



Imperial Scribe Andy Chambers has long been the twisted genius behind many of the

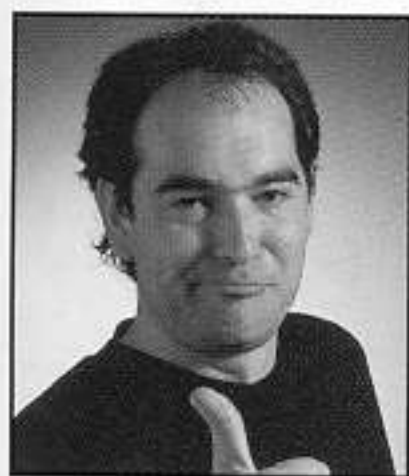
Warhammer 40,000 races and concepts. His recent credits include Codex: Orks, Codex: Armageddon, and lately he has been slaving over a hot spawning pool to produce the forthcoming Codex: Tyranids.



BY ANDY CHAMBERS

Greetings citizens and welcome to Chapter Approved. We have a rare treat for treadheads everywhere this month in the shape of Jervis Johnson's notorious (and insane) Armored Company army list. This Chapter Approved army list allows Imperial Guard players to field an entire army of tanks (much to the horror of their opponents) but with plenty of balancing features to ensure that Armored Company games are exciting and fun for both sides. At least that's what Jervis told me.

IMPERIAL GUARD ARMORED COMPANY PREVIEW ARMY LIST



Jervis Johnson now heads up the Fanatic team, but before that he was one of our illustrious Warhammer 40,000 Games

Developers. Just two of Jervis' many projects while working there were Codex: Imperial Guard and Codex: Catachans.

Company is far and away the most common Company sized unit used by the Guard equally as important, though considerably less common, are Imperial Guard Armored Companies.

An Armored Company consists almost exclusively of armored vehicles, with the only infantry contingent coming in the form of Armored Fist squads whose Chimeras can keep up with the other vehicles in the formation. A typical Armored Company can have anywhere from 12 to 24 vehicles, most of which will be Leman Russ battle tanks of one form or another. Attacking as a single force, this many tanks can batter their way through most opposition.

Armored Companies are very specialized, and this combined with the difficulty of raising and maintaining an Armored Company means that they are only used for the most important duties. They are used to spearhead attacks, to exploit a break-through, or to act as a mobile reserve that can be used to counter-attack and blunt an enemy offensive. If the infantry of the Imperial Guard are the anvil against which the enemies of the Imperium are crushed, then the Armored Companies are the hammer which is used to deliver crushing blows that batter the enemy into submission. Imperial Guard Armored Companies are thus a vital part of any Imperial Guard army group.



An Armored Company smashes through an Ork held line.

ARMORED SPEARHEAD

Armored Companies are used to spearhead attacks and undertake important missions. When not on such missions they will be kept in reserve behind the main line. It is extremely rare for them to be used to hold sectors of the front line or undertake Standard missions, and they are completely unsuited to Raid missions. Therefore, the normal rules for picking missions and deciding who is the attacker do not normally apply to games that include an Armored Company on either side.

In games that include an Armored Company both sides always use the standard force organization, and the actual mission to be played is determined by rolling on the Armored Company Mission table below. Players preferring to make things simpler can simply choose the mission instead of rolling randomly.

The Armored Company will always be the attacker, even against Dark Eldar, unless the mission table says otherwise. **IMPORTANT:** If both sides are fielding Armored Companies then the new 'Tank Armageddon' mission included with this list must be used; there is no need to roll on the Mission table.

ARMORED COMPANY MISSION TABLE

- 1 Roll again:
 - 1 Sabotage (Armored Co. must defend)
 - 2 Ambush (Armored Co. must defend)
 - 3 Strongpoint Attack (Armored Co. must defend)
 - 4 Cleanse
 - 5 Night Fight
 - 6 Recon
- 2 Take And Hold
- 3 Bunker Assault
- 4 Rearguard
- 5 Breakout
- 6 Blitz or Armored Thrust (roll off to see who decides)

Designer's Note: If you are playing large games with multiple detachments, as described on page 131 of the Warhammer 40,000 rules, then you can choose to either use the normal rules for picking missions, or treat the game as an armored engagement. If you decide to fight a normal battle then the normal rules for picking missions and choosing forces apply, while if you go for an armored engagement then you use the new rules presented here. As a rule of thumb, if 50% or more of the force for either side is made up of Armored Companies then the battle should be fought as an armored engagement.

NEW SCENARIOS

The following two new scenarios can only be used if an Armored Company is fielded by one or both sides. For details of when to use the scenarios see above.

Tank Armageddon: Tank vs tank battle. Set up as for Patrol. Game lasts until one side is reduced to half or less its starting number of vehicles at the end of a turn. If both sides are broken in same turn then the game is a draw.

Armored Thrust: The Armored Company has broken through enemy lines and is rampaging about. Use the rules for the Blitz mission, except the attacker enters on his table edge on the first turn, and the Fortifications, Infiltrators, and Preliminary Bombardment rules are not used.

USING THE ARMY LISTS

The Armored Company army list is structured in a rather different way to the army lists included in the Warhammer 40,000 rules and Codices. It is split into two sections: the army list and the vehicle inventory. You use the army list to pick the units that will make up your army and the vehicle inventory to decide exactly what type of vehicle the unit is equipped with. The reason for using this seemingly arcane system is simply that many of the units in the army list can pick from a number of different types of vehicle, and if we included the vehicle details each time they appeared in the list (i.e., we showed the details of the Leman Russ for each and every unit allowed to use it) then the army list would be two or three times as long – and rather repetitive to boot!

The army lists are used in conjunction with the standard force organization chart. The chart is split into five categories (HQ, Elites, Troops, Fast Attack and Heavy Support), which correspond to sections in the army list. To choose units you need to look in the relevant section of the list and decide which unit you want and how many models will be in the unit. The entry will also tell you what types of vehicle can be chosen for the unit from the vehicle inventory. Refer to the inventory to find the points cost of the vehicle and any upgrades you may want for it. Remember, you can't field models equipped with weapons or upgrades not shown on the model.

The total points cost for the unit is equal to the points noted for the unit in the army list, plus the points noted for the vehicle and any upgrades you've taken in the inventory. Subtract this total from your army's total points, and then go back and make another choice. Continue to do this until you have spent all of your

points. Then get ready to rumble!

VERY IMPORTANT NOTE: Most of the entries in the army list section include profiles and weapons for a vehicle's crew. From these the only really important elements for 99.9% of the time will be the points cost and the Ballistic Skill (BS). The points cost (if any) is added to the cost of the vehicle the crew are manning, while the BS is used to fire any of the vehicle's weapons. We've included the rest of the details in case the crew manage to escape from a vehicle with the 'crew escape mechanism' upgrade (see the vehicle upgrades rule in the Armory). Note that vehicle crew may not use any weapons or wargear while they are in their vehicle!

ARMY LIST ENTRIES

Each army list entry consists of the following:

Unit Name: The type of unit and limitations (if any) on the maximum number you can take (eg., 0-1).

Profile: These are the characteristics of the unit type, including its points cost. Where the unit has different warriors, there may be more than one profile. As most of the units in the game are vehicle crew, the only important elements of the profile will be the points cost and the Ballistic Skill, as noted above.

Weapons: The unit's standard weapons. Like the profile, these will only be used by the crew of a vehicle if they are forced to dismount.

Unit Size: The number of models allowed in the unit, all of which count as a single choice on the force organization chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Options: Lists the different equipment and vehicles the unit may have. It may also include the option to upgrade one or more models in the unit to a special status.

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

VEHICLE INVENTORY ENTRIES

These are very similar to the army list entries and consist of the following:

Unit Name: The name of the unit and limitations (if any) on the maximum number you can take (eg., 0-1).

Profile: The front, side and rear armor values of the vehicle, and its points cost.

Type: What type of vehicle it counts as under the Warhammer 40,000 rules (eg., skimmer, tank, etc.).

Weapons: The vehicle's standard weapons.

Upgrades: Lists the optional weapons and vehicle upgrades which the vehicle may have.

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

FORGE WORLD RESIN MODELS

I've allowed the option in the army lists of using some of the resin models presently produced by Forge World. All references to Forge World's Imperial Armor vehicles are in italics to help you spot them easily. The vehicles included in this list are the Salamander Scout Vehicle, Leman Russ Conqueror and Destroyer Tank Hunter. Any Forge World vehicles not included in this list can be added by using the guidelines in the Vehicle Design Rules article from White Dwarf 251 or in the Imperial Armor book.

SPECIAL RULES

Designer's Note: In games where the following Lucky Glancing Hits and Infantry Support rules are used, they apply to both sides, so make sure that your opponent is aware of it at the start of the game. If you don't let your opponent know before he sets up, then the rules apply to you but not to him!

Lucky Glancing Hits: Even the most heavily armored vehicle has certain locations which are especially vulnerable. For example, most vehicles have vision slits through which a shot could pass, and often crewmen will open a hatch to look out, which will leave them exposed to enemy fire. Turreted tanks are at risk to shots which hit the 'turret ring' where the turret is joined to the hull, and which can leave the turret jammed in place and unable to move. And of course most vehicles are vulnerable to a lucky shot that strikes their fragile tracks, wheels or thrusters and leaves the vehicle immobilized.

The chance of a shot striking such a location is very remote, and so in the normal Warhammer 40,000 rules such things are ignored. However, when a large number of vehicles are being used in a game, and, in particular in situations where a large number of models are armed with weapons which simply can't do any damage to a vehicle (Imperial Guard armed with lasguns, for example), then it's important that such things as 'lucky hits' are covered.

Because of this, in games where an Armored Company army is used, the following Lucky Glancing Hits rule must be used. Lucky hits are only used for weapons that don't have any chance of

scoring even a glancing hit on the vehicle's available facing (a lasgun shooting at a Rhino, for example). They can't be scored by weapons that roll more than one D6 for Armor Penetration, or by weapons that re-roll the Armor Penetration dice (which don't really need the help anyway!).

Roll to hit for the weapon anyway; a lucky hit occurs on a to hit roll of 6. When a lucky hit occurs, roll the D6 again. If the second roll is also a 6 then a Glancing Hit is scored – the shot has struck a vulnerable point on the vehicle. On any other roll the shot glances off and has no effect.

If a lucky glancing hit is scored, roll on the glancing hit table as normal. However, if the roll is higher than the weapon's Strength, count the hit as causing a 'Crew Shaken' result instead of what is rolled.

Example: A Chimera is heading towards a group of four Space Marines armed with bolters. Normally the S4 bolters of the Space Marines couldn't penetrate the Chimera's front armor of 12, but with the Lucky Hit rule there is a chance of inflicting some damage, so the Space Marines blaze away at the vehicle. The Space Marines roll to hit, and get 2, 4, 6 and 6. The 2 and the 4 are ignored, but the 6s have a chance of scoring a lucky glancing hit. The Space Marine player rolls the D6s again and gets a 3 and a 6! The 3 does no damage, but the 6 causes a lucky glancing hit. The Space Marine player rolls on the glancing hit table and scores yet another 6. However, the maximum score allowed is equal to the bolter's Strength of 4, so the roll inflicts a 'Crew Shaken' result rather than destroying the vehicle.

Lucky glancing hits do apply to hits inflicted in close combat. However, hand-to-hand attacks that get a lucky glancing hit use whatever result is rolled on the dice and don't count rolls higher than the attacker's Strength as a crew shaken result. This represents the vulnerability of a vehicle to a well-placed hand-to-hand attack.

Armored Company Morale: In the standard Warhammer 40,000 rules vehicles are immune to the Morale rules that affect infantry. This reflects the added confidence that being in a vehicle bestows on a vehicle crew. This said, the crew of a vehicle are not completely immune to the effects of morale, especially if the formation they are fighting as a part of is suffering heavy casualties and the comm-net is echoing to the cries of dead and dying comrades. To reflect this, and to stop Armored Companies from having too much of an advantage over armies that are subject

to morale, the following special rules apply to Armored Company armies.

Once 50% of the vehicles in an Armored Company have been destroyed and/or immobilized, then vehicles from the company may only move if the move they make is directly towards the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place. If there is no such table edge then decide randomly which table edge must be used for the army. Note that, unlike troops that have been forced to fall back, the vehicles don't have to move, but if they do they must move towards their own side's table edge.

Note: These rules only apply to vehicles in the army. Thus any infantry that are lost are not counted for the purposes of calculating 50% destroyed (though their transport vehicles would be), and by the same token any disembarked infantry may continue to advance on the enemy even if the vehicles in the army have stopped doing so. On the other hand the infantry will be affected by the normal Morale rules.

Infantry Support: Although tank commanders would like to think otherwise, tanks require the support of infantry if they are to operate effectively. This is especially true in areas that have plenty of terrain for infantry to hide in. While as a player you can see those enemy infantry that are hiding amongst the trees don't have any effective weapons to use against your tanks, this is not true of a tank commander; enclosed within his steel shell, only able to see out through vision slits and periscopes, and surrounded by a cacophony of noise from the vehicle's engine and weapons, he has very little idea of just what is lurking nearby. Because of this vehicle crew are very wary of approaching close to enemy infantry that are in cover unless they have the support of some of their own infantry to act as their 'eyes and ears'.

To reflect this, vehicles will only approach within 12" of enemy infantry that are in cover if there are disembarked infantry from their own side within 6" of the vehicle when it starts its move. What's more, a vehicle that starts a move within 12" of enemy infantry in cover may not finish a move any closer to them unless it has friendly disembarked infantry within 6". Note that the restrictions apply at the end of the vehicle's move, so it is possible to make a 'high speed dash' past blocking groups of enemy infantry, as long as the restrictions noted above are met at the end of the move. These rules do not apply to open-topped vehicles.



IMPERIAL GUARD ARMORY



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 Armory. 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. Full rules for wargear can be found on pages 8-9 of the Codex:Imperial Guard.

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 armor	5 pts
Frag grenades	1 pt
Holy relic (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
Scanner	2 pts
Targeter	1 pt
Trademark item	5 pts

*Officers & Commissars only.

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.

Armored crew compartment	20 pts
Camo netting	1 pt
Crew escape mechanism	10 pts
Extra armor	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 ARMORED COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	4	4	3	3	2	4	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Vet. Storm Trooper Sgt	3	4	3	3	1	3	2	8	4+

	Armor: Front	Side	Rear	BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Destroyer Tank Hunter	14	12	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 Conqueror	14	12	11	3
Leman Russ Exterminator	14	12	10	3
Leman Russ Vanquisher	14	12	10	3
Salamander Scout Vehicle	12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Conqueror cannon*	48"	7	4	Heavy 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
Laser Destroyer	72"	9	2	Heavy 1/Blast

*These weapons have additional special rules. See the vehicle entry in the Vehicle Inventory for more details.

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*
Shotgun	12"	3	—	Assault 2
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.

ARMORED COMPANY ARMY LIST

HEADQUARTERS

Company Commander 50 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Commander	50	4	4	3	3	2	4	2	8	5+

Unit Size: One vehicle.

Weapons: Laspistol.

Options: The Company Commander must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Vanquisher, Leman Russ Exterminator, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Company Commander may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

0 - 1 Commissar Tank 40 points + vehicle

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

Unit Size: One vehicle.

Weapons: Laspistol and close combat weapon.

Options: The Commissar must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, *Leman Russ Conqueror*, *Salamander Scout Vehicle*.

The Commissar may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

SPECIAL RULES

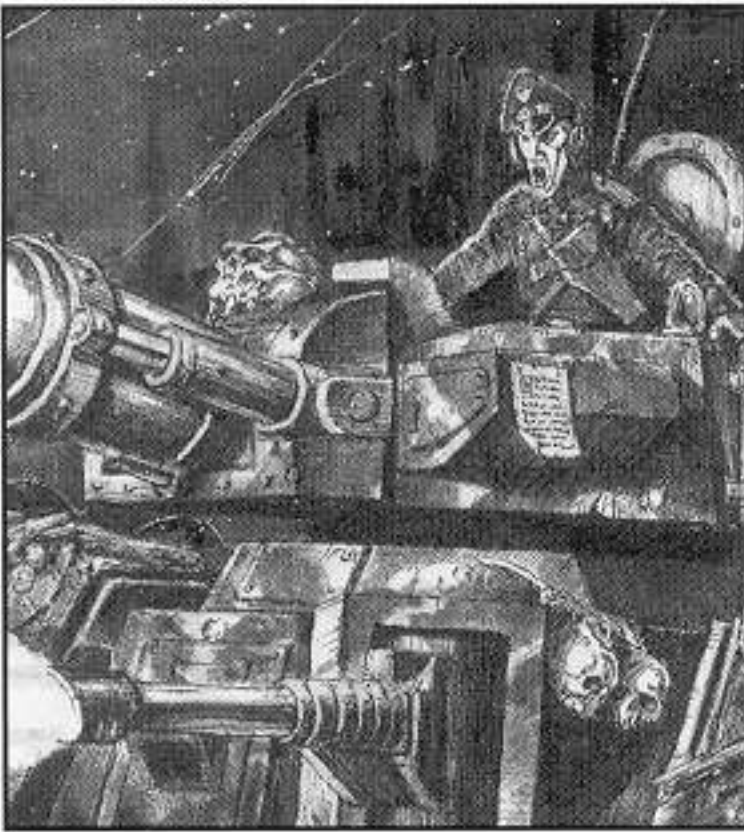
Comm-Link: The Company Commander's vehicle always comes with the 'improved comms' upgrade at no additional points cost. In addition, another vehicle in the company may be given a comm-link as a vehicle upgrade.



SPECIAL RULES

No Retreat, No Surrender: As long as the Commissar's vehicle has not been destroyed then the Company can ignore the effects of losing 50% of its vehicles as described in the Morale rules in the special rules section. This rule only applies if the Commissar can see at least five enemy models or one enemy vehicle at the time that the Company is reduced to 50% of its vehicles (this restriction is included to discourage players from hiding their Commissar at the back of the battlefield in a cowardly and most un-Commissar-like fashion!).





Tank Ace 25 points + vehicle

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Ace	25	3	4	3	3	1	3	1	8	5+

Unit Size: One vehicle.

Weapons: Laspistol or lasgun.

Options: The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, *Leman Russ Conqueror*, *Destroyer Tank Hunter*.

The Tank Ace may be given additional equipment from the Imperial Guard Armored Company Armory if desired. Note that he will only be able to use this equipment if his vehicle has a crew escape mechanism and he escapes after it has been destroyed.

SPECIAL RULES

Veterans: Roll once on the *Vehicle Battle Honors* table, p163 of the *Warhammer 40,000* rulebook.



Storm Troopers 12 points each

	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+

Unit Size: 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 armor and targeters (see the Wargear section in *Codex:Imperial Guard* for details).

Options: Up to two models may each be armed with one of the following: flamer at +5 pts; meltagun 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.

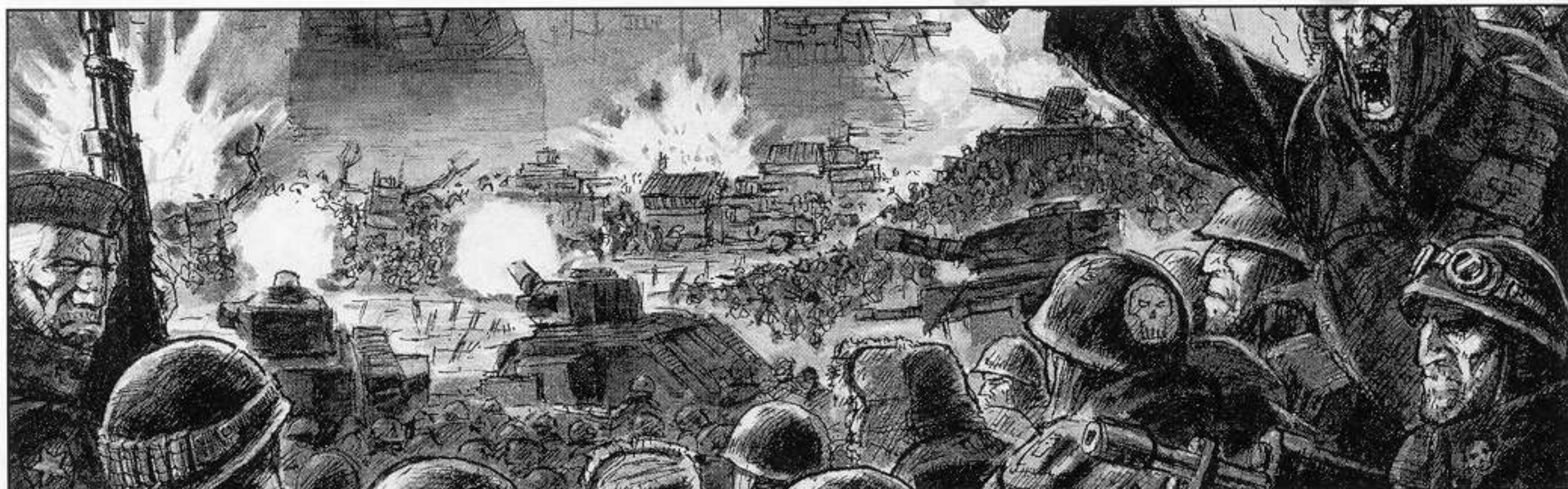
Character: The Veteran Sergeant may take additional equipment from the Armored Company Armory.

Transport: Unless using one of the special rules below the squad must be mounted in a Chimera bought at an additional points cost from the vehicle inventory.

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.



TROOPS

Tank Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	—	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol or Lasgun.

Options: The Tank Squadron must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher. All of the vehicles in the squadron must be of the same type but may have different upgrades.

SPECIAL RULES

Squadron Formation: Tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.

0 - 2 Armored Fist Platoon

..... 1 Command Section at 35 points

..... 1-3 Armored Fist squads at 60 points

..... 0-2 Heavy Weapon squads at 35 points

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	—	3	3	3	3	1	3	1	8	5+
Guardsman	—	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	—	3	3	3	3	1	3	2	8	5+
Commissar	—	4	4	3	3	2	4	3	10	5+

Unit Size: The Command Section consists of 1 Lieutenant and 4 Imperial Guardsmen, plus a Chimera bought at additional cost from the vehicle inventory.

Weapons: The Lieutenant is armed with a lasgun and sword. The Guardsmen are armed with lasguns.

Options: Up to two models may be armed with one of the following: a flamer at +3pts; a plasma gun at +5 pts; a meltagun at +8 pts; a grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapons team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10 pts; mortar at +10 pts.

One model may be given a comm-link at +5 pts.

The command section may be equipped with frag grenades for an additional 1 point per model.

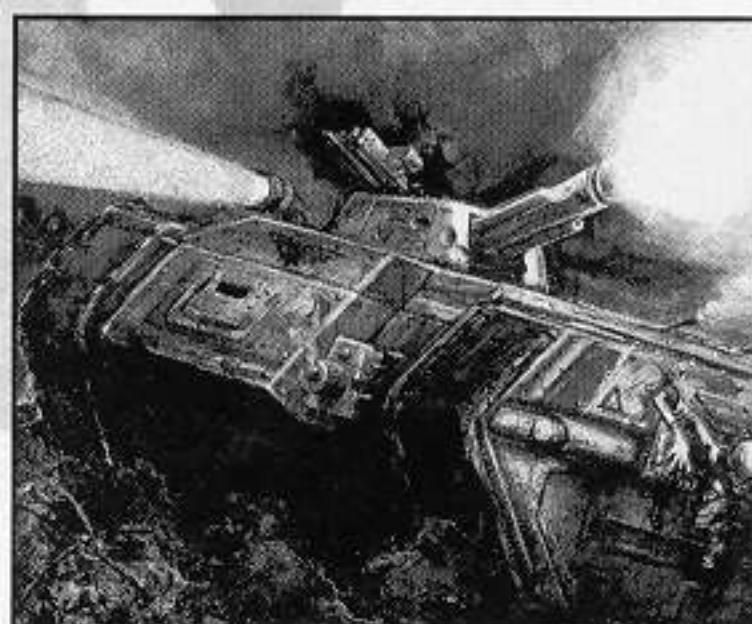
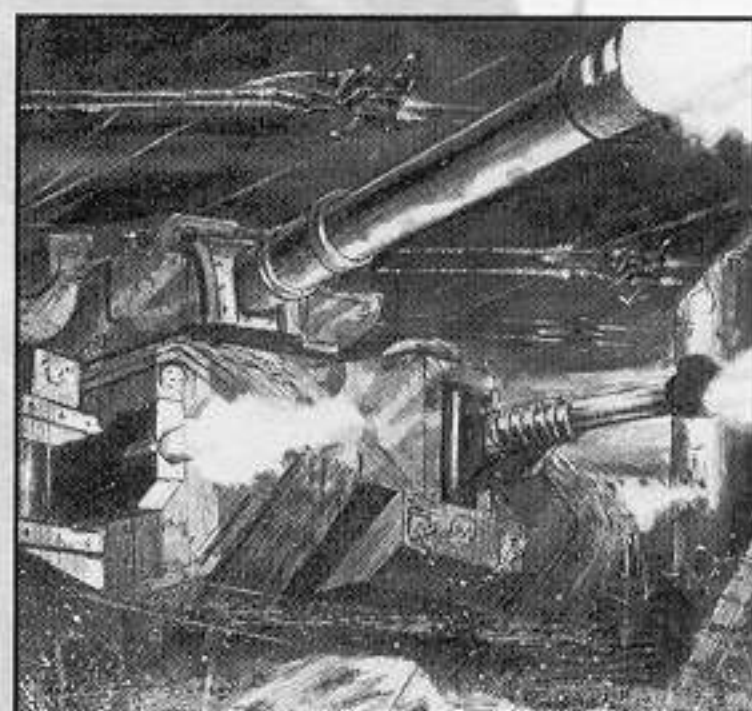
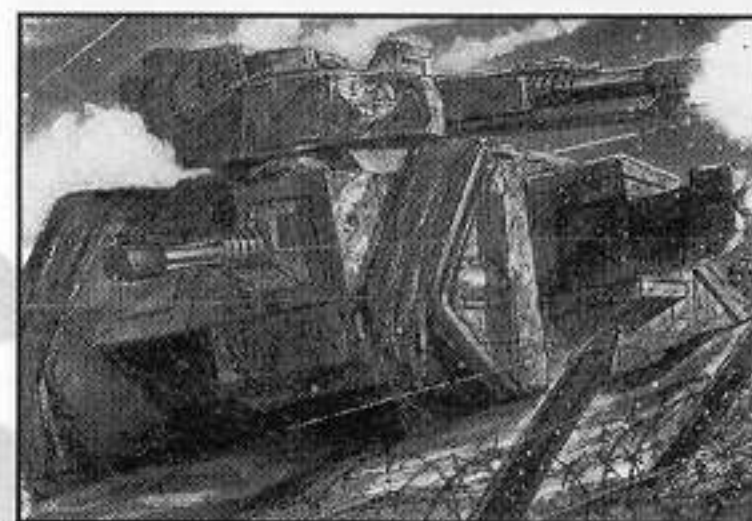
Character: The Lieutenant may be given additional equipment from the Imperial Guard Armored Company Armory.

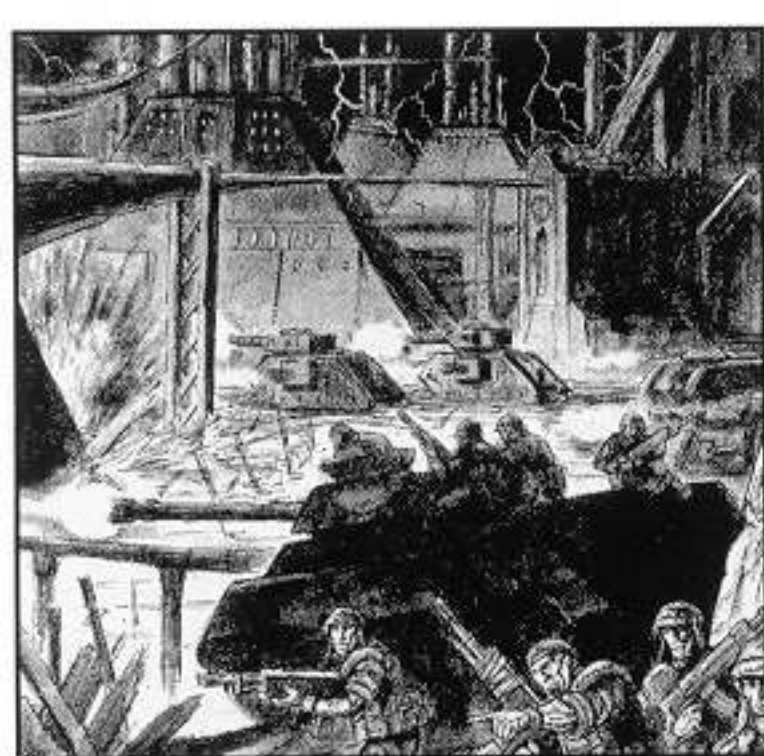
Commissar: The Command Section may include a Commissar armed with a laspistol and sword at +40 points. The special rules for Commissars in the Codex: Imperial Guard apply to him. He may be given additional equipment from the Imperial Guard Armored Company Armory.

Veteran Sergeant: One Guardsman may be upgraded to a Veteran Sergeant at +10 pts. He may be given additional equipment from the Imperial Guard Armored Company Armory.

SPECIAL RULES

Leadership: Any Armored Fist squad within 12" of a Command Section may use the Lieutenant's Leadership characteristic for all Leadership tests.





Armored Fist Squad 60 points each

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

Unit Size: The squad consists of 1 Sergeant and 9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

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

Options: Up to one model may be armed with one of the following: flamer +3 pts; plasma gun at +5 pts; meltagun at +8 pts; grenade launcher at +12 pts.

Two of the Guardsmen may be formed into a weapon team armed with one of the following heavy weapons: heavy bolter at +5 pts; missile launcher at +10 pts; lascannon at +15 pts; autocannon at +10pts; mortar at +10 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armored Company Armory.

Heavy Weapon Squad 35 points each

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

Unit Size: The squad consists of six Imperial Guardsmen organized into three weapon teams, mounted in a Chimera bought at an additional cost from the vehicle inventory.

Weapons: Each of the weapon teams must be armed with one of the following heavy weapons each: autocannon at +25 pts; missile launcher at +20 pts; lascannon at +30 pts; heavy bolter at +15 pts. All six Guardsmen carry lasguns.

FAST ATTACK

SPECIAL RULES

Squadron Formation:

Reconnaissance squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 12" of each other after they have moved, rather than 2" as is normally the case.



Reconnaissance Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Recon Crew	–	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol & close combat weapon or lasgun.

Options: The Reconnaissance Squadron must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Chimera, Hellhound, Salamander Scout Vehicle. Different vehicles may be mixed in the same squadron, and vehicles may have different upgrades.

Armored Fist Reconnaissance Patrol 6 points each

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

Unit Size: The squad consists of 1 Sergeant and 4-9 Imperial Guardsmen mounted in a Chimera bought at an additional cost from the vehicle inventory.

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

Options: Up to one model may be armed with one of the following: flamer +3 pts; plasma gun at +5 pts; meltagun at +8 pts; grenade launcher at +12 pts.

The entire squad may be equipped with frag grenades for an additional +10 pts.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may choose additional equipment from the Imperial Guard Armored Company Armory.

HEAVY SUPPORT

Support Tank Squadron Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Tank Crew	—	3	3	3	3	1	3	1	8	5+

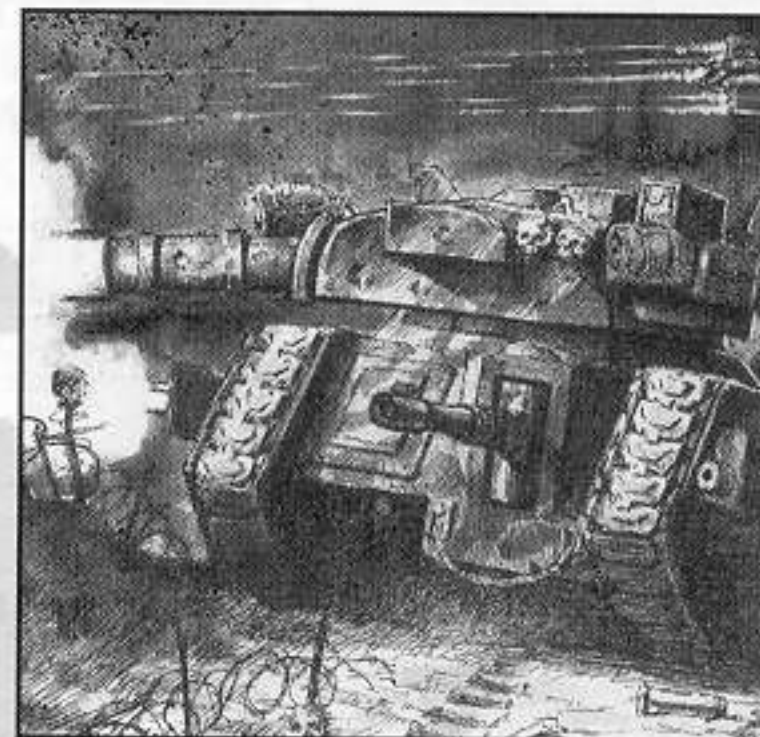
Unit Size: One to three vehicles.

Weapons: Laspistol or lasgun.

Options: The Support Tank Squadron must be mounted be in one of the following vehicles bought at additional cost from the vehicle inventory: *Leman Russ Demolisher*, *Leman Russ Conqueror*, *Destroyer Tank Hunter*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.

SPECIAL RULES

Squadron Formation: Support tank squadrons operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



Artillery Battery Cost of vehicles

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Crew	—	3	3	3	3	1	3	1	8	5+

Unit Size: One to three vehicles.

Weapons: Laspistol or lasgun.

Options: The Artillery Battery must be mounted in one of the following vehicles bought at additional cost from the vehicle inventory: *Basilisk*, *Griffon*. All of the vehicles in the squadron must be of the same type, but may have different upgrades.



SPECIAL RULES

Battery Formation: Artillery Batteries operate as a vehicle unit, as described on page 88 of the Warhammer 40,000 rulebook. However, they only need to be within 6" of each other after they have moved, rather than 2" as is normally the case.



An armored column forces its way across a bridge.

IMPERIAL GUARD ARMORED VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to crack a walnut with a sledgehammer, if possible. This approach is reflected in the design of their vehicles, as well. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armored Company Commander.

BASILISK

	Points	Front Armor	Side Armor	Rear Armor	BS
Basilisk	100	12	10	10	3



Type: Tank, open topped. **Crew:** Imperial Guard.

Weapons: The Basilisk has an earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armored crew compartment, camo netting, extra armor, 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".

CHIMERA

	Points	Front Armor	Side Armor	Rear Armor	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 armor, 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 armor as two models). Independent characters that join a unit with a Chimera may also travel in it.



GRIFFON

	Points	Front Armor	Side Armor	Rear Armor	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: armored crew compartment, camo netting, extra armor, hunter-killer missile, improved comms, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

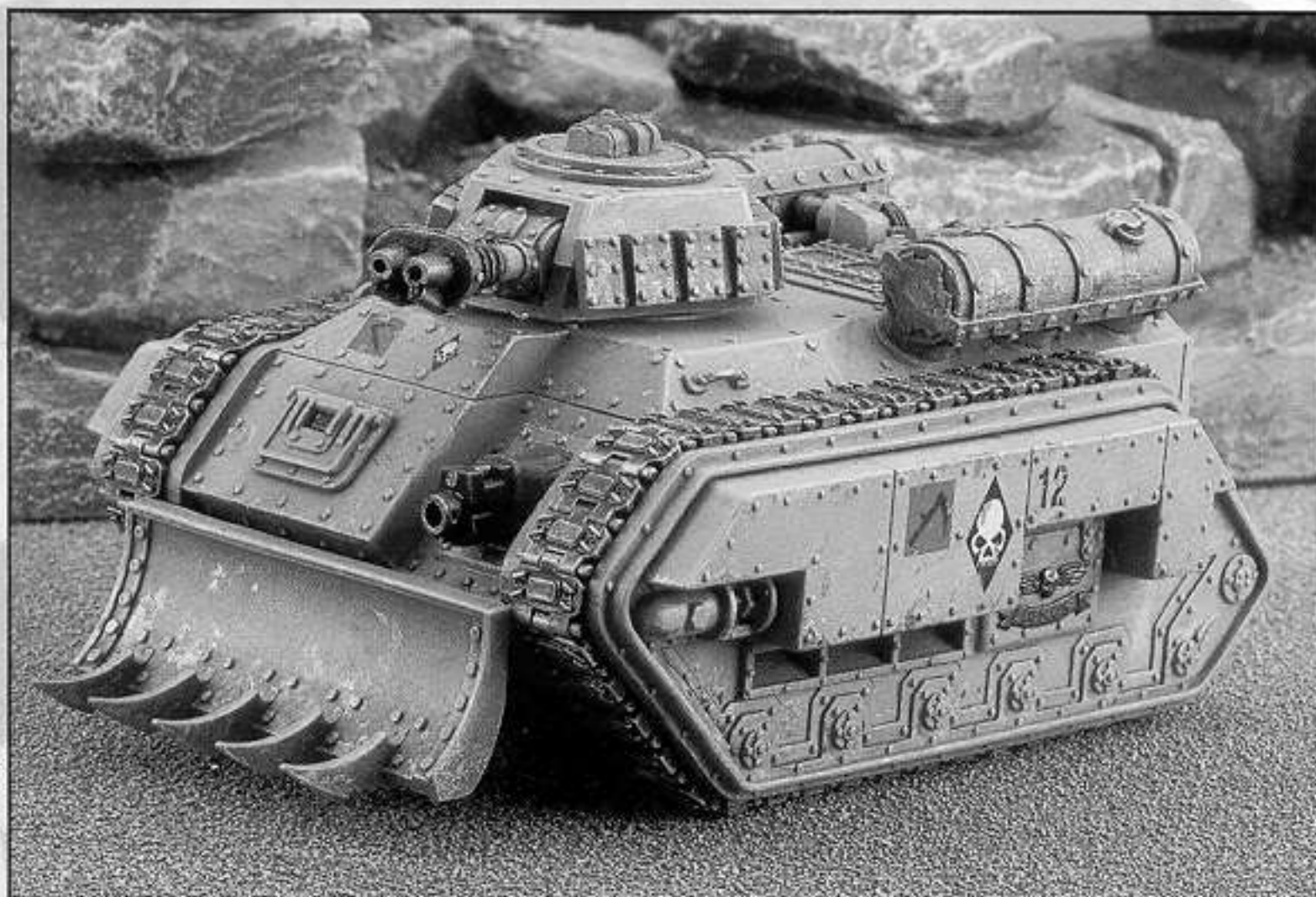
A Griffon may be armed with siege shells at +5 pts.

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 Armor 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.

HELLHOUND

	Points	Front Armor	Side Armor	Rear Armor	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 armor, 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. The unit is not actually broken and does not have to regroup at the start of its next turn.

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 can only fire the cannon via a side or rear facing.

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

Type: Tank, open topped, fast. **Crew:** Imperial Guard.

Weapons: The Salamander is armed with an autocannon and a hull mounted heavy bolter.

Options: A Salamander may have any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units, the crews of Salamander Scout Vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulations given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

SALAMANDER SCOUT VEHICLE

	Points	Front Armor	Side Armor	Rear Armor	BS
Salamander	100	12	10	10	3



DESTROYER TANK HUNTER

	Points	Front Armor	Side Armor	Rear Armor	BS
Destroyer	160	14	12	10	3

Type: Tank **Crew:** Imperial Guard.

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (see the Armored Company Summary at the start of this army list for statistics).

Options: A Salamander may have any of the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS BATTLE TANK

	Points	Front Armor	Side Armor	Rear Armor	BS
Battle Tank	140	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 armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



LEMAN RUSS VANQUISHER

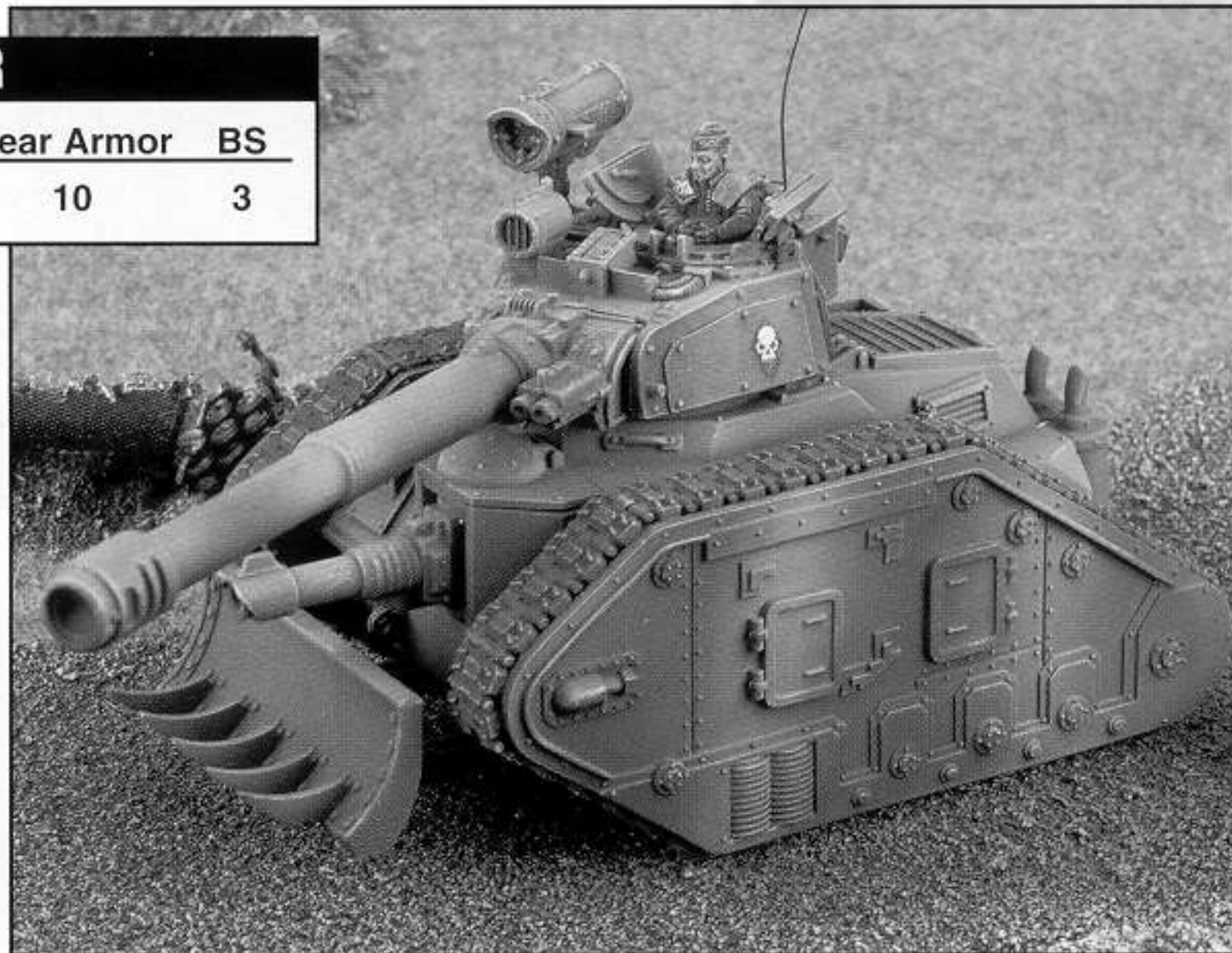
	Points	Front Armor	Side Armor	Rear Armor	BS
Vanquisher	175	14	12	10	3

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 armor, 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. 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 crew's BS. If a hit is scored roll 2D6 for Armor Penetration and add the scores together.

LEMAN RUSS EXTERMINATOR

	Points	Front Armor	Side Armor	Rear Armor	BS
Exterminator	120	14	12	10	3

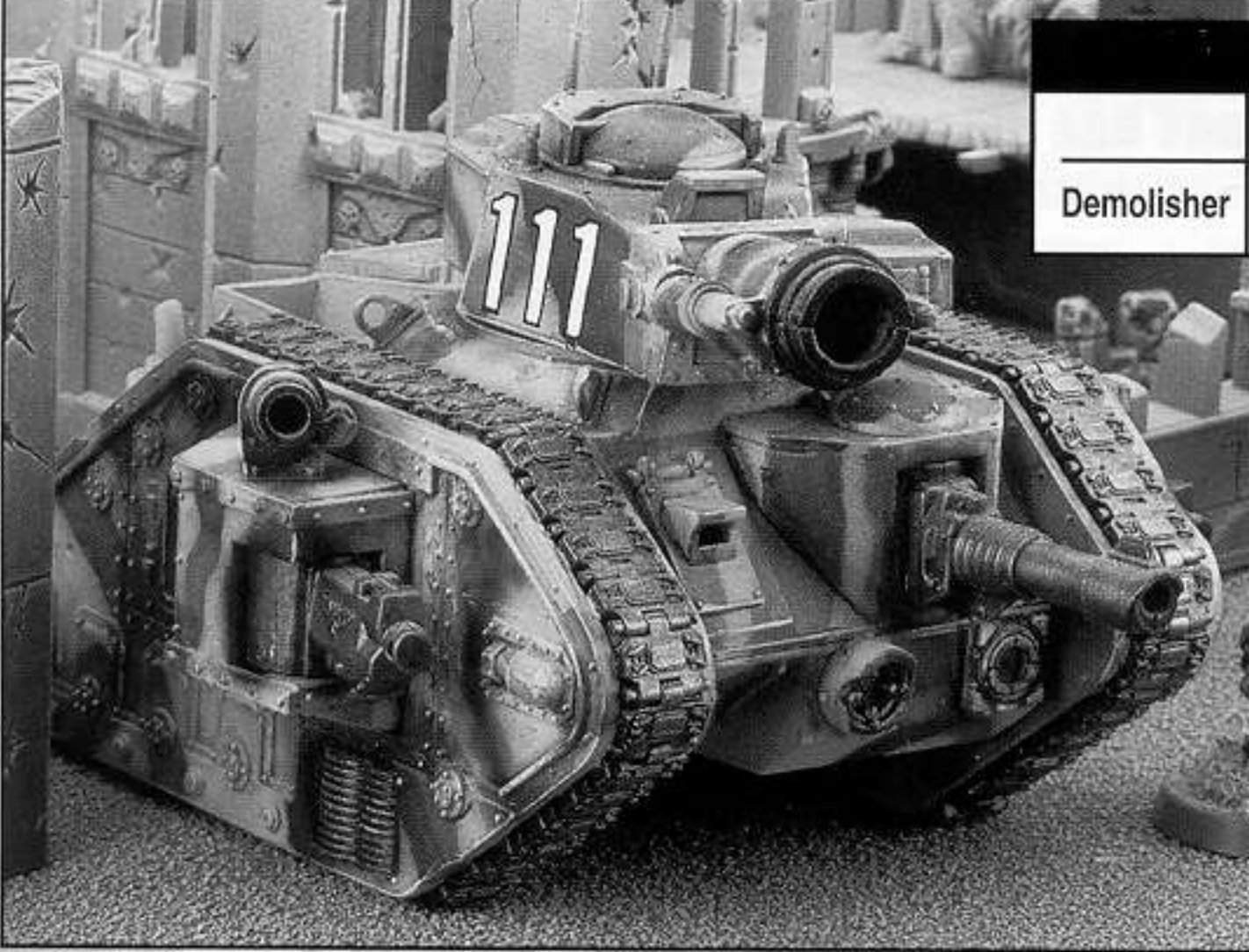
Type: Tank. **Crew:** Imperial Guard.

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.

It may be given the following: camo netting, crew escape mechanism, extra armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.





LEMAN RUSS DEMOLISHER

	Points	Front Armor	Side Armor	Rear Armor	BS
Demolisher	140	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 armor, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

LEMAN RUSS CONQUEROR

	Points	Front Armor	Side Armor	Rear Armor	BS
Conqueror	145	14	13	11	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The tank is armed with a turret-mounted conqueror 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 Conqueror 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 armor, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, searchlight, track guards, smoke launchers.



SPECIAL RULES

Conqueror Cannon: The Conqueror replaces the standard turret weapon with a shorter barreled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the the vehicle to fire whilst on the move, making this Leman Russ variant more mobile when leading an assault.

	Range	Strength	Penetration	Shots
Conqueror Cannon	48"	7	4	Heavy 1/Blast

