5 pts. Up to one model may have one of the following: flamer at +5 pts; meltagun at +10 pts; plasma gun at +8 pts; grenade launcher at +8 pts.

**Character:** The Sergeant can be upgraded to a Veteran Sergeant for an extra +10 pts. A Veteran Sergeant may choose extra equipment from the Armoury.

## SPECIAL RULES

**Cavalry:** Rough Riders are cavalry (see page 93 of the Warhammer 40,000 rulebook).

**Hunting Lance:** Rough Riders are sometimes issued with a long hunting lance whose head bears a shaped explosive charge. In the first combat round of the first close combat they fight in Rough Riders must use this lance if they have one. Thereafter it is useless, those that have not exploded on impact are discarded as they draw their laspistols and chainswords. A model using a hunting lance receives only one attack in the close combat phase. Ignore the model's Attacks value and any modifiers that would normally apply. The lance adds +2 to the user's Strength and ignores armour saves. A charging model using a hunting lance doubles its Initiative. Hunting lances may not be combined with other weapons and the user does not receive any benefit for being armed with any other close combat weapons.

**Trot:** Rough Riders may move at a trot. Declare this in the movement phase, before moving the unit. Any that move at a trot move up to 9" in the movement phase but may then only charge 9" in the assault phase. Rough Riders moving at a trot may only shoot with pistol weapons and may not enter or cross difficult terrain.



**X** Rough Rider squads, like Armoured Fist units, are often attached to an Imperial Guard Infantry Company to provide it with some fast moving support. Rough Riders can carry a variety of weapons, although the feared hunting lance is by far the most famous and deadly.



## HEAVY SUPPORT

## LEMAN RUSS BATTLE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Tank	140 + wpns	14	12	10	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The Leman Russ may be equipped with any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

You can find the rules for tanks and other vehicles on pages 77-91 of the Warhammer 40,000 rulebook.

**A** The Leman Russ is by no means the most sophisticated vehicle, nor the most comfortable or easy to use. However its adaptability, rugged construction and ability to keep on working no matter what an inexperienced crew may do to it has made it arguably the most successful tank design in the galaxy.





**A** The Leman Russ Vanquisher is a more sophisticated version of the basic Leman Russ battle tank. The Vanquisher is becoming increasingly rare as the skills and technology required for the construction of the Vanquisher Battle Cannon were lost when the forge world Tigrus was overrun and scoured by Ork Warlord Arrgard the Arch-Defiler in M35. Those Vanquishers that remain in service are carefully maintained and only granted to tank crews that have proved themselves in the heat of battle.



**A** The Leman Russ Exterminator is a common variant of the basic Leman Russ tank design. Instead of a battle cannon this tank carries a turret with an 'Exterminator' autocannon which is capable of laying down a withering hail of fire.



## 0-1 LEMAN RUSS VANQUISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175 + wpns	14	12	10	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** The Leman Russ Vanquisher is armed with a turret-mounted battle cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.

### SPECIAL RULES

**Vanquisher Battle Cannon:** This cannon can fire special Anti-Tank (AT) shells that can smash through the thickest armour. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 72" and a Strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crews' BS of 3. If a hit is scored roll two D6 for Armour Penetration and add the scores together.

**Veterans:** The crew may be upgraded to Veteran status at a cost of +20 pts. A Veteran crew has one Battle Honour which is rolled for at the start of each battle from the Vehicle Battle Honours table on page 163 of the Warhammer 40,000 rulebook.

## LEMAL RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120 + wpns	14	12	10	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** The Leman Russ Exterminator is armed with a turret-mounted twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

A Leman Russ Exterminator may be equipped with any of the following vehicle upgrades: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



### Jumael I 'Lucky Aces'

The 'Lucky Aces' were the first regiment raised from the agri-world of Jumael IV. They earned their nickname during the Tyvia campaign, in which they were the only regiment out of three to survive a warpstorm. The regiment then went on to take the fortress of Ironhide when a freak earthquake breached its two hundred foot high walls. Also, during the battle, a lost patrol from the 'Aces' came across the fabled Chambers of Gold beneath the fortress.





## LEMAN RUSS DEMOLISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	150 + wpns	14	13	11	3

**Type:** Tank.

**Crew:** Imperial Guard.

**Weapons:** The tank is armed with a turret-mounted Demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The tank may have two side sponsons armed with a pair of: heavy bolters at +10 pts, multi-meltas at +30 pts, plasma cannons at +20 pts or heavy flamers at +10 pts. It may be given the following: camo netting, crew escape mechanism, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

## BASILISK

	Points/model	Front Armour	Side Armour	Rear Armour	BS
Basilisk	100	12	10	10	3

**Type:** Tank, open topped.

**Crew:** Imperial Guard.

**Weapons:** The Basilisk has an Earthshaker artillery gun & hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts.

### SPECIAL RULES

**Indirect Fire:** The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".

## GRIFFON

	Points/model	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

**Type:** Tank, open topped.

**Crew:** Imperial Guard.

**Weapons:** The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

### SPECIAL RULES

**Siege Shells:** A Griffon may fire a siege shell instead of a normal round. Siege shells use the smaller Blast template instead of the Ordnance template but are ordnance in all other respects. Roll 2D6+5 when rolling for Armour Penetration for siege shells against bunkers, instead of two D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside a building on a 4+ instead of a 6.

Most tanks fighting as part of an Infantry Company are detached from an Armoured Company in order to provide support. The exception to this is the Demolisher which is an infantry support vehicle and is not fielded by Armoured Companies at all. Because Demolisher crews are part of the same Company they have a reputation for never letting their 'little brothers' down, no matter the odds.



The open-topped design of the Basilisk allows the vehicle's Earthshaker Cannon to be elevated to a steep enough angle for it to fire indirectly at targets that the crew don't have a line of sight to. Although not as accurate when fired in this way, it allows the Basilisk to deploy out of harm's way where the enemy cannot see it.



The mortar shells fired by the Griffon are extremely heavy and the high trajectory they are fired at means that they can bury themselves deep in the ground if the fuse is set correctly. Although doing this reduces the blast radius against infantry, it makes the attack devastatingly effective against buildings and bunkers. This makes the Griffon the best artillery piece for fighting in built-up areas or during sieges.

# LORD COMMANDER SOLAR MACHARIUS



## SOLAR MACHARIUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Macharius	173	D3+2	4	3	3	4	4	D3+1	10	4+

**A**n Imperial Guard army of 2,000 points or more may include Macharius. If you decide to take him he counts as one of the army's HQ choices. The army may include a Command HQ as normal, although Macharius is the army's leader being the Senior Officer on the field. He may not be given any extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to the use of special characters.

**Wargear:** Master-crafted bolt pistol, master-crafted power weapon, carapace armour (save already modified above), trademark item (crimson cloak), Helm of Macharius.

### SPECIAL RULES

**Independent Character:** Macharius follows the Independent Character special rules in the Warhammer 40,000 rulebook.

**Commanding Presence:** Any Imperial Guard unit within 12" of Macharius takes Morale or Pinning checks using his Leadership of 10.

**Ferocious Charge:** To represent Macharius's legendary ferociousness he adds D3 attacks when he charges, instead of the usual +1.

**Helm of Macharius:** This ornate artefact protects the wearer with a powerful force field. The wearer receives a 3+ invulnerable save.

**Old War Wounds:** Macharius suffered debilitating wounds during the Siege of Jakart that troubled him for the rest of his life. To represent this, his WS and Attacks are generated randomly at the start of the battle.

**Master Strategist:** Macharius' sudden assaults enabled him to launch devastating attacks while the enemy were at their most vulnerable. If Macharius is present then you may choose to go first in any mission where this is normally decided randomly.

"Some called him a monster, a madman. Indeed the line between ecstatic determination and insane ruthlessness is vague and wavering. It is true that he ordered the bombardment of worlds until they submitted. It is also true that he would have driven his men into the jaws of death for all eternity had they not finally grown weary. It is true that he would sometimes order the butchering of whole worlds that opposed his force. But this was not all that he was. He was magnanimous in victory and many were the times he spared a world that had impressed him with its courage and resolve. He was a deeply spiritual man too, driven ever onwards for the greater glory of the Emperor, not only his own fame. He was consumed by his desires, a passionate man who was willing to pay any price to fulfil his dreams of conquest. The Imperium needed such a man at that time, as it stood on the threshold of greatness once again. The Apostasies had passed, the Treaty of Ceres had reunited Earth and Mars once again and the Conclave of Mount Amalath was witness to such great promises. He was the man to fulfil those promises, to stretch out the Emperor's grasp once more. It was he who dragged the reborn Imperium through the fires of battle, screaming a new birth cry as its golden age came about, the zenith of Mankind's power. Without him, who is to say what might not have come to pass, what doubts would have been seeded in the heart of the Imperium once more. No-one can dare say they think of him without humble gratitude for the marvels he performed. Many men have been dubbed insane for putting into practice what many Saints have preached. Solar Macharius was such a man."

Extract from General Sejanus' 'Breaching the Darkness'



The flames of Leminitus burned into the night skies, casting a bloody glow onto the scattered stars of the heavens. The Lord Solar stood upon the hilltop in the ruins of the Carnelian

Palace with the taciturn General Sejanus and gazed over the rubble of the capital. "Another world has fallen to your greatness, Lord," said General Sejanus. "One more world under the light of the Emperor of Terra," agreed the Lord Solar. "And yet it is not enough," the Lord Solar commented, his voice tinged with bitterness. "Your plans to go further are not unknown to us," General Sejanus informed the Lord Solar, "but it cannot be so." "We have come here to the very edges of the stars, to the halo of the galaxy, and you say we must stop?" argued the Lord Solar. "The men cannot go on," General Sejanus told him. "For seven years they have fought and laboured hard under your command. Ten times a hundred worlds have fallen beneath your feet, not since the times of the Great Crusade by the Emperor himself have such conquests been made. We have all had our fill of toil and bloodshed,

should we not now enjoy the peace which our endeavours have earned us?" "Peace?" the Lord Solar asked with scorn on his tongue. "Peace? There cannot be peace in these times. A thousand worlds may be mine but a thousand more yet await us." The Lord Solar stretched out his hands to sweep across the heavens.

"There lies our destiny, past the rim of known space into the void beyond. What prizes, what jewels of the universe await us out there? Now the adventure is just beginning. Now is the time that we become real heroes, Sejanus. People will sing of our exploits for a thousand years but if we go on they will sing of us for all eternity." General Sejanus then did see that light of madness that was wont to enter the Lord Solar's eyes when he spoke of his dreams and ambitions. But the General was weary, for he had fought for seven years. He had seen untold battles and worlds destroyed. "The men will not follow us, Macharius," Sejanus told the Lord Solar. "The halo is no place for living men, for it is a realm populated by the ghosts of centuries past, and sirens call men to their doom who dare to enter its lightless depths." At this the Lord Solar was overcome with anger and his face contorted with rage.

"Spectres and ghouls are no match for men and tanks! The men are afraid because they are cowards and fools. Have not my glorious armies

conquered so many worlds that to but name them all takes a day? Have they not overthrown the tyrannies of the Dark Age of Technology on Lapis Majoris, prevailed against the unenlightened masses of Hederoia, scorned the animal intentions of Palus Olidus? What do they have to fear of the wastes between worlds that they have not already overcome?" General Sejanus bowed his head before the Lord Solar. "Macharius," he whispered to his master, "the men will not follow us anymore. For nearly a decade they have gone into battle, following you gladly into the blood and thunder of righteous war, but they cannot go on. They have seen more death and ruin than another soldier sees in ten lifetimes. Their hearts and souls are dead now, they simply cannot find it in themselves to push forward into the great darkness. Judge them not so harshly, for they have fought well for you and fought hard. They love you still for all the glories you have brought them, the plunder that has been heaped upon the altars of the Emperor in their name. But they will go no further." And then the Lord Solar did dismiss Sejanus and for the rest of the flame-filled night he stood upon the hill amongst the ruins of the Carnelian Palace of Leminitus and wept hot tears of rage and disappointment as he gazed upon the distant stars that would now forever remain beyond his grasp.



Peace? There cannot be peace in these times.

Lord Solar Macharius



They have seen more death and ruin than another soldier sees in ten lifetimes.

General Sejanus



# COMMISSAR YARRICK

An Imperial Guard army of 2,000 points or more may include Yarrick. If you decide to take him then he counts as one of the army's HQ choices. The army may include other Commissars as normal. He must be used exactly as described below and may not be given any extra equipment or wargear. In addition he may only be used in a battle where all players have agreed beforehand to the use of special characters.

**Wargear:** Master-crafted storm bolter, master-crafted laspistol, carapace armour (save modified above), force field, Bale Eye, battle claw (counts as a power fist).



## COMMISSAR YARRICK

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Yarrick	171	4	4	3	4	3	4	3	10	4+

### SPECIAL RULES

**Force Field:** Yarrick is protected by a special force field that reduces the energy of enemy attacks. Whenever he is hit, roll a D6 and deduct the amount from the strength of the attack. If reduced to 0 or less the attack is stopped completely. The force field has no effect on attacks that don't use strength to inflict damage.

**Bale Eye:** Yarrick's Bale Eye is a bionic implant that incorporates a laser. It can be used at the same time that Yarrick attacks in close combat and hits automatically with a strength of 4.

**Independent Character:** Yarrick is an Independent Character and follows the Independent Character special rules in the Warhammer 40,000 rulebook. Note that he does not follow the special rules for Commissars and so is not assigned to an Officer or Sergeant, nor will he execute members of a squad that he joins.

**Fearless:** Yarrick is totally fearless and never has to take Morale or Pinning tests. He confers this ability to any unit that he joins.

**Iron Will:** Yarrick suffered numerous wounds during the Battle for Armageddon and yet miraculously cheated death and bravely carried on fighting. To represent this do not remove Yarrick as a casualty if he loses his last wound (even if the wound was lost to an 'instant kill' attack). Instead, place him on his side. Then, at the start of the Imperial Guard player's next turn, roll a D6. On a roll of 4+ Yarrick staggers back to his feet, bloody but defiant, and is restored back to 1 wound. On a roll of 1-3 even Yarrick has been laid low by the wound and is removed as a casualty.

"YARRICK?" bellowed the Ork Warlord. "Yarrick, curse 'is hide."

Ghazghkull Thraka slumped into his throne, his eyes glowing red from under a furrowed brow. Around him Gretchin scurried to clear away the debris of objects that he had smashed as he raged about Commissar Yarrick. The throne room fell silent apart from the noise made by the scurrying Gretchin. Then came a cough. Ghazghkull's eyes moved to the prostrate form of Big Boss Uzbek, who lay cowering on the floor in front of the throne. It was he that had informed Ghazghkull that Yarrick was in the sector that Ghazghkull was preparing to attack.

"Wot 'is it Uzbek, ya useless piece of squig-dung," Ghazghkull snapped.

The Ork Big Boss cautiously stood up, dusting himself down as he did so. "Well, Boss, I just wanted to say dat dis Yarrick, well he's only some pansy 'umie git, ain't 'e 'E ain't no match for you Boss. I bet you're just playing wiv 'im, before you get ready to smash 'im good and proper. Hur, hur, hu..."

Uzbek's laughter slowly trailed off when he realised that Ghazghkull seemed not in the least

bit amused by his attempt at cheering him up. Instead the Ork Warlord had fixed Uzbek with his deep, steely gaze.

"Uzbek," growled Ghazghkull, 'as it ever occurred to you dat dis pansy 'uman duffed over some of our toughest boyz at da Battle of Hades Hive! Dat hive would 'av fallen into my hands if it weren't for 'im. 'E trained up da 'umies wot defended dat place. 'E organised 'em. 'E led 'em into battle. 'E never gave up, not ever. Sometimes I think dat there's a bit of Ork in 'im..."

Ghazghkull remembered the Armageddon campaign that had made both he and Yarrick famous. Ghazghkull had learnt that Yarrick had been banished to Hades Hive for opposing his planetary overlord. Yarrick had organised a defence which had halted Ghazghkull in his tracks. More and more of Ghazghkull's troops had been drawn into the battle, and although the Hive had eventually been overrun, the Ork army had been bled dry in the process. It had been the turning point in the campaign. And it had all been down to one man - Commissar Yarrick.

"Yeah, but Boss, 'e was just lucky, weren't 'e. You'd duff 'im over easy next time, eh Boss..."

"Uzbek, you are truly da stupidest Ork I know, and dat's saying something. Yarrick will never be easy to duff up. 'E ain't lucky - 'e makes 'is own luck, just like wot I do. 'E beat me dat time at Hades Hive, and 'e beat me fair and 'onest. Or do ya think that all a 'umie needs ta be is lucky ta beat me?"

"N... no, Boss," Uzbek babbled. "D... dat's not wot I fink, 'onest it ain't."

"Good, cause I'd have to get rid of ya if ya thought that, now wouldn't I?" Ghazghkull's eyes blazed red, and Uzbek once more hurled himself to the floor and prostrated himself before the Ork Warlord. "Never forget, Uzbek," he continued, "dat a worthy foe 'as been blessed by Mork and Gork to make us Orks da best warriors in da galaxy. If someone gives ya a tough fight, ya hate 'em, but ya honour dem too. Now, dat Yarrick, I hate 'im more dan any 'umie alive... but I honour 'im da most too. An' wiv 'is help, you're boyz will be da toughest Orks in da galaxy. Now git outta me sight, Uzbek, and don't come back until you know exactly where dat Yarrick is."

And with that he started to contemplate how he would defeat his greatest foe once and for all...

# NORK DEDDOG, OGRYN BODYGUARD

## NORK DEDDOG

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Nork Deddog	55	5	4	5	4	3	4	2	9	4+

**Y**ou may include Nork Deddog in your Imperial Guard army as a bodyguard for the most senior ranking Officer. Nork is added to his Command HQ and counts as an extra member of the unit. He must be used exactly as described below and may not be given any extra equipment or wargear. In addition he may only be used in a battle where all players have agreed beforehand to the use of special characters.

**Wargear:** Ripper gun, frag grenades, carapace armour (save already modified above).

### SPECIAL RULES

**Very Loyal:** Nork sticks to his commander like glue. So long as the commander is alive Nork must remain within 2" of him if at all possible.

**Bodyguard:** Nork will do his utmost to protect his master, even going so far as to throw himself in front of enemy fire. To represent this, you may choose to take any shooting hit on the commander on Nork instead if he is within 2". In addition, in the close assault phase, after models have moved but before combats are resolved, Nork and his commander may swap places if they are within 2" of each other (ie, Nork will fight whoever the commander was fighting while the commander takes on Nork's foes).



**T**he huge figure shambled towards where the thin and tangled body of Colonel Greiss lay. Luckily the ancient colonel had been thrown free of the carrier as it veered out of control. Now the Chimera perched up-ended in a drainage ditch, steam and smoke pouring from its crew compartment. The force of the explosion had pitched Greiss into a ditch on the other side of the track.

As the massive Ogryn towered over the tiny body he sensed that his master was badly hurt. He looked for a moment at the oddly twisted limbs and blood-soaked uniform and poked the old man a couple of times to make sure he wasn't fooling. Greiss moaned faintly.

Nork felt a tide of misery well up inside his huge and faithful heart. Greiss was his friend. Greiss had been good to Nork and let him fight by his side. The Ogryn fumbled with his water bottle, breaking off the cap with clumsy hands as he gently proffered the bottle to the man's lips.

Greiss murmured as the cool water splashed over his face. "Nork," he whispered. "Stop trying to drown me and fetch the medi-pack."

"Yus, sarr!" shouted Nork, saluting instinctively with his left hand, then his right hand, then both hands together.

Nork shuffled to his feet and loped back toward the carrier. He picked his way past the crumpled bodies of the crew and the HQ squad, noticing with only passing curiosity the pain in his own legs where numerous shrapnel hits had penetrated his thick

hide. Without a second thought he grabbed hold of the Chimera behind its rear track guards and heaved. The weighty vehicle shifted slightly. He heaved again. There was a creak of tortured metal as the carrier pivoted against the soft edge of the ditch and came to rest on its broad tracks.

Colonel Greiss tried to flex his hands. Nothing. He tried to raise his head but as he did so his vision swirled and he lost consciousness. He came round moments later, or minutes, or was it hours, it was hard to tell. His ears were booming from the noise of the explosion. All he could hear was a sound like something large and heavy being slowly dragged over an unyielding surface. His sight seemed to be growing dim and shadowy. Then he realised Nork was standing over him and beside Nork was the wreckage of the Chimera. The Ogryn had dragged the armoured carrier out of the ditch and twenty yards down the road.

"I said fetch the medi-kit, not the carrier, Nork," whispered Greiss. He was regaining the feeling in his arms and legs and didn't like it much.

"Da medi-kit is in da carrier, surr," beamed the Ogryn.

"Good thinking Nork," grunted the colonel through clenched teeth and mounting pain. "Now bring the medi-kit over here."

"Yus, sarr!" came the loud and snappy response as Nork plunged into the Chimera, remembered he had forgotten to salute, came back, saluted twice for good measure, and busied himself searching for the vehicle's medical supply chest.

# COLONEL SCHAEFFER'S LAST CHANCERS

## SCHAEFFER'S LAST CHANCERS

291 PTS

	WS	BS	S	T	W	I	A	Ld	Sv
Schaeffer	4	4	3	4	3	4	3	9	4+
Last Chancer	3	4	3	3	1	3	1	8	5+

**Squad:** The squad consists of Colonel Schaeffer and his eleven Last Chancers.

**Transport:** The squad may be mounted in a Chimera. See the Chimera army list entry for points cost and details.

**Hardened Veterans:** You can use the Colonel and his Last Chancers as the Hardened Veteran squad allowed for your army. They count as one of your Elites choices. All their equipment and characteristics are described below. The Last Chancers must be used exactly as described and cannot be given any extra equipment or wargear. In addition, they may only be used in a battle where all players have agreed to the use of special characters.

## SPECIAL RULES

**Single Unit:** Colonel Schaeffer and his squad form a single unit. The Colonel must remain with the Last Chancers at all times.

**Harsh Discipline:** As long as the Colonel is alive, the squad will automatically pass any Morale or Pinning tests that they have to take.

**Combat Master:** Schaeffer is a master of close combat. Opponents must subtract -1 from their dice rolls to hit him.

**Hardened Veterans:** The squad has two Battle Honours, which will always be Hardened Fighters and Steadfast. For details see the Infantry Battle Honours table on page 163 of the Warhammer 40,000 rulebook.

## INDIVIDUAL SPECIAL RULES

*The wargear carried by each model is listed below. All models are assumed to have a laspistol, frag and krak grenades as well as the equipment listed in their entry.*

### COLONEL SCHAEFFER

**Crime:** None.

**Wargear:** Plasma pistol, power weapon and carapace armour (save already modified).

### 'HERO'

**Crime:** Refused direct order to lead unit on a suicidal attack.

**Wargear:** Lasgun, laspistol and close combat weapon

### 'OX'

**Crime:** Killing three off-duty officers with his bare hands in a drunken brawl.

**Wargear:** Heavy bolter.

### 'BRAINS'

**Crime:** Hacked into regiment's accounts to change his own pay code.

**Wargear:** Lasgun and comm-link.

### 'DEMOLITION MAN'

**Crime:** Caught breaking into Colonel's personal drinks cabinet.

**Wargear:** Lasgun and melta bombs.

### 'SHIV'

**Crime:** Thought to have killed twenty civilians on Lector Prime over a five year period.

**Wargear:** Plasma pistol and mono-filament knife (counts as power weapon).

### 'SCOPE'

**Crime:** Went AWOL. Reason unconfirmed, but suspected to be related to assassination of Chief Arbitrator Abraxtes.

**Wargear:** Needle sniper rifle.

### 'GREASE MONKEY'

**Crime:** Stealing Eldar grav-vehicle belonging to ambassador of Iyanden Craftworld.

**Wargear:** Bolt pistol.

### 'ROCKET GIRL'

**Crime:** Murdering fellow Master Sergeant for unknown reasons.

**Wargear:** Missile launcher.

### 'FINGERS'

**Crime:** Charged with Black Marketeering.

**Wargear:** Lasgun and missiles.

### 'ANIMAL'

**Crime:** See sub-file 84 beta, sections 103-196.

**Wargear:** Melta gun, scanner and close combat weapon.

### 'WARRIOR WOMAN'

**Crime:** Member of banned sect (ref: Artemis sub-cult).

**Wargear:** Lasgun, sword and knife (counts as two close combat weapons).





The interior of the prison shuttle was gloomy, the only light coming through in a weak shaft from a window-slit above the pressure door. The heavy breathing of

men in deep sleep was the only sound to be heard, with the odd shuffle or muttered curse as one or other of the somnolent prisoners relived some familiar nightmare.

A rattle of chains and the clump of heavy boots on the metal boarding ramp sounded from outside, but in their exhaustion not one of the men inside stirred. The pressure door hissed open, artificial light blazing in to chase the shadows into the corners of the shuttle's high ceiling. Blinking, stretching and groaning the prisoners responded to this unwelcome waking. A large silhouette shuffled lopsidedly up the ramp to stand in the entrance, his sizeable frame blocking out most of the light. Heavy chains hung from his wrists and ankles, connected to a spiked metal collar around his neck. His mad eyes glared into the cell, not really seeing anything at all.

Two of the prison guards appeared behind the prisoner and shoved him forward. The man stumbled a few steps and then tripped on the doorway rim, falling head first down onto the mesh decking. He was immediately back on his feet, growling and snarling around the leather gag between his teeth. He took a step forward and the guards reacted immediately, their suppression masks lashing out, sending shockwaves of power across the brute's body. After several seconds the man slumped to his knees and the storm of blows stopped.

'Emperor's teeth, this guy's an animal!' someone hissed.

No talking,' barked Colonel Schaeffer as he strode up the ramp and stood at the edge of the doorway, hands behind his back claspng a swagger stick. He turned for a moment and said something to a man with a heavily scarred face and neck beside him. The man nodded and then disappeared down the ramp. Schaeffer turned his attention back to the prisoners.

'Take off the shackles,' he ordered the guards, his gaze fixing on the man on the ground.

'Take them off?' one of the guards replied, giving a horrified glance towards the Colonel.

The Colonel didn't move, although there was a slight twitch in his clenched jaw.

I do not repeat orders,' the Colonel replied tersely, his stare still levelled at the half-conscious figure on the deck. The guard who had spoken hurried forward whilst the other stood ready with his power maul. Pulling a las-channel from his belt, the guard burnt out

the rivets on the shackles and they dropped to the floor with a heavy clang. He stepped back hastily as the figure pushed himself to his feet. His hair was matted with sweat, every muscle in his body twitching with unnatural tension, and as he turned round his eyes fell upon the Colonel. With a roar, he launched himself at Schaeffer, his huge hands outstretched to grab the Colonel's throat. The guards froze in horror, but as the prisoner lunged towards Schaeffer, the Colonel stepped back and brought his hand up sharply. The heel of his hand smashed into the bridge of his attacker's nose, splashing blood across the Colonel's heavy dress coat. The man crashed to the deck, his forehead bouncing off the tip of Schaeffer's highly polished left boot. Rolling over and sitting up, the prisoner shook his head, and then pushed himself away from Schaeffer with dazed, worried glances.

'Welcome to the rest of your short life!' called out Michaels, the woman the others called 'Rocket-Girl'. Grim laughter followed her comment, which stopped abruptly as the Colonel snapped the swagger stick in half with a loud crack.

'You are all on half water rations today, for that,' he told them, stepping forward into the cell itself and flinging the splintered pieces of the swagger stick outside. 'The salvation of your souls is no laughing matter.'

The newcomer was coming to his senses once more. Wiping blood from his nose with the back of his hand, he looked around the shuttle cell, as if scaling where he was for the first time. His eyes had lost some of their glazed look.

'Where the frag am I?' he asked slowly, turning to the man in a stuffed officer's greatcoat crouching next to him. Everyone looked at Schaeffer, trying to gauge his mood - sometimes he was merely surly, and sometimes he was downright mean.

'Go ahead, Green, tell him,' the Colonel replied to their questioning looks, his face totally unreadable.

'You've just been volunteered for the Last Chancers,' the man the others had immediately dubbed 'Hero' explained dryly. 'For your crimes against the Emperor and humanity, you will spend your life in this, the XIII Penal Legion, until such time as you receive the Emperor's Absolution from the Colonel or from the Emperor himself. And of course, the only way you can receive the Emperor's personal absolution is when you're dead.'

That's what you are told when you volunteer,' growled Schaeffer. He stalked over and bent down towards the newest 'volunteer', who visibly flinched at the Colonel's icy stare. 'You're all here because you are traitors to Mankind and the Immortal Emperor. You are here because you have failed in your sworn duty to protect his domains and subjects, and you have perverted his trust in you for your

own misguided ends. You have sacrificed your part in securing the future of the whole of humanity for your own selfish gain. To kill you would be to accept that you can longer save your immortal souls. If you were to be ushered into the Emperor's presence now, the scales would tip badly against you when the deeds of your life are weighed up by his Almighty Presence. This is why I give you a last chance to prove yourselves worthy of the Emperor's forgiveness. This is why you are here - to save yourselves from eternal damnation.'

He turned away from a moment, taking two steps towards the door before whirling on his heel. His eyes flashed dangerously, his mouth set in a grimace of disgust.

'You will atone for your sins, and when you die you will thank me for allowing you to!' he snarled, his eyes sweeping across all of the gathered prisoners.

'You!' the Colonel hissed, pointing towards the kleptomaniacal 'Fingers' Vagin. 'Why are you here?'

'Cause I can't help stealin' stuff!' Fingers replied tentatively.

No,' whispered Schaeffer, shaking his head slowly, his hands tightening into fists behind his back. 'You are all here because you are scum. But you are the Emperor's scum. You have skills that are useful to our immortal Lord and whether you wish it or no, they will be made use of.'

With a last contemptuous look, the Colonel turned and marched down the ramp, followed by the two prison guards. The man with the scarred face reappeared at the doorway, giving them a once over with his single eye - the other was covered with a metal eyepatch riveted into his face. Lieutenant chevrons were stitched onto the front of his flak jacket, and his aged face looked as if it had borne all the cares of the galaxy for a hundred years.

'What happens to us now?' Vagin asked the stranger.

'Now?' the man replied with a grim smile on his face. 'Now you're shipped out to some hellhole you've never heard of. There you'll fight for the Colonel. Most likely you'll die. But if you're lucky, or as good as some of you think you are, then you might just crawl out of there alive. And then you'll go to another warzone and another battle, and you'll stare death in the face again. And again and again until one day you're just a little bit too slow, or just plain unlucky, and you catch a bullet or a knife, or a plasma grenade blows you to bits.'

In the stunned silence that followed, the Lieutenant started laughing, the harsh, uncaring sound becoming muffled as he hit the controls and the door slammed down, plunging them into darkness once more.



The hundreds of thousands of worlds of Mankind that constitute the Imperium are bound by ancient Tithes to supply men and munitions to the Imperial Guard. Each world supplies troops according to its standing and population. The scale of this recruitment is vast and the Imperial Guard numbers in the millions. The Adeptus Terra would find it logistically impossible for all these soldiers to be equipped and uniformed in any standard way. Thus each Guard Regiment retains its traditional dress and preferred fighting habits. The Emperor's demand is simply that troops should be ready to fight and die in his armies.



Planet of Origin: Patia  
Firm of Lagan held out  
47 years against invaders  
from Kroot Empire



Urtia IV: Desert Foxes  
Homeworld ravaged  
by civil war  
Heresy must be purged



Praetorian Guard  
See File 9783/1 ref:  
Big Tool River Massacre



Planet: Diep 3  
Dispersed Mountain Men  
File 82/77H



Ist Kallistia Rifles  
Kallist: waging war of  
annihilation versus the  
Pirates of Bo'



Warhounds of the  
Red Moon  
FileRef: ZZ86/RM222  
Honoured



Planet: Tullus  
Known as  
Desert Rifles.  
Survival rate is  
HDT: Alpha plus



Defenders of Sebastia VI  
Conflict with the Eldar  
of the Praetoria system provides  
plentiful specimens for the  
Galactic xenomuseum



Logres Ice World  
Protect Kroll learners  
from predations of  
the Tardilian



Home Planet: Tekara  
Iron Fist regiment  
Honoured at Battle  
of Crosses Fall



Pinal Legions  
Heretics incarcerated  
Sent



Crusader uniform of  
Yamaia Volunteers  
Placed under 103  
Imperium Penalised  
09.203.699



Stationed on Paladus  
Native warriors pay  
homage to the  
Imperial tribute in  
music, blood and steel



Home World: Phrym  
Battle Record HP875/90  
Excellent: because  
Armed



Home World: Vantid I  
Sacrifice captures to  
honour the Emperor  
Vengeance is the greatest gift



Planet: Gryphon IV  
Basically modified troops  
adapted for missions in  
hostile environments



Morbidians  
Skull Takers mutilate  
fallen enemy for trophies  
Undergoing tutelage  
in Imperial Cult



File 5748/1  
CLASSIFIED  
ACCESS DENIED



Catuchas Jungle Fighters  
Trained on deadliest Death  
World in the galaxy.  
Adept ambushers and snipers



Location: Fornas Lix  
Cognomen: Fire Dukes  
Further information:  
Access code required



Death Keeps of Kring  
Loyal native force  
Planet Kring purified by  
500 years of atomic  
cleansing



Hero of the  
Donorian Sector  
Kalon Regent  
Vanquished the KNIH  
on Anasemprus V



Bushmen of Serica  
Serica ravaged by freak  
weather conditions  
due to proximity to  
Warp Storm Fears



Desert Feral World Veterans  
Nomadic barbarians  
Imitative loyalty put to  
good use in service of the  
Empire



Planet: Vallula  
Ice Warriors optimes  
defence versus  
Ork invasion



Rank 'Bloodpools'  
Hard fought victory at  
Bloodpool Rock left  
90% casualties



House Squad  
Planet Arminion  
Barren, arid world  
Sphyxian diabolists



World: Al-Azrak  
Cult dominated world.  
Ref: 0003/0003/000556



Recreated on Oran I  
The Jaguars  
Rediscovered by Rogue  
Trader Filtrax Urtia.  
397 M41



Tactos.  
Rigid military discipline  
ref: 87264/D  
Love of the Emperor  
molds their hearts



Nordian Berserkers  
Tudras Fighters  
Recruited from Pukus  
Heartguard of  
Lokos XII



The Lucky Ds  
Seven losses: Battle of  
Low Corridor.  
624 M41



Location: Xenosa  
Fierce fighters. No  
respite. No mercy  
Serve the Emperor well.



Ogryns of Azark Zeta  
Abhorred close assault  
warrior. Native of high  
gravity worlds



Citronel Regiment  
Sustained over 1000  
attacks in last five years.  
Victorious



Origin: Justus  
Emperor's Shield  
Col. Refals Comm.  
Highly decorated



Van Saar  
Necronomads gang  
culture ref. 28C/F  
High Utility Concept



Homocidal Order  
of Tachomon  
Rock Slave World  
Defensive Strategy: High



Mordian Insignia  
56 regiments engaged  
in pacifying  
the Turo system

#### HALL OF HEROES

Lt. Amiri, Galas  
Tripli VL 502 M41  
Martyred  
Sgt. Flay, Begas  
Cath. Holo 324 M41  
Martyred  
Pr. 542HPIR  
unknown  
Gabin Pale 499 M41  
Martyred  
Pr. 566JZS9  
Assault, Waken 31



Mortar VII  
Cog. ref. 'Headhunter'  
C18/30 Sacking of Colonus



Interceptor  
Planet Fulus Tortex  
Compelled volunteers



Homeworld: Tanager  
Wood warrior of Xynosa Class  
'Belief Will Conquer Bullets'



HOMEWORLD CLEANSED  
BY ORDER OF INQ. DICTAT  
INFORMATION SUPPRESSED



Cogswon: First Dogs  
H2656 Logging World  
Mk: Alpha Forest Guerrillas



The Gate Keepers  
Stationed on Death World  
Chalag 97 Imperial  
Praetorian



Koria 9: Elite Charkas  
Emperor's Blessing was at  
storming of Fort Thirstoul



Recruited on Ogal 3  
Bashkar Regiments raised from  
Governor's Palace Guard



Homeworld: Remus  
Recruited by ritual combat  
Only the Strong are Worth the Emperor



Amerigo Secundus  
28567 USM39 Overthrow of  
Jynkora tyranny. Wolverine  
Regiment raised.



Cadus  
Shock Troopers  
Garrison the  
Cadus Gate



Ocean Phalanx Troops  
Location: Ocean Red Waters  
Chemo-War. Red-War  
Ref: Insp. Index [32, Bull]

Vol. XXII: Regiments of the Imperial Guard, The 39th-41st Millennium.  
Scaled Data Stream 64, Imperial Logisters, Adept-Readers, Adept-Scribes.  
Cross-reference Librarian Codes 987/002/875a, 987/002/875b.  
Files continued in Volumes XXIII, XXIV, XXV, XXVI & XXVII.

Where terrain is unsuitable for motorised vehicles, troops often use riding creatures in battle, sometimes bionically or genetically enhanced. These are known as Rough Riders.



Native Militia Ref: Raskius  
Indifference and Perseus  
Reg XX Loyalty Proven



Homeworld: Krum XVI  
Cogswon: 'Ironside'  
Imperial Cult puritan



Gantor Rider  
Warning: Dangerous Lifeline  
Recommended Volcanic  
Terrain & Rapid Onslaught



Code 967/234523  
Unauthorised Access  
Information: TG/21 Negative



Antilass  
N: 'Rough Riders'  
Code: 982399 X8011



Eclis Lancers. 8th cap  
Reflector Shield: High risk  
not containment and control



Praetorian Hussars  
Aquila Imperatoris  
Pavlo: Fatigue



Planet: Paladins  
Cogswon: Frelancers  
Modus Operandi: Mercenaries



Tallars  
ref. Desert Riders  
Mounts genetically modified  
for desert environment



Planet of Orgas Krieg  
Name: Death Riders  
Bionically enhanced mounts.  
Toxic environment



Homeworld: Remus  
Cogswon: The Crushers  
Std. equipment: Remus Mace-lance  
(Local canyon weapon, ref 985De)



Cadus Tank Crew



Emperor's Shield Tank Crew



Othosian Gunner



Krieg Panzer Division

Ref: 6559, Renowned armoured companies



Daepir Clusters Crew



Desert Fox Tank Crew

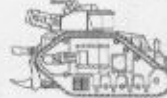
Ref Sec.864/NS10:24 A/Im/XX2



Vanquisher: Valhalla 21st



Exterminator: Phryxian II



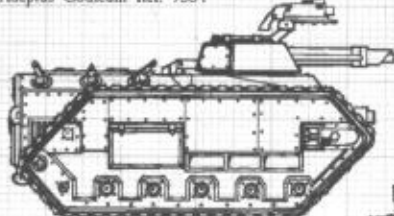
Demolisher: BlitzKraft V

As well as providing troops, a planet is often required to provide heavy equipment in the form of locally built tanks, artillery and troop carriers. The vehicles are organised into their own companies and in large conflicts they will fight in big formations. Alternatively, vehicles from tank and mechanised companies are commonly detailed to fight as additional units supporting Imperial Guard infantry companies.

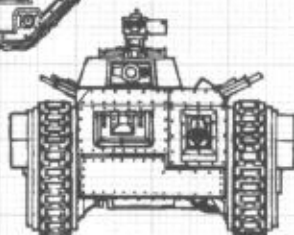


## THE CHIMERA (Mk IV)

Adeptus Codicum Ref: 9584

Chimera  
Armoured  
Troop Carrier

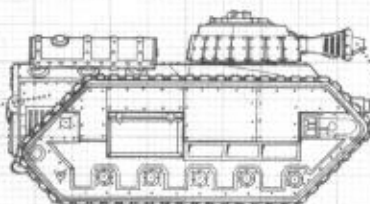
Note: Pintle-mounted storm bolter and dozer blade may be present on some vehicles.



## CHIMERA VARIANTS

## Hellhound - Flame Tank

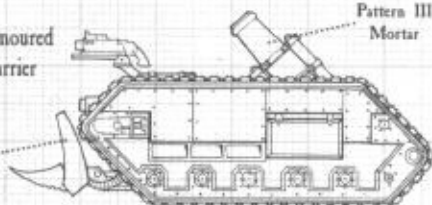
Standard  
Installation  
Mk III  
structure



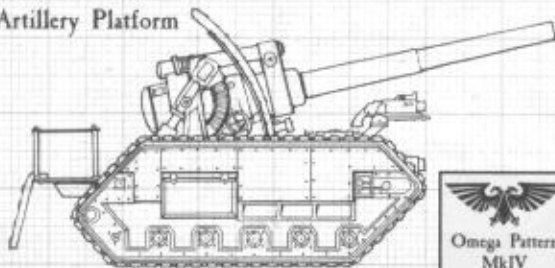
Armus  
Infernus

Griffon - Armoured  
Weapons Carrier

Reinforced  
Ceramite  
shielding



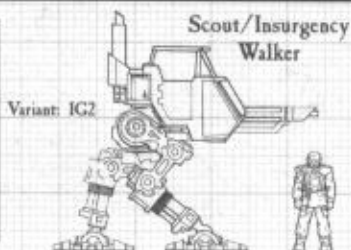
Pattern III  
Mortar

Basilisk - Mobile  
Artillery Platform

File: 92/v

## SENTINEL

Lightly armed one-man scout and insurgency vehicle. Used for reconnaissance and close combat support. Specially designed to negotiate areas of dense undergrowth.



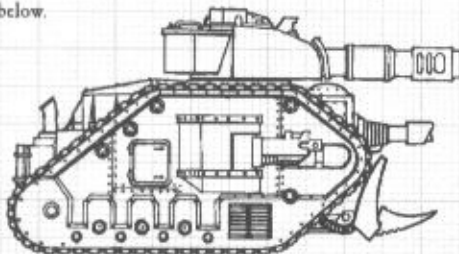
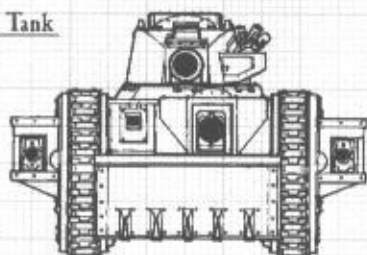
Variant: IG2

Scout/Insurgency  
Walker

## THE LEMAN RUSS

## Leman Russ Battle Tank

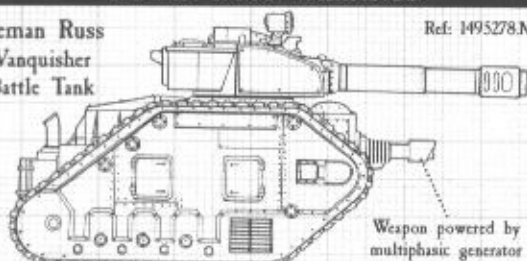
Note: The Leman Russ is the most widely deployed battle tank used in the service of the Emperor. There are a number of variants on the basic Leman Russ hull, some of which are shown below.



## LEMAN RUSS VARIANTS

Leman Russ  
Vanquisher  
Battle Tank

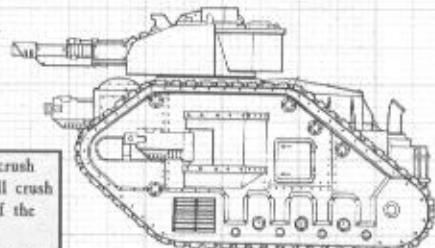
Ref: 1495278.M41



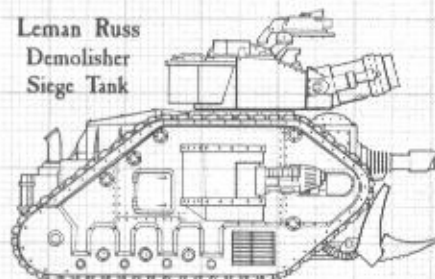
Weapon powered by  
multiphasic generator

Leman Russ  
Exterminator  
Assault Tank

"What I cannot crush  
with words I will crush  
with the tanks of the  
Imperial Guard!"  
Lord Solar Mechanicus

Leman Russ  
Demolisher  
Siege Tank

Note: Pintle-mounted storm bolter and dozer blade may be present on some vehicles.



"Let faith protect your mind and metal your flesh"

It is imperative that all members of the Imperial Guard should be able to recognise both friendly and enemy AFVs. Most rates use unit identification marks, flags and pennants but all are of little use as, except at close range, they cannot be seen and can be easily faked. There are certain characteristics peculiar to AFVs of each race, e.g. shape of turret, etc. Knowledge of these is essential. It is not only necessary to recognise the race of the AFV, but also type, armour and weak points since a tank gunner must know at what range he can open fire with a reasonable chance of success.

+++DEPARTMENTO MUNITORIUM+++

+++TABLES OF ORGANISATION AND EQUIPMENT+++

+++PEGASUS SECTOR+++SEGMENTUM SOLAR+++

+++PLEASE SELECT A WARZONE ENVIRONMENT  
AND MILITARY FORMATION TYPE & SIZE+++

...ARCHIVESEARCH...DOWNLOADING...FOUND...

...Slaughter of Ork Warlord Grendel's bodyguard...

...Battle of Nifleimos...Orc World Hymir II...

...Einherjar Brigade...26th Valhallan Regiment...

...Nerthus Crusade...Victory...Praise the Emperor...

#### FORMATION TYPE

(for combined formations select all types)

Aeronautical	Independent Support
Ancillary	Infantry
Anti-tank	Internal Security
Armoured Fist	Irregular Native
Auxilia	Mobile Artillery
Battle Tank	Mobile Infantry
Breakthrough	Motorised
Cavalry	Reconnaissance
Command	Mounted Recon
Conquest	Pioneer
>>>>Crusade>>>>	Scout Tank
Cybernetika	Shock
Engineer	Siege
Exotic <sup>1</sup>	Storm Trooper
Foot Reconnaissance	Super Heavy Tank
Fortress Artillery	Trench
Garrison	Walker
Heavy Tank	Walker Recon

#### FORMATION SIZE

(for combined breakdown select all sizes)

Army	Division
Battalion	Front
Battery	Patrol
>>>>Brigade>>>>	Phalanx
Cohort	Regiment
Company	Squad
Corps	Squadron
Demi-Company <sup>2</sup>	Team
	Troop

<sup>1</sup> Includes Abhuman formations and non-standard equipped troops

<sup>2</sup> Usually employed due to high casualties

<sup>3</sup> Choose second category to define sub-type (desert, jungle, volcanic, etc )

#### WARZONE TYPE

(select all appropriate)

Cultivated	Mountain - tectonic
Deathworld <sup>1</sup>	Mountain - volcanic
Desert	Noxious Atmosphere
Equatorial	Orbital
Forest - dense	Plains
Forest - light	Polar
Forge World	Savannah
Heavy Industry	Scrub
High Gravity	Swamp
High Pressure	Tar pits
High Tectonic	Temperate
Hive	Temperate - cold
Ice Waste	Temperate - hot
>>>>Industrial>>>>	Tundra
Ion Storms	Vacuum
Lava Flows	Volcanic
Low Gravity	Wasteland
Low Pressure	Other (please specify)





## XENTHROP MAJOR GARRISON

CIC: Col Milon Adjutant: Cpt. Chabus Quartermaster: Cpt. Tarentine

Engineering Officer: Lt. Lucanian Regimental Commissars: Commissar Thesprotan, Commissar Chaucian

### Local Scouts & Rough Rider

Platoon, 9th Cardosian<sup>1</sup>

1 Officer, 25 Enlisted Local

Scouts<sup>2</sup>, 12 Rough Riders

1 Junior Officer, 6 Guardsmen,

1 autocannon, 1 heavy bolter

3 "Longhaul" transports<sup>3</sup>

1 Chimera, 3 staff cars,

1 "Tigermoth" skimmer,

Xenthorp's Pride<sup>4</sup>

### 1/23rd COMPANY

Company HQ Platoon

(Cpt. Molossian)

1 Officer, 1 Commissar,

23 Guardsmen,

2 lascannon, 1 autocannon,

2 heavy bolters, 3 mortars

B Platoon: 1 Officer,

1 missile launcher

E Platoon: 1 Officer, 35 Guardsmen,

1 missile launcher, 1 heavy bolter

H Platoon: 1 Officer,

36 Guardsmen

I Platoon: 1 Officer,

31 Guardsmen, 1 lascannon

K Platoon: 1 Officer,

18 Guardsmen, 1 autocannon

### 2/23rd COMPANY

Company HQ Platoon

(Cpt. Epirote)

1 Officer, 1 Commissar,

9 Guardsmen, 2 mortars

F Platoon

1 Officer, 45 Guardsmen,

1 missile launcher, 1 heavy bolter

G Platoon

1 Officer, 34 Guardsmen,

1 missile launcher, 1 heavy bolter

H Platoon

1 Officer, 41 Guardsmen,

1 missile launcher, 1 heavy bolter

L Platoon

1 Officer, 37 Guardsmen,

3 lascannon

### 3/23rd COMPANY

Company HQ Platoon

(Cpt. Barca)

1 Officer, 5 Guardsmen

B Platoon: 1 Officer, 16 Guardsmen

D Platoon: 1 Officer, 20 Guardsmen

### 23rd ARMoured

SUPPORT COMPANY<sup>1</sup>

Company HQ

(Cpt. Caul)

1 Leman Russ

B Squadron: 2 Leman Russ

C Squadron: 1 Hellhound

K Armoured Fist Platoon:

1 Officer, 27 Guardsmen, 2 missile

launchers, 1 heavy bolter, 3 Chimera



## LESSER XENTHROP GARRISON<sup>1</sup>

6/23rd COMPANY

Company HQ Platoon (Cpt. Hannoli)

1 Officer, 23 Guardsmen, 3 autocannon, 2 mortars, 1 lascannon, 1 Local Guide

D Platoon: 1 Officer, 32 Guardsmen, 1 missile launcher

I Platoon: 1 Officer, 35 Guardsmen, 1 heavy bolter

C Platoon: 17th Malcomb<sup>2</sup>

3 Officers, 45 Guardsmen,

3 heavy bolters, 2 lascannon, 1 mortar

Steamer Escort Detachment<sup>3</sup>

1 Officer, 17 Guardsmen, 2 heavy bolters, 1 Subordinate Adept, 17 Menial Adept

## IMPERIAL MONITORING STATION 88/999c

ALPHA GARRISON<sup>1</sup>

Lt: Giso

H Platoon, 6/23rd Brutium

1 Officer, 44 Guardsmen,

1 lascannon, 1 mortar, 1 heavy bolter

Monitoring Station Administratum Adepts

1 Prefectus, 1 Ordinate,

2 Sorites, 2 Ophers, 1 Curator, 19 Menials

## 23rd BRUTTIUM REGIMENTAL HISTORY

The current regiment is the third to have borne the name. It was raised in 983M41 in response to an Administratum decree requesting troops to take part in the Third Arkholid War. The regiment took part in the invasion of Beta-Hydopolis 9, and bore the brunt of the fighting for the Flaming Gardens and the subsequent siege of the Palace of Ice. Following the pacification of Beta-Hydopolis 9 the regiment was retired from front-line duties and has since been on permanent garrison duty in the Xenthorp system.

Since taking up their duties in the Xenthorp system the 23rd has seen relatively little combat, other than the minor policing and population control duties one would expect from a garrison force. Notable exceptions are the elimination of an Eldar raiding force that attacked Xenthorp Minor in 987M41 and the 23rd's involvement in the capture and arrest of Decius Mus, better known as the Arch-Heretic of Aescum, in co-operation with Space Marines from the Lords of Wrath Chapter in 993M41. In both cases the 23rd performed their duties with valour and skill. Lt. Hesperax, commander of the Space Marine detachment that took part in the Decius Mus operation, singled out the 3rd Company, also known as 'Barca's Commandos' for special praise, saying that "they showed commendable fortitude and ability for human warriors that had not undergone genetic enhancement". Since then the 23rd Brutium regiment has not taken part in any major actions, but all indications are that they continue to maintain a high level of preparedness should such actions arise.

## NOTES

<sup>1</sup> The 9th Cardosian Regiment was largely wiped out in Col. Zuriere's abortive 'Grand All-Coopering Ruff'.

<sup>2</sup> The local scouts are mounted on Xenthopian 'taxmoats', a local riding beast noted for its evil disposition and foul odour.

<sup>3</sup> No record as to how this unit came to be attached to the 23rd Brutium exists. It seems likely that an admin error led to them being transported to Xenthorp Minor instead of the Huma 13.

<sup>4</sup> The staff cars, skimmer and transport vehicles are non-military vehicles of local design. The 'Longhaul' is capable of transporting two squads of Cardosians and their equipment.

<sup>5</sup> Xenthorp's Pride is a civilian system ship on permanent secondment to the 23rd Regiment. Although originally unnamed, it has been upgraded to carry a single gun-deck.

<sup>6</sup> This company is also known as 'Barca's Commandos'. It is the only company to still have any functioning plasma weapons (three Mk57 Necromunda pattern plasma guns).

<sup>7</sup> The 23rd Armoured Support Company is a hybrid formation made up of all of the 23rd Regiment's surviving armoured vehicles (with the exception of the Regimental HQ Chimera).

<sup>8</sup> Currently C platoon is based at Lesser Xenthorp's Shuttle Port, while the rest of the garrison is based at the mining site.

<sup>9</sup> C Platoon consists of survivors of the 17th Malcomb Regiment. The rest of the regiment were wiped out by a virulent form of Prati's Scurvy.

<sup>10</sup> One from the mines is transported in a river steamer manned by an Administratum crew. The escort detachment is drawn from units in the rest of the garrison. The heavy bolters are mounted fore and aft on the steamer.

<sup>11</sup> The monitoring station is one of the moors of the Xenthorp 10, so all military personnel are equipped and trained in the use of type 97 pressurised combat suits. In addition, the garrison's heavy weapons have been equipped with recoil suppressors and air-freeds to allow them to operate in the conditions that prevail.



# COLLECTING AND MODELLING AN IMPERIAL GUARD ARMY

**"S**tand at ease recruit. So, you're new to the Guard and everything is just a bit damned confusing. Well, don't worry son because I'm here to tell you how the Guard works. You'll learn what makes up a combat ready force, what tactics you should use and how to recognise units from their uniforms and insignia. You'll also learn about some of the famous regiments and heroes that make up the brave body of men that is the Imperial Guard. By the time I'm finished with you, recruit, you'll be ready to take your place on the battlefield and defend the Imperium against anything that alien scum and human degenerates can throw at you. Now, listen carefully because I'm only going to say this once..."

## WHERE TO BEGIN?

**A**s an Imperial Guard player you have at your disposal a large and diverse army, with lots of troops and vehicles to choose from and a massive choice of regimental uniforms to inspire you. No doubt, you'll be tempted to collect as many different types of Guard as possible but you should try to resist this urge. Instead, aim to put together a 'core' force so you can start playing games as quickly as possible. You can then expand this at your leisure, adding units as and when you need them for your battles.



The best way to start your army is by first choosing the compulsory units from the Standard Missions force organisation chart. Because the most commonly fought battles are Standard Missions, by collecting these compulsory units you can start playing as soon as your models are ready. The compulsory units for a Standard Mission are an HQ unit and two units of Troops.

*A basic Imperial Guard force made up of a Command Headquarters (the HQ), an infantry platoon, comprising a Command Section and two Infantry squads (1 Troops choice), and an Armoured Fist squad with a Chimera (1 Troops choice).*



*The Imperial Guard is the perfect force for gamers and painters who love big armies with loads of infantry!*



## INFANTRY

A Command HQ ensures that your army keeps on fighting, as units nearby are less likely to fall back in the face of the enemy. Your officer's influence can be increased by equipping your other units with comm-links. The Command HQ can be armed with plasma guns, meltaguns or deadly heavy weapons, and is one of the army's strongest close combat units (though beware of charging straight into a fight). A Commissar should be included because, if the squad breaks, he can execute the fleeing officer and halt the retreat.



Catachan Jungle Fighters Command HQ (inset: Commissar)



Ice Warriors of  
Valhalla mortar squad

Infantry platoons are the mainstay of the Imperial Guard army and, though each Guardsman will never be a match for a Space Marine or an Ork, their numbers are their strength and they can outshoot almost anyone in a protracted firefight. Never underestimate their power. Used well, basic squads of infantry will win you battles!



Tallarn Desert Raiders Command Section



Catachan Jungle Fighters Infantry squad



## ARMOUR



Cadian Shock Troops Armoured Fist squad

The Imperial Guard is famous for two things – lots of infantry and lots and lots of tanks! The Imperial Guard excels at crushing the Emperor's foes with armoured might. The wide selection of armoured vehicles, like the tank-busting Vanquisher or mobile artillery such as the Basilisk, gives you the capability to put all sorts of plans into action. Particularly useful are the mobile support provided by the Hellhound, whose inferno cannon is the scourge of all infantry, and the excellent all-round capabilities of the Leman Russ.



Hellhound flame tank



Leman Russ battle tank

## SPECIALIST SQUADS

Specialist units are very handy for an Imperial Guard commander – their expertise in a certain area complements the basic Imperial Guard army, providing vital mobility or close combat ferocity. Storm Troopers, for example, give you a unit that can either Infiltrate or Deep Strike, outflanking the enemy or seizing objectives. The brutal Ogryns can take on even the toughest opponents in a straight fight. The sniper rifles carried by Ratling sniper squads are great for pinning down the enemy and slowing their advance, especially in combination with mortars.



Ogryns



Ratling Snipers



Storm Trooper



## EXPANDING YOUR ARMY

BY NICK DAVIS

The detachment pictured here is part of my much larger 95th Cadian Rifles regiment, which is a massive army with a huge selection of troops and vehicles. The detachment is based around the Standard Missions force organisation chart and is led by a Command platoon. This consists of a Command HQ unit accompanied by up to five heavy weapon squads – all of which counts as a single HQ choice! In this case I have chosen just two squads – a Fire Support squad for anti-personnel work and an Anti-tank squad in case I run into something really big! For me, the final HQ choice has to be the rightly feared Commissars, five of which I can get as a single HQ choice. I've decided to take three of them.

The next step is to fill out my Troops choices (I have to take a minimum of two). Again, this is where they differ from armies such as the Space Marines. An Infantry platoon (containing a Command Section and two to five Infantry squads) is a single choice for the Imperial Guard. I take

two platoons, each comprising of a Command HQ and two Infantry squads, which are the minimum number of units I must take per platoon. Because each Infantry platoon I take allows me to purchase an Armoured Fist squad as a separate Troops choice, I can have up to two of these mobile units. That means that four Troops 'slots' have been filled up, although I actually have eight Infantry squads and two Chimeras in total (ten separate units)! My Commissars are assigned to the Command HQ and the two Command sections.

It's only when I've formed this basic army that I go back and look at my Elite choices. This detachment has two abhuman squads assigned to it – Ratlings are great for pinning enemy units, while Ogryns provide the detachment with vital hitting power for assaults.

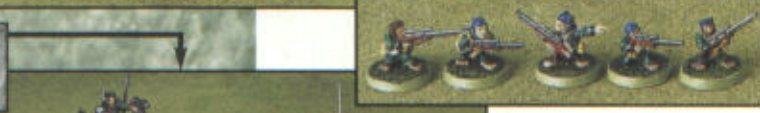
Finally, I must decide on my Heavy Support units. The Imperial Guard has lots of tanks to choose from, some of which are highly specialised and only useful against certain opponents. For example, the Griffon is fantastic if you are playing against tightly-packed

armies like Orks but is not as effective against Space Marines. I fill out two of the three Heavy Support slots by choosing two Leman Russ battle tanks. The Leman Russ is the mainstay for almost every Imperial Guard army – it's adaptable, reliable and can take a great deal of punishment before it's destroyed.

Well, that's how I put together this detachment. With the Imperial Guard I like to fight defensively but you can easily turn them into a more offensive force with the inclusion of Rough Riders, Hellhounds and Sentinel squadrons. Whatever you decide to do, I can only recommend that you keep playing games with your army as you expand it. This way you will start to develop your own tactics and style of play, which will in turn affect what you decide to get next for your own army. **For the Emperor!**

## SUMMARY

- |            |                                |                   |  |
|------------|--------------------------------|-------------------|--|
| 2 HQs –    | Command Platoon;<br>Commissars | 4 Troops –        | 2 Infantry Platoons;<br>2 Armoured Fist squads |
| 2 Elites – | Ratlings; Ogryns               | 2 Heavy Support – | 2 Leman Russ                                   |

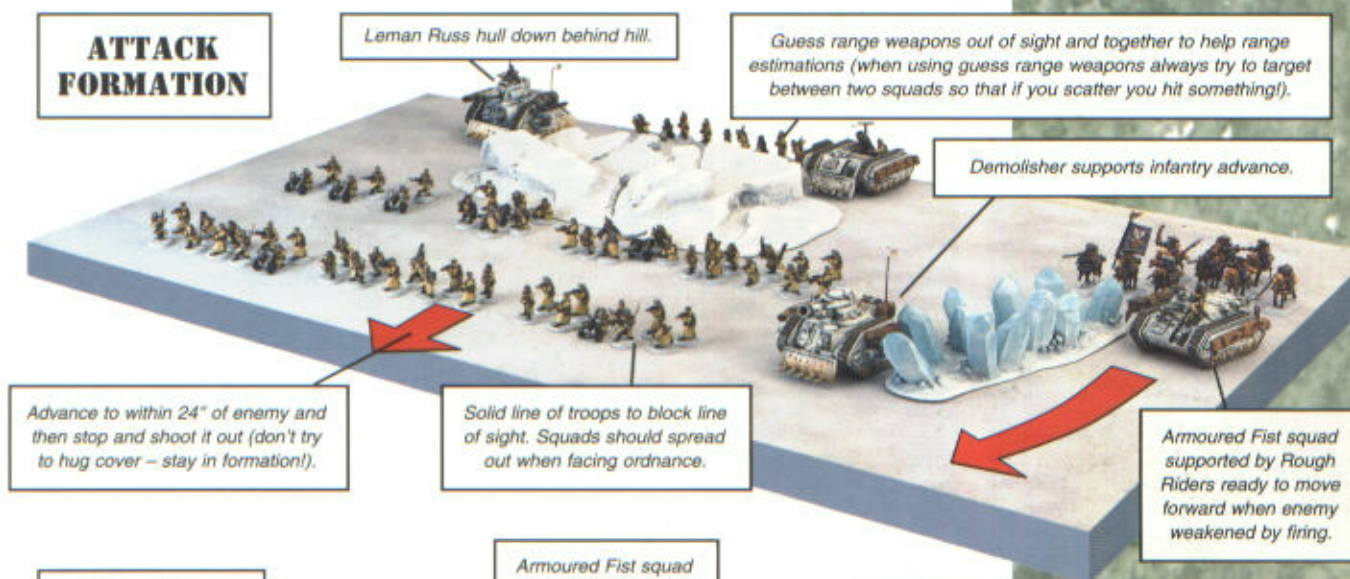




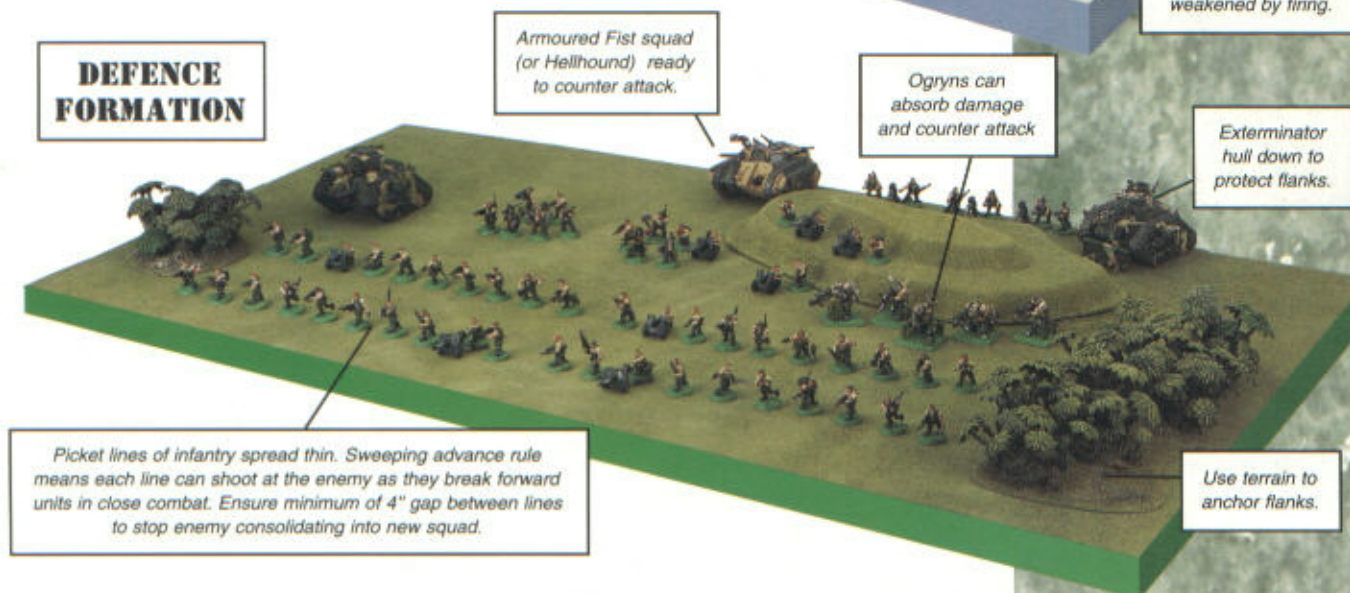
# IMPERIAL GUARD TACTICS

**H**aving collected your army you next need to decide what to do with it. To be honest, learning how to use an army well is part of the joy of playing Warhammer 40,000 and, as with painting, no two players ever end up with exactly the same way of doing it. And remember, practice makes perfect!

## ATTACK FORMATION



## DEFENCE FORMATION



Always take a special and a heavy weapon in every squad. Plasma guns are excellent, flamers are particularly good for Armoured Fist squads where the troops engage the enemy up close and personal.



Always take 2-3 Commissars.



# IMPERIAL GUARD UNIFORMS

Presented here are plenty of examples of Imperial Guard uniforms. Feel free to copy these or invent your own.

## CATACHAN JUNGLE FIGHTERS

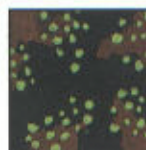


Jungle Fighter colour schemes

### Jungle camouflage



Snot Green,  
Chaos Black,  
Goblin Green



Chaos Black,  
Bestial Brown,  
Scorpion Green



Snot Green,  
Chaos Black



Snot Green,  
Chaos Black

## ICE WARRIORS OF VALHALLA



Ice Warrior of Valhalla



Valhalla Hellhound flame tank



Ice Warriors colour schemes

### Ice World camouflage



Ice Blue,  
Fortress Grey,  
Enchanted Blue



Skull White,  
Ice Blue,  
Enchanted Blue



Ice Blue,  
Enchanted Blue



Skull White,  
Ice Blue



## MORDIAN IRON GUARD



*Mordian colour schemes*

## CADIAN SHOCK TROOPS

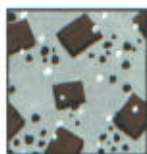


*Cadian colour schemes*

*Urban camouflage*



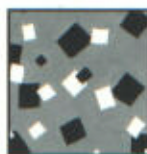
Ice Blue,  
Chaos Black,  
Fortress Grey



Fortress Grey,  
Scorched Brown,  
Chaos Black



Chaos Black,  
Scorched Brown,  
Fortress Grey



Codex Grey,  
Chaos Black,  
Skull white



Goblin Green,  
Scorched Brown,  
Bleached Bone



Bestial Brown,  
Chaos Black,  
Goblin Green



Scorched Brown  
and Red Gore mix,  
Ice Blue



Bestial Brown,  
Vomit Brown,  
Chaos Black

*Agri World camouflage*

## TALLARN DESERT RAIDERS



*Desert camouflage*



Vermin Brown,  
Scorched Brown,  
Space Wolves Grey



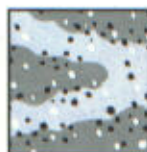
Snakebite Leather,  
Scorched Brown,  
Bleached Bone



Vomit Brown and  
Skull White mix,  
Bestial Brown



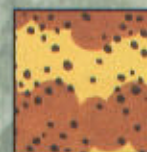
Bleached Bone,  
Vermin Brown,  
Ice Blue



Space Wolves Grey,  
Codex Grey,  
Skull White



Codex Grey,  
Red Gore,  
Scorched Brown



Bubonic Brown,  
Leprous Brown,  
Scorched Brown



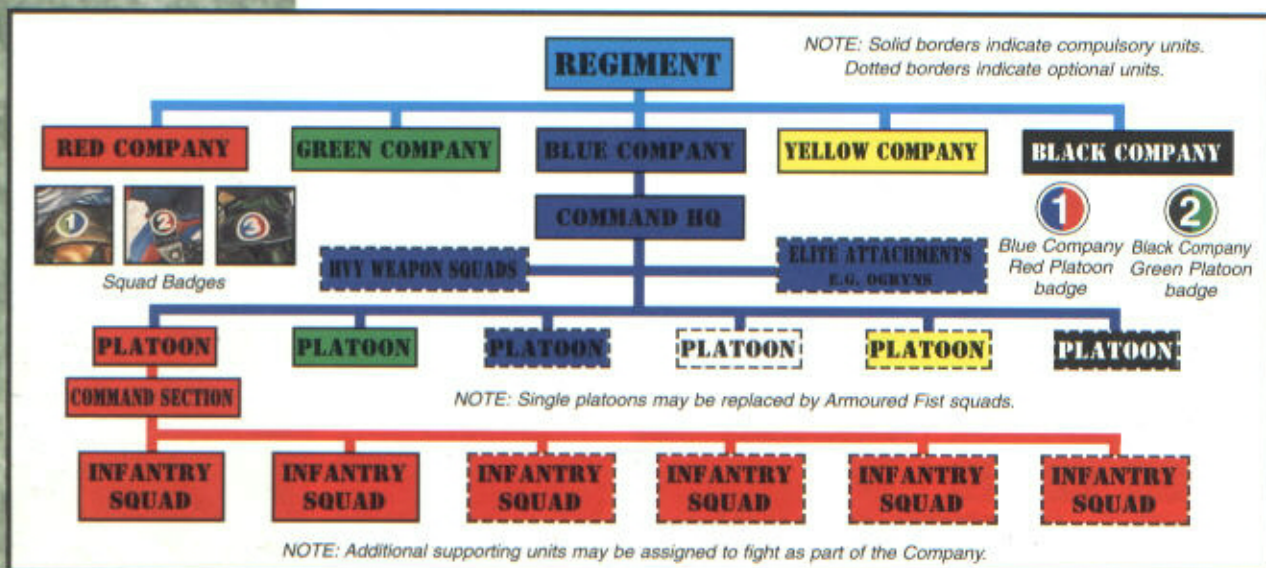
Fortress Grey,  
Skull White

*Ash Waste camouflage*



## ORGANISATION AND MARKINGS

The charts below are typical examples of the way Imperial Guard units are organised. You can choose to represent this organisation on your models if you want and there are lots of different ways of doing this. Vehicles especially benefit from some kind of marking and you can see lots of examples in the rest of this book.

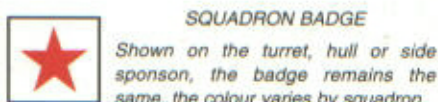


## TANK COMPANY

Army or Campaign badges are used by an entire Imperial force, including Space Marines, Imperial Guard and Titans.



In this example of an Imperial Tank Company, ten tanks are organised thus: a lead tank with three squadrons of three tanks each. Within the vast organisation of the Imperial Guard there is enormous variation. During the huge Siege of Atria IV, the Valhallan 5th Tank Company had squadrons of eight tanks each. The individual tanks within squadrons may vary, with Vanquishers, Demolishers and Exterminators mixed in with the standard Leman Russ.



**TANK NUMBERS**

Tanks are numbered within the squadron, usually 1, 2 and 3. Some companies use more baroque systems of numbering eg 111, 112, 113.

NOTE: Artillery Companies are organised in much the same way as tank Companies, comprising Griffons, Basilisks and Hydras.



## PAINTING INFANTRY

**T**here are two things that constitute an Imperial Guard force – lots of tanks and lots of infantry! It is an important point to remember that, as you will be playing with literally dozens of Guardsmen, they should look good as a big group as well as individually.

Knowing how to paint flesh quickly but effectively will greatly help with getting your Imperial Guard army ready. The colours you use will depend on how dark you want the skin to be – sun-scorched desert fighters are probably going to have darker, more tanned skin than warriors fighting in a frigid ice waste. Below is just one of the many ways of painting skin for you to try, which should result in the skin tone for a typical human soldier:



Starting with a black undercoat, paint the skin Dwarf Flesh (for a much darker skin tone use Dark Flesh). Two thin coats should do it.

Apply a wash of Flesh Ink all over the skin area (Chestnut Ink is another alternative for shading skin).



Finally, you can highlight the raised areas with Elf Flesh, mixed with a little bit of Skull White if you prefer.

Even if you use a variety of miniatures representing different regiments you can make the army resemble a cohesive fighting force by painting each model's uniform in a consistent colour scheme.

Often the style as well as the colour scheme of the uniform will be influenced by the terrain you play on (a desert world camouflage scheme is no good in the ice wastes!). You can use the same colours you used to paint your terrain with if you want.

### CAMOUFLAGE

One of the most important elements to painting the Imperial Guard is camouflage. The easiest camouflage schemes are two colours, usually a light colour followed by a darker colour. Simply start with the lightest colour and then paint the darker colour on top.



You can paint your bases to fit the terrain you fight your battles on. Bases always look best if you glue sand or flock to the top of the base to add texture. Add gravel, static grass and bits of model foliage for extra texture.



#### ICE WORLD

This colour scheme is made by painting Ice

Blue over a White undercoat.



#### JUNGLE

Start with Snot Green with Chaos Black stripes.



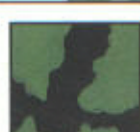
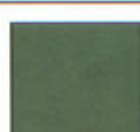
#### DESERT

Lighten Vomit Brown with Skull White and add Bubonic Brown on top.



#### URBAN

Splatter Skull White with a toothbrush over Fortress Grey.



This camo scheme was created by painting the whole area Snot Green and then painting over it with Chaos Black. On top of this basic pattern were painted blotches of lighter colours (Scorpion Green and Bubonic Brown).



Gun barrels look best painted Boltgun Metal over a black undercoat. The casings on the guns can be painted a different colour such as Chaos Black, Camo Green or even Bestial Brown to simulate wood grain. Small symbols such as eagles can be picked out in Mithril Silver or Shining Gold.



Pouches and straps on models with dark colour schemes can be painted muted colours like Bestial Brown or Snakebite Leather and, on models with dress uniforms, Skull White or Sunburst Yellow is a good choice. You can also use these colours on helmet straps, water bottles and knife sheaths.



# PAINTING TANKS AND VEHICLES



The netting was made from surgical gauze rolled into a bundle, glued and then tied on with thin string. The boxes are made from resin, bought from a hobby shop.



Top tip: Bullet holes can easily be created with a pin vice drill.



Mud splatters can be splattered on! Get some paint on an old tooth brush and draw your finger across the bristles to speckle the track areas with paint.

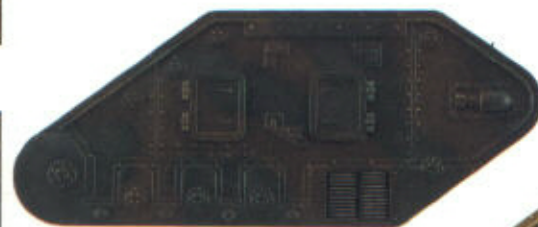


Top Tip: Drybrush your tank tracks whilst still on the sprue, it's much easier! Then just cut them from the sprues as normal and glue them into place on the tank's wheels.

**P**ainting camouflage schemes on tanks is basically the same as painting camouflage onto troops: paint the lightest colour first then the darker ones.



When painting tanks you have a much larger area to paint on so keep your camouflage patterns bold. The Ice World colour scheme above starts with Skull White and has an angular camouflage pattern of Shadow Grey and then Fortress Grey (make use of drybrushing to highlight your colours as you go along). In the Urban camouflage example to the left, Chaos Black was painted first, then Codex Grey was added.



The Jungle colour scheme above starts with Dark Angels Green and then a flowing camouflage of Bestial Brown was painted over the top. The one to the right is also made by painting Bestial Brown, this time over Snakebite Leather. This last example was painted with a blurred, broken pattern compared to the crisply painted examples before. After painting the camouflage pattern rub most of the paint off your brush and, using a circular scrubbing motion blur the darker colour into the lighter. Below are some more examples of different tank colour schemes.



Skull White paint was sponged onto the green base colour of this Leman Russ Demolisher.



Leman Russ Extremator



Basilisk



## PERSONALISING YOUR ARMY

**M**any gamers like to do something with their army that sets it apart from all the others. This may be a uniform scheme they've devised themselves, interesting conversions on their character models, or even making up a whole new regiment. On this page are a few examples of ways different Imperial Guard players have made their army personal to them.



You can make great smoke effects for flammers and large guns with cotton wool painted to look like smoke and fire. Warwick Kinrade's Guardsman with converted flamer features flaming smoke made from wire wool.



Some gamers like to create unique regiments and characters, they just raid the Citadel Miniatures catalogues and White Dwarf for ideas. For instance, Imperial Guard armies are often raised from hive worlds, so Necromunda gangers make great Imperial Guardsmen.

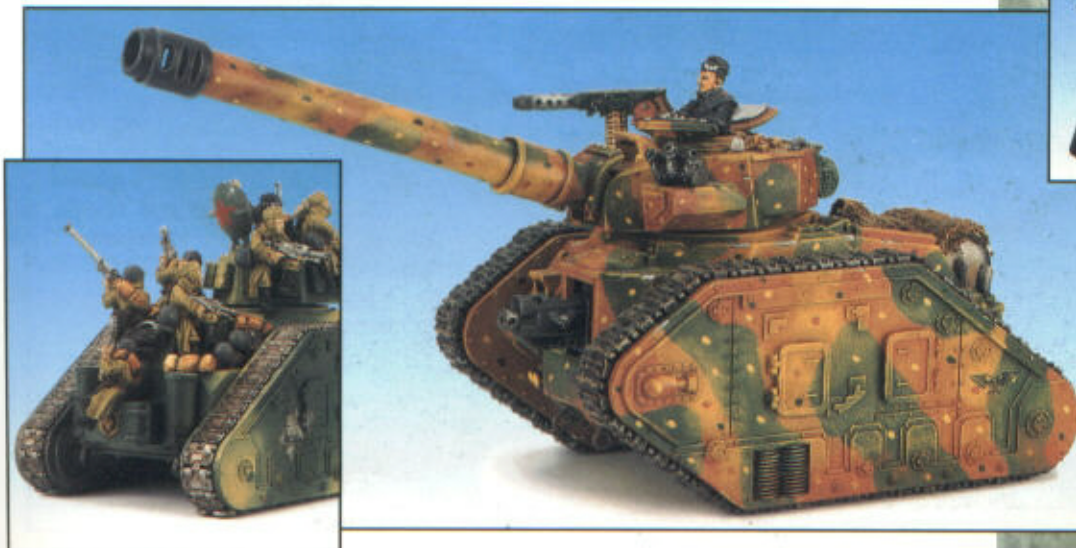


The home planet of Nick Mackie's Stalinvast 1V army is a ruined urban world and he chose a colour scheme that best reflected that, with Shadow Grey and Chaos Black camouflage. Note the Leman Russ (above) has two sets of tracks. His army contains some interesting conversions including his Colonel Cornet (left), based on Commissar Yarrick, and the Ratling Sniper with a peaked cap (inset).



Osprey Elite Series (Vietnam Airborne)  
© Osprey Publishing

One of the best things about the Imperial Guard is that you can use reference from real and historical armies. There are loads of great photographs and uniform colour schemes that you can use to create your armies. Examples of this are Gav Thorpe's and Ian Strickland's models shown below.







Warwick Kinrade



Ian Pickstock

## TSARAGRAD

*Concealed weapons team**Ratting Sniper*

**T**saragrad is the name of an Imperial city that Warwick invented for his Imperial Guard force to fight in (based on the Battle of Stalingrad in World War II). As well as converting and painting his Imperial Guard to represent a city-fighting force, Warwick and Ian Pickstock actually made a complete set of gaming boards and terrain (including a wide river section) to represent the shattered ruins of the city. This is an excellent example of how you can personalise your own Imperial Guard army and how a little bit of thought and effort can turn a good-looking force into a great-looking one.

If you are feeling inspired, you should have a go yourself – it isn't as difficult as it first appears! The original gaming board was made by Ian for Games Day a few

years ago. He started with three 2' x 4' sheets of MDF board covered in various thicknesses of polystyrene sheet, glued with Copydex. Ian used ceiling tiles to make raised city block areas and roads and then added squares of card to make paving stones. When they decided to use the board for Tsaragrad, Ian and Warwick covered the whole board with a mixture of gravel, sand, PVA glue and stones to make it look covered in rubble. The ruined buildings were made from foamboard which were also covered in textured paint for a concrete-like effect.

Warwick normally treats the canal as difficult (rather than impassable) terrain, unless he wants a game where possession of the bridges is the objective. The road bridge is a converted model railway bridge.





*The complete board with  
Warwick's Imperial Guard  
against Adrian Wood's Orks*





# SHOWCASE

The following pages show just a small selection of the modelling and painting projects diehard Imperial Guard fans get up to!



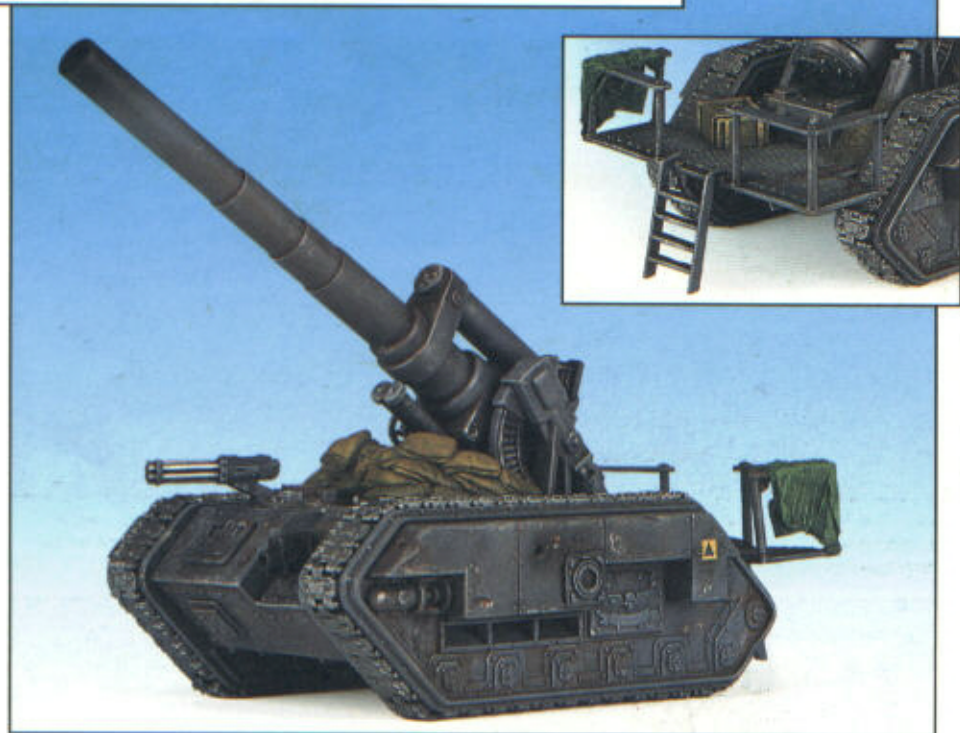
Valhalian Sergeant painted by Martin Footitt



Commissar and the Tallarn Colonel both painted by Paul Thomas



Both this Chimera and the Basilisk pictured below were extensively converted and modelled by Mark Bedford. He used a mix of Brown and Orange ink to create the rusty streaks on the hull. Mark looked at reference for real tanks and only applied rust marks to rivets and areas of battle damage.



Cadian Chimera by Paul Thomas



Tallarn Leman Russ converted and modelled by Anthony Bath





Dave Andrews has painted these Imperial Guardsmen in an urban camouflage scheme using Skull White, Shadow Grey and Chaos Black.



These Leman Russ conversions were a team effort by Owen Branham and Mark Jones. Owen remodelling the huge cannon on the Demolisher turret. Notice the raised tracks and the extra detail on the Leman Russ chassis.

Mark made the Vanquisher turret, adding plastic tubing to extend the gun barrel. Owen began painting the tanks, with Mark finishing them off.



Big Toof River was made for Games Day and is now on display in the Warhammer World museum, depicting a huge battle between the Imperial Guard and Orks. Lots of conversions were made but we've only been able to squeeze in the the Recovery vehicle and Hydra by Fred Reed (above).



Valhalian colonel painted by Dave Thomas

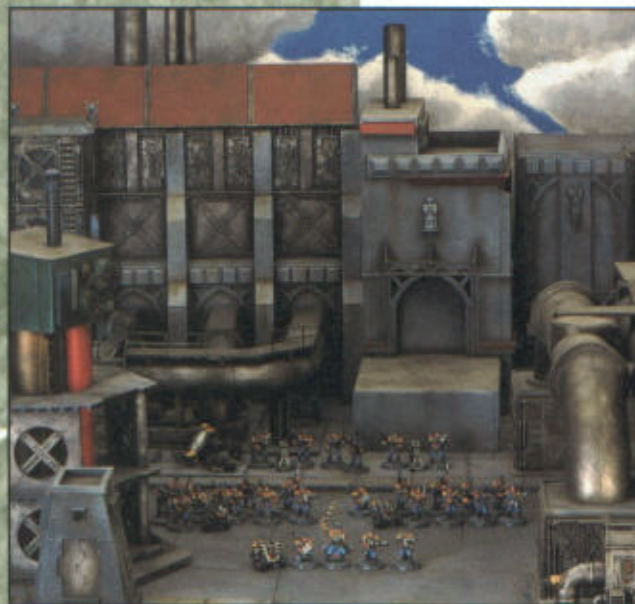


This Chimera variant by Fred Reed is based on a Chimera kit and heavily converted to be a Command tank. Fred used Imperial Guard heavy weapons components and pieces from a plastic kit of a modern day tank.



Fred Reed also converted this Warhammer Ogre into Nork Deddog. Nork's armour was made using chopped up armour plates from the Hellhound flamethrower tank.





Mark Jones and Owen Branham's immense Imperial city.



Catachan Jungle Fighters



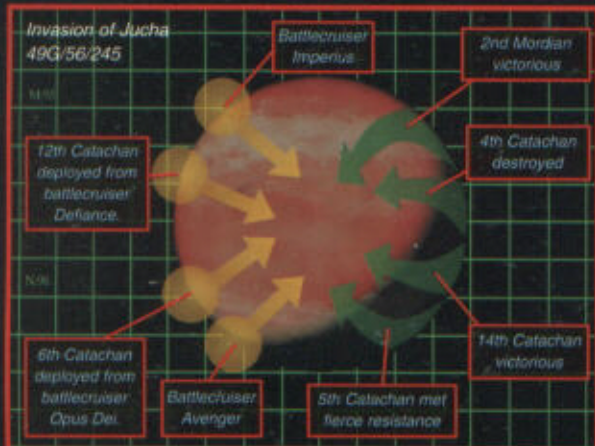
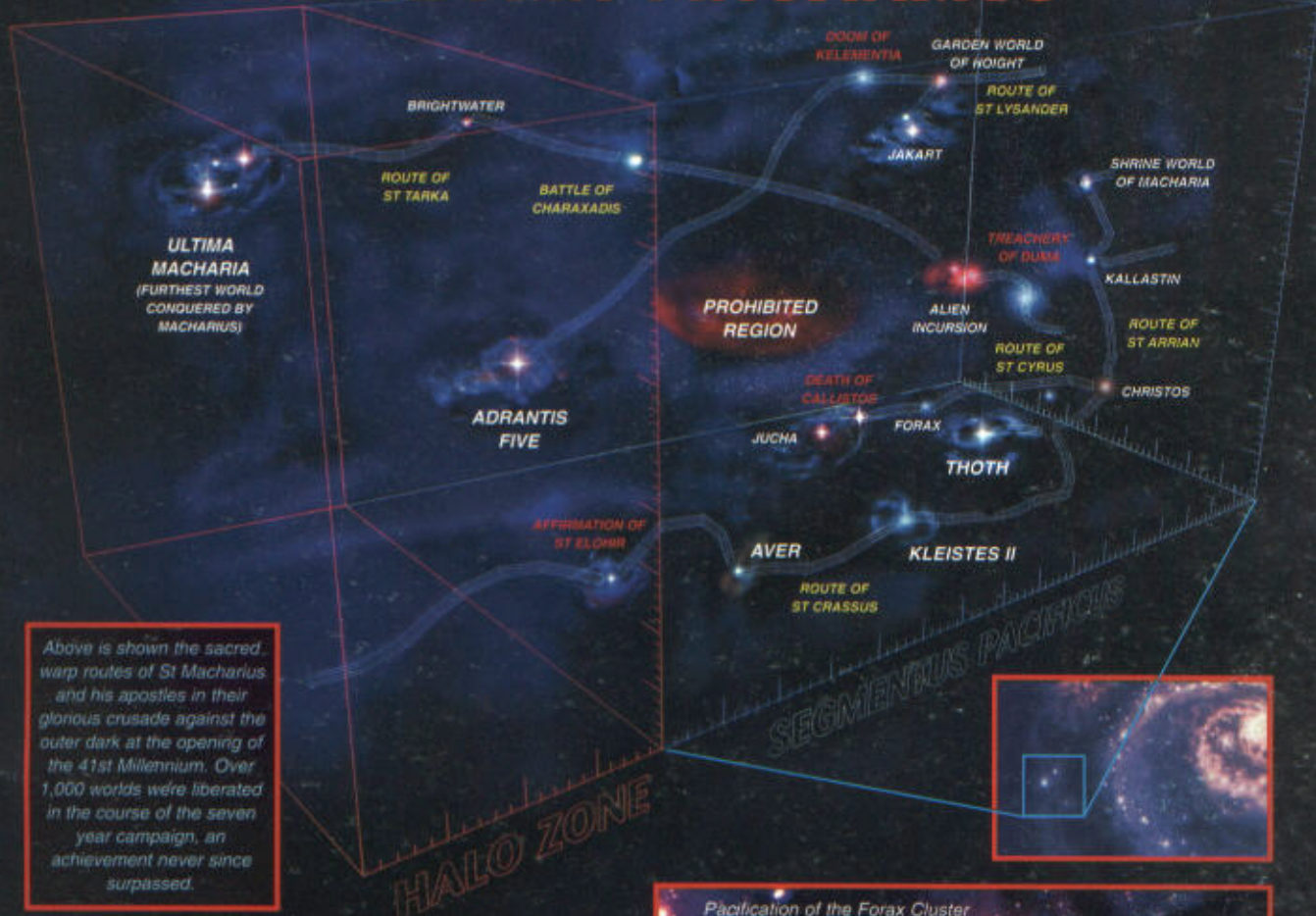
Cadian Infantry squad painted by Chris Smart.



Cadian Shock Troops entrenched against the forces of Chaos.



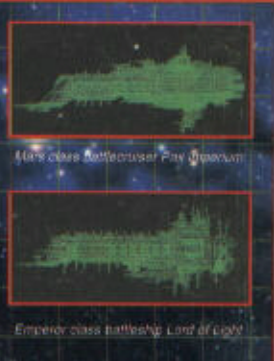
# DE GLORIA MACHARIUS



Imperial citizens who undertake the arduous seven year 'Pilgrimage of Macharius' must obtain the Solar Medal before they set forth. The medal can only be purchased at the Offices of the Pilgrimage on the shrine world of Macharia, and entitles the pilgrim to seek passage on any craft travelling along the prescribed pilgrimage routes.



Solar Macharius used two flagships during his seven year campaign. Initially he used the battlecruiser Pax Imperium, preferring the speed of this craft over the more heavily protected battleships of his fleet. However, following the near destruction of the Pax Imperium at the Battle of Charaxadis, his senior staff persuaded Macharius to transfer his flag to the Lord of Light. This ship remained his flagship for the rest of the campaign. Following Macharius' death the Lord of Light was decommissioned and now orbits the shrine world of Macharia as a tribute in his honour.



Excerpt from The Road of Salvation: A Guide to Following in the Steps of the Prophets and Saints of the Imperium

