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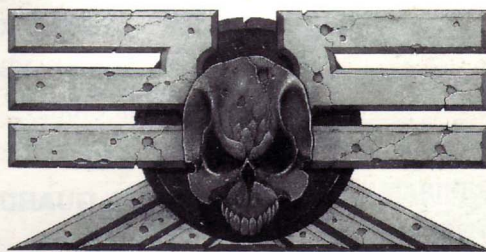
Tallarn Desert Raiders launch a rapid strike against a horrific Tyranid incursion.



Mordian Iron Guard and Rough Riders of Attila deploy against the minions of Chaos.



THE IMPERIAL GUARD



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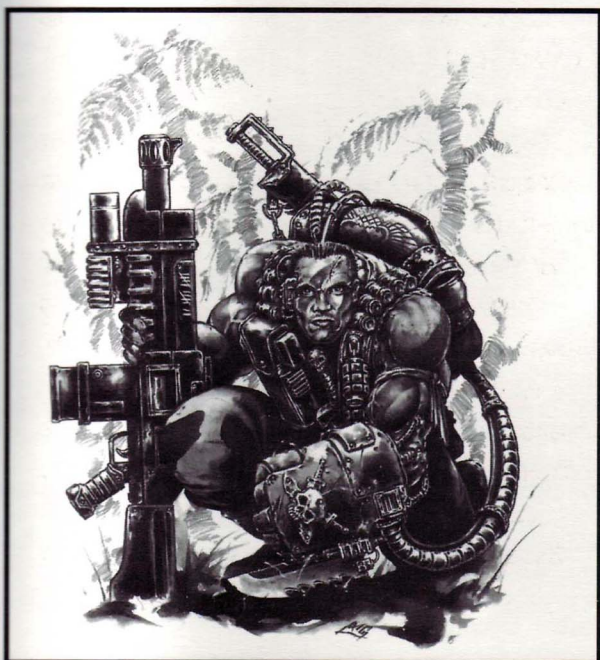
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INTRODUCTION



For ten thousand years the Imperium has shielded and nurtured a million human worlds. During this time many foes have risen to challenge the supremacy of mankind, races both alien and hostile, and creatures from realms of space utterly unlike our own. Yet the Imperium has endured. Despite internal strife and external invasions that have destroyed human worlds and reduced others to mere remnants of their former greatness, still the greater whole, the Imperium of Man, stands defiant against the perils of an unknowable universe.

The resilience of the Imperium over its ten millennium history must be attributed to the success of its armies and fleets. These fighting forces are appropriately vast. Indeed, such is the sheer size of the Imperium and its armies, and so great is the effect of temporal displacement upon travel and communications, that it is impossible to know how large the Imperium's armies are. Even the Master of the Departamento Munitorium, the munitions and supply division of the Administratum, has only a vague notion of the actual size, disposition and logistical requirements of the Imperial forces.

The Imperium includes more than a million worlds up to ninety thousand light years apart, and it is far too large to be successfully defended by a single centralised force. Distances are simply too great, and the fragmenting effect of interstellar warp travel is too unpredictable. The only means of defending humanity is for each planet to organise and equip its own armies. Each planetary Lord is effectively master of his own

forces, free to raise troops as he needs both for defence and for internal security. The equipment, styles of uniform, and modes of fighting are therefore different on each world and reflect the planet's own cultural traditions as well as its military requirements.

On the whole the planetary Lords successfully defend the Imperium against the constant threats of Ork marauders, pirate raiders and other insurgents but they are ill-equipped to deal with a major invasion or a massed attack. The individual resources of a planet are insufficient to successfully wage a full-scale war. The security of the Imperium is therefore dependent upon a whole array of fighting forces, some static and others highly mobile. The planet's own forces form the bedrock of this system.

If an Imperial world is attacked its first recourse is to defend itself. Interplanetary ships, orbital defence fortresses and ground troops are maintained by each planetary Lord for this purpose. If the attack is impossible to contain a psychic distress signal will be sent into the warp requesting armed support and as much information about the enemy as possible. Because of the uncertain nature of warp space and psychic communication, a message may take moments, hours, days or years to reach other worlds. This time-lag is not entirely constant or predictable, and a world close to the source of a message will not necessarily receive it before a world that is more distant. None-the-less, sooner or later, the message will be picked up by an Astropath somewhere.

The first forces able to respond to a distress signal are usually spacecraft of the nearest fleet. Imperial warships can drive away attacking craft or support friendly ground forces. However, ships can do little to aid desperate ground forces. If the distress signal reaches a nearby Space Marine Chapter fortress a force of Space Marines can be sent as quickly as naval vessels. All Space Marine Chapters have their own fleets consisting of some of the fastest ships in the Imperium. Often a small force of Space Marines is enough to turn back an alien invasion, so long as there are some other human forces left to support them. However, the Space Marine Chapters are not large: an entire Chapter may be able to field only a thousand warriors or thereabouts.



Often a conflict will be simply too large, the enemy too powerful, too numerous, or too well entrenched for local forces, ships, or Space Marines to defeat. In such a case mobility counts for very little. In conflicts such as this, the really huge invasions, the wars that spread across whole star systems and decades of warp space, only the grinding steam-roller of the Imperial Guard can hope to crush the foe. The ultimate fighting machine: its task is to hold a front line that stretches across the stars, to wage war for decades or centuries if need be, to act as the bastion of the Imperium against the massed hordes arrayed against mankind.



THE IMPERIAL GUARD



The Imperial Guard is not a single army but many armies of countless millions of men and fighting machines. At any one time the Imperial Guard fight across a hundred warzones and upon ten thousand planets. Its forces may be fresh and hopeful of a quick victory, or they might be waging wars that have been going on for centuries and claimed billions of lives. Each army and each war is unique in at least some respects.

THE STRUCTURE OF THE IMPERIAL GUARD

Imperial Guard armies are amassed to take part in specific wars or campaigns and are usually recruited as close to the fighting as possible. For example, during the brief but bloody war against invading Orks on the world of Ryza, an army was raised from worlds such as Catachan, Ulani, Barac and Dulma'lin, all of which lie within ten thousand light years of Ryza.

Ten thousand light years can be traversed within 10-40 days by warp-capable spacecraft. By the time ships have been moved into position, munitions collected and troops assembled, the response time over this distance is in the order of between 30 and 120 days, typically about 75 days. This is the standard response time for the raising of Imperial Guard armies, though for prolonged conflicts troops may be brought in from much further away.

It is the speed of space travel that has shaped the way in which the Imperial Guard operates. The distribution of the fleet and settled human worlds is such that armies can be assembled only slowly. This process is too slow to guarantee the safety of any individual world at any moment. Fortunately, the Imperium has other forces which can react more rapidly, such as the fleets and Space Marine Chapters. In any case, a planet's initial lines of defence are its orbital fortresses and its own Lord's troops. These defences have only to hold out long enough for an Imperial Guard army to be collected together and transported into position.

RECRUITMENT

Every planetary Lord in the Imperium recruits, equips and maintains his own planetary defence forces. The number and types of troops vary tremendously from world to world. The forces of a multi-billion population hive world like Necromunda are vastly different from those of a sparsely populated forest world like Ryza. Regardless of the size of its armies, each world is obliged to make 10% of its total armed forces available for recruitment into the Imperial Guard in any year.

An army is gathered from a number of worlds, usually over a radius of no more than ten thousand light years, and its theoretical size is a tenth of the entire armed forces of those worlds. In practice, planetary Lords are often called upon to provide greater forces and more frequently, especially if the immediate danger is great. On the other hand a planet which is far from any war zone may not be called upon to provide troops for many decades.

Troops recruited from a world at one time are formed into a single Imperial Guard regiment. As a result there is no such thing as a typical size for a regiment. Regiments can consist of a few hundred men or hundreds of thousands, depending on the size of their Lord's armies.

When a regiment is recruited it is named after its home world and given a number, such as the Necromundan 9th, the 1st Catachan, and so on. Regiments continue to serve until they are disbanded, after which their number is given to the next regiment to be recruited from their home world. In this way regiments acquire a degree of continuity and tradition, even



"Follow me if I advance. Kill me if I retreat.
Avenge me if I die."

*Attributed to Warmaster Solon
in the *Tactica Imperium**

though successive regiments bearing the same name and title are recruited at different times. Some regiments have acquired common nicknames such as the Necromundan 8th which is recruited only from the Palatine hive of Necromunda, and which is always known as the Spiders. Another example is the 3rd Attilan, which is known as Jakai's Raiders after a notoriously savage former colonel of the regiment.

EQUIPMENT

Regiments join the Imperial Guard uniformed and equipped as their planetary Lord's own forces. Inevitably this means that the appearance of regiments is very varied. Jungle Fighters from the steaming death world of Catachan are hardly likely to wear the heavy insulating cloths and cloaks of the Valhallans whose world is covered in thick ice and where anyone caught on the surface would quickly freeze. Similarly the barbaric skins and furs of the nomadic Attilans are a far cry from the glittering formal uniforms of the Mordians.



Regardless of their appearance almost all newly recruited troops carry the universal lasgun. This weapon is easy and cheap to manufacture and maintain, and hence ideally suited to the needs of planetary forces. Other weapons are more-or-less standard across the Imperium although individual planetary forces may favour one kind over another. The Emperor's demand is simply that troops be equipped and trained ready to fight in his armies.

As well as providing troops a planet's Lord may be called upon to provide heavy equipment in the form of locally built tanks, artillery, troop carriers, etc. As with lighter armaments these tend to a standardised basic form across the Imperium, with only minor variations in design and build quality. Indeed, planetary Lords are obliged to provide heavy weapons of a basically standard type for the Imperial Guard, as well as stocks of spares, fuel processors, and logistic support as appropriate. Although a planet's defence forces will almost certainly include locally designed vehicles, often of the most wild or specialised kind, these are almost never recruited into the Imperial Guard because of the difficulty of maintenance and impracticality of keeping them running.

GATHERING THE ARMIES

Once an army is recruited its first task is to rendezvous near to its destination. The Adeptus of the Departamento Munitorium must organise the recruitment and transportation of new regiments and their supplies. Sometimes the fleet will detour to a nearby Forge World of the Adeptus Mechanicus to take on extra heavy weaponry, siege machines and super-heavy tanks as well as fuel and general munitions.

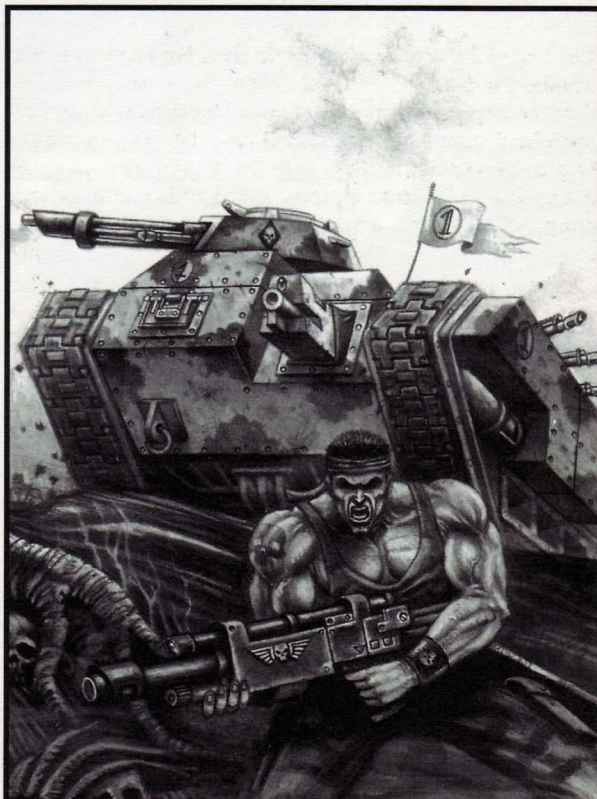
While travelling through the warp the new regiments continue to train and receive many hours of induction from the fleet's Commissars. Inquisitors keep a wary eye upon the recruits for signs of psychic disturbance or daemonic possession. Equipment is checked and passed for Imperial use, or else found wanting and discarded to be replaced by more suitable items. Tanks and other vehicles are repainted in campaign schemes.

By the time it reaches its destination the new army is ready for battle. Many wars are mercifully short. The sledge-hammer of the Imperial Guard comes down upon the enemy with such force that all resistance may be crushed within a matter of days. Other wars drag on year after year, decade after decade, becoming bogged down in a stalemate with no foreseeable respite.

Once a war is underway it will absorb fresh Imperial Guard regiments from all over the galaxy. If victory is not swift the Departamento Munitorium will draw in regiments from beyond the normal 10 thousand light year range, including troops from worlds in the relatively peaceful Segmentae Solar and Pacificus.

WAR ZONES

Once a regiment has been raised it does not normally return to its home world. If it is victorious it will be moved from one war zone to another. Casualties will inevitably reduce the size of a regiment over time. Regiments that fall below combat strength, or which lose their senior officers, are placed under the command of other regiments and effectively incorporated into them. This is very common practice in permanent war zones, so that a typical regiment may in fact consist of the remnants of many regiments, all gathered under the command of a surviving colonel.





Regiments which have served for more than ten years are usually transferred from protracted war zones into armies of conquest. Not only are these the best troops but they are also the oldest, having fought gallantly for the Emperor for a decade or more. Their reward is to take part in the conquest of a new world. If they are successful the entire regiment earns the highest honour the Imperium can bestow, the gratitude of the Emperor and the right to settle a new planet. All over the Imperium there are worlds which were originally populated in this way. Their people are the hardy descendants of victorious Imperial Guard regiments.

Long wars lead to high rates of attrition of both men and their equipment, so that regiments gradually lose their distinctive appearance as their original gear wears out and is replaced. Regiments that have been in the field for several years may bear little resemblance to the units which left their home worlds. Replacement clothing may not match their original uniforms, or it may have been adapted from that of other regiments. Improvisation to suit the local conditions will undoubtedly change the appearance of units, especially if the battle zone is radically different in climate or bio-type to the regiment's home world.

ABHUMAN REGIMENTS

The incorporation of abhuman regiments into the Imperial Guard is a controversial matter. Abhumans are human descended creatures such as Ratlings, Squats and Ogryns, whose physical appearance and mental capabilities are quite different from those of their human ancestors. They represent the descendants of the first wave of human exploration into the galaxy. Over tens of thousands of years of isolation they have evolved into creatures capable of living in high-gravity worlds, in deep space, and in all kinds of polluted or dangerous environments.

Today it is generally accepted that abhumans are a part of the human race and not aliens. Many thousands of years ago the Inquisition led wars of destruction against human-descended creatures which its masters deemed unworthy of full human status. When human settled worlds were discovered the Inquisition would conduct a lengthy process of DNA analysis to determine if the population was still fully human by the Inquisition's stringent standards. As a result the populations of many planets were eradicated and their worlds resettled.

In time the Imperium developed a much broader definition of humanity. Ogryns, Ratlings and Squats came to be regarded as fully human. Other individual abhuman mutations were treated with comparative toleration. However, even today the Inquisition is distrustful of these newly evolved races and of those in the Adeptus Terra who advocate the integration of newly discovered abhuman races into the Imperium of Man.

The Departamento Munitorium recruits from all worlds in the Imperium regardless of human type. As a result the Imperial Guard includes Ogryns as well as Ratlings. Nowadays there are no Squat Stronghold planets in the Imperium itself, the last having seceded during the Age of Apostasy.

Ogryns are characteristically large and tough if somewhat stupid. Their combat role tends to be as close assault troops where their bulk, determination and lack of imagination give them a considerable advantage. Ratlings, on the other hand, are too small and slight to make good troops, although they are famously good shots. Because Ogryns and Ratlings have very specific areas of competence it is quite usual to divide regiments into smaller units which are placed under the command of other regiments in the field.

THE STRATEGIC COMMAND

The strategic command of the Imperial Guard is provided by the Departamento Munitorium of the Administratum. This department of the Adeptus Terra forms the general staff of the Imperial Guard responsible for munitions, supply, recruitment, training, transportation and all aspects of the Imperial Guard establishment.

The chief of strategic staff of the Departamento Munitorium is the Lord Commander Militant of the Imperial Guard, a powerful official and often one of the High Lords of Terra. Within each of the four outlying Segmentae of the Imperium there is a separate strategic command base alongside the fleet bases at Cypra Mundi, Bakka, Kar Duniash and Hydraphur. The fifth base is on Earth in the Segmentum Solar. Each of



"I've travelled a thousand stars and a hundred years
to conquer this damn planet - and conquer it
I will!"

*Lord Alberan Varn upon learning that his invasion
fleet had lost 107 years in the warp and his destination
Warzone Vengeance was now a smouldering
Tyranid-infested ruin.*



these has its own strategic command staff and reserves. The Lord Commander of each Segmentae is in charge of all military operations within his area, an awesome responsibility indeed.

In any active war zone there are hundreds of senior commanders with thousands of personal staff. In addition there are tens of thousands of scribes, observers and organisational officers of the Departmento Munitorium. Indeed, for every fighting man there stands behind him a virtual army of bureaucrats and support personnel whose efforts keep the armies going. However, within the Imperial Guard itself there is a complex system of high ranking officers responsible for the strategic and grand tactical military operations.

These staff officers rarely take part in the fighting. Occasionally an Imperial Guard general might find himself embroiled in the action, but this is likely to be by accident rather than by intent. The only staff officers who regularly fight at the front are Commissars.

COMMISSARS

Imperial Guard regiments are recruited from all over the human galaxy. Warriors from one planet speak different, sometimes unintelligible, dialects or practice strange customs which are baffling to soldiers from other worlds. These vast differences make it hard for some regimental commanders to operate closely with troops from different worlds. If colonels, captains and lieutenants are to function as part of a cohesive army they must be united in their common purpose no matter how culturally diverse their backgrounds might be.

Commissars provide the link between regimental commanders and strategic officers. Commissars have to be tough. Some regiments are composed of savage former gang fighters, or vicious barbarians, who are naturally antagonistic to authority. The colonel of such a regiment is likely to be as wild and anarchic as his men, if not more so! The loyalty of such troops

must be earned and the Commissar must be prepared to demonstrate his courage in battle.

Commissars are recruited into the Departmento Munitorium from the Schola Progenium, the rigorous orphanages for families of Adepts run by the missionaries of the Adeptus Ministorum. Many serve as Storm Troopers before becoming Commissars, so they are hardly strangers to warfare. 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. If discipline is lax the Commissar will step in to reinforce it. If the regiment's officers are incompetent or lack courage the Commissar must retrain and fortify them or, failing that, allow the regiment's squads to be dispersed to other commanders. If troops are rowdy and 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 are also zealots fiercely loyal to the Imperial Cult. In the Schola Progenium they are schooled to love the Emperor and desire nothing more than to serve to the best of their abilities. They tolerate no disloyalty and remain vigilant for spies, mutants and agents of chaos that may have infiltrated the men under their charge. They are versed in the Imperial scriptures and will frequently give readings before battle is joined. Most of all they despise the Emperor's enemies and desire nothing more than the chance to crush the foe beneath the righteous heel of Imperial might.



REGIMENTS



Imperial Guard armies are recruited from all across the Imperium from the worlds of the Segmentum Pacificus in the west to the far flung borders of the Eastern Fringe. When an army is assembled regiments are drawn from nearby worlds, often from many and widely different planets. The result is a conglomeration of fighting styles and uniforms rather than a single homogeneous force. Once embroiled in a static war zone these differences are eroded as old equipment is replaced and troops adopt clothing and tactics appropriate for the environment. The influx of reinforcements drawn from distant worlds makes the appearance of the army even more varied.

Each world in the Imperium supplies troops to the Departmento Munitorium for incorporation into the Imperial Guard. As there are approximately a million worlds in the Imperium the variety of uniforms, fighting styles and levels of equipment can hardly be imagined. However, there are some very large planets which provide particularly vast forces, and a regiment from such a world might constitute almost an entire army. The proximity of some worlds to established areas of fighting also means that they contribute more significantly to the Imperial Guard than others.

The regiments described here represent a selection of the most famous and important of the Imperial Guard's forces. There are thousands more, each different to some degree, some equally renowned and just as important. It would be obviously impossible to cover every single regiment either in terms of

the space it would occupy in this book or the extent of the model range required. However, players should feel free to invent further regiments of their own by converting existing models or merely by varying paint schemes to represent the warriors of different worlds.

With the exception of the Attilans, who are Rough Riders, all the regiments described here are standard to the Imperial Guard army lists; the variation is purely one of style and costume. This allows players to choose armies which are either broadly uniform in type or wildly varied. For example, a player preferring a more uniform appearance might base his army solely upon the Valhallans, ignoring the other regiments altogether. Another player might prefer to have one squad of each type producing the rag-tag effect of a combined force. In practice, most players opt for an effect somewhere in between with a mixed force that strongly features their favourite regiment.

CATACHAN

Man has lived upon Catachan longer than Imperial records can recall. The scout probes of the first colonists found a planet which looked deceptively green and fertile from the safety of orbit. When the giant colony ships crash-landed the pioneers inside awoke from cryogenic slumber to find themselves marooned upon one of the most inhospitable places in the galaxy. Catachan is a death world, perhaps the most notorious and dangerous of all the death worlds in the Imperium. Its jungles are home to some of the most predatory animals and plants ever encountered by man. The first settlers survived by the merest chance, holed-up inside the wreckage of their spacecraft, besieged by the living jungle around them. Undoubtedly many died. Only the hardest, quickest and luckiest ever survive on a death world.

The planet's few scattered settlements are fortresses surrounded by barren bedrock where the soil has been blasted bare to provide clear lines of fire. Even so, buildings never last long on Catachan. Lichens soon take root upon any surface, secreting a potent acid which crumbles even the most solidly constructed defences. Strangle vines creep a hundred metres in a single night, and their constricting grip can crush a plasteel bunker or smash a tank like an eggshell. The people of Catachan must constantly build and rebuild. Wherever they construct their settlements the jungles grow more densely and become increasingly aggressive.



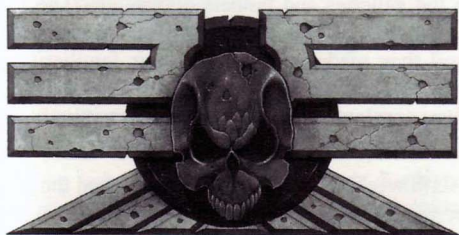
A good general does not lead an army to
destruction just because he knows it will follow.

Tactica Imperium

Even the wild creatures of Catachan gather to repel the invaders. It is as if the whole planet were determined to rid itself of human intrusion, just as the immune system of a human being reacts to some invasive virus. Sooner or later humans must abandon their homes and resettle on another site, beginning their struggle against the jungle afresh.

The people of this unique world are moulded by a life of constant battle. Children learn to shoot before they can walk. Only those who can shoot fast and straight ever reach adulthood. Outside the fragile domes a world wars against its human inhabitants.

Every living thing on Catachan is inimical to human life. Every creature is a carnivore. Every plant is poisonous. Some plants secrete a deadly pollen that saturates the air and invades filter systems. Other types of vegetation release sticky sap which holds a creature fast and slowly dissolves its flesh. A few large trees even emit poisons into the ground, killing surrounding plants and creating a slimy acid bog which entraps anything foolish enough to venture near.



The native creatures are even more dangerous than the plants. The multi-legged Catachan Devil with its segmented body and snapping jaws is as big as a tank and capable of battling even the notorious Shambling Mamorphs of the volcano lands. Few humans grow old on Catachan, and those that survive the longest retain an instinct for self-preservation unrivalled anywhere in the galaxy.

THE CATACHAN REGIMENT

Like all the worlds in the Imperium, Catachan is required to provide troops for the Imperial Guard. The people of Catachan live amongst dense and dangerous jungles which are altogether alien to most of the hive-dwelling citizens of the Imperium's larger planets. When it comes to jungle fighting the Catachan regiment has no equal and the Imperial Guard recognises their supremacy in this type of warfare.

During the jungle wars on Epsilon Octarius, the Catachan Regiment survived for nearly forty days amidst Crotalid infested mangrove swamps before reaching the Ork Gargant construction site of Grubnak's Drops. On that occasion the savagery of the Jungle Fighters so impressed the Deathskull Ork Warlord that he ordered his Gargants to be painted in green jungle stripes with red bandanas, in imitation of the Catachan Jungle Fighters' uniform. Whether he did this out of respect for his enemies or in the hope that some of the Jungle Fighters' skills would rub off on his Gargant fighting machines is uncertain.

Jungle Fighters wear the green combat gear that is everyday costume for the people of Catachan. Their clothing is perfectly suited to fast-moving warfare amidst steaming jungles. Combined with the red bandana, this rough but practical costume passes as the regiment's uniform.

CADIA

Cadia is just one world amongst many thousands in the Imperium, but it has a special and honoured place in the history of mankind. Cadia stands upon the edge of the Eye of Terror within a narrow corridor of stable space called the Cadian Gate. This forms the one and only predictable passage between the Chaos-infested daemon worlds of the Eye of Terror and Earth. There are other routes but these are less stable, inherently unpredictable paths that will scatter fleets through time and space. No battlefleet of any size can rely upon these unstable passages, but must pass through the Cadian Gate. Cadia is therefore one of the most strategically important planets of the galaxy, and its defence is vital to the survival of the Imperium.

CHAOS RAIDERS

On several occasions the forces of Chaos have moved against Cadia and raging battles have been fought in the deeps of space, beyond the ninth planet, amongst the rings of Rouran and even on Cadia itself. A large part of the Imperial fleet is stationed at Cadia or nearby. Such huge battles are rare, but the constant intrusion of Chaos raiding craft is commonplace. Chaos Space Marines make frequent forays onto the surface of Cadia, and must be hunted down and destroyed before they can entrench themselves.

As recently as five years ago, a large force of Chaos Space Marines penetrated the defences of Cadia undetected, and went into hiding in the uplands of the Dorac Alps. Unknown to the Cadians, these troops dug themselves in and established a formidable fortress. Soon they were joined by reinforcements and their forces increased until a large army was ready to attack. Fortunately, the Chaos Space Marines were detected when a ship carrying more raiders was intercepted in orbit. The Cadians' own defence troops were able to contain the invaders and eventually defeat them. Such incidents are not rare by any means, and the Cadians have developed a powerful army which is expert at rooting out and destroying the intruders.

THE CADIAN SHOCK TROOPS

The most powerful fighting formations of the Cadian forces are called shock troops. They are chosen from the fastest moving and hardest-fighting of the Cadians. As all Cadians must train in the defence forces, all the best fighters are quickly identified and inducted for further training. When Chaos raiders are discovered the shock troops are sent to hunt them down, and only if the force is particularly large or well equipped will the Cadians send for help. Even the Space Marines that have come to destroy especially large Chaos forces have found the Cadians impressive and powerful allies.



The Cadians manufacture excellent weaponry and other military equipment. The world itself is heavily industrialised and has many large cities with highly skilled populations. This is reflected in the Cadians' armament and wargear, which is made in uniform patterns and camouflaged in a manner most suited to the mixed terrain of the Cadian wilderness.



VALHALLA

The planet of Valhalla was once a temperate paradise of forests and broad fertile plains. There is no record of its settlement, but legends recall a world ripe for colonisation and development. Its people spread across the world and prospered. The planet's main land masses were distributed more or less evenly, one centred at the northern pole and the other at the south. The equatorial regions themselves were dominated by a huge warm ocean eleven thousand miles wide.

Approximately ten thousand years ago Valhalla was struck by a comet of immense size and weight. The planet's defence lasers poured shot after shot into the comet. This did nothing more than break off several smaller fragments of what proved to be virtually solid iron. A mile wide fragment struck the northern continent causing massive earthquakes and destruction, but the main comet body landed in the sea.

At first the confusion and devastation made it hard to gauge the full effect of the strike. The boiling seas, clouds of vapour and pall of dust cut off the light. Temperatures plunged to freezing over the whole planet. Even more significantly, the impact had knocked the whole world from its orbit. For ten years Valhalla spun eccentrically until it finally settled some fifteen million miles further from its sun. By then the planet was a very different place indeed.

ICE WORLD

Valhalla had become a frozen world of ice. The survivors of the disaster found themselves pushed further and further towards the equatorial oceans as glaciers engulfed the polar continents. Eventually, there was no more land left, and they were forced to live upon the ice itself. Though 99% of all life had been destroyed the people struggled through, building their cities deep inside the ice, beneath the glaciers and upon the frozen ocean. What little life remained they carefully cultivated, growing nutrient slimes and algae in vats heated by thermal stills.

Fate had dealt the world a cruel blow but had not finished with Valhalla. Just as the threat of starvation seemed to be receding, another and equally dangerous foe appeared. Orks came in their thousands, their damaged spacefleet blown upon the winds of the warp to the ice world. Finding little to sustain even their undemanding appetites, the Orks launched themselves upon the Valhallans with a ferocity sharpened by hunger. It was a fight for survival. The Orks were marooned and the only food on the whole planet lay inside the cities of the Valhallans – the precious organic cultures and the inhabitants themselves!

A DESPERATE STRUGGLE

The fighting raged throughout the sub-glacial cities of the Valhallans. The thermal stills which rose above the ice were easy targets for the Orks, but the green-skinned creatures ignored them and battered their way through the thick plasteel shutters that protected the access tunnels to the ice cities. Yelling their foul war cries, the Orks charged downwards instead, right into the heart of the cities. The fighting raged through the galleries and tunnels of Valhalla. The defenders knew every inch of their frozen domain, every gallery and shaft, and they made good use of their familiarity in each encounter. As the Orks fought their way inwards they found themselves constantly ambushed, or led unwittingly into dead ends where tunnels would be collapsed behind them.

By the sixth week of fighting the Orks reached the main food chamber with its hundreds of nutrient slime vats. Almost half the Orks had been killed, but the remainder were every bit as determined as ever. The scent of the bubbling green slime assailed their keen nostrils and they licked their scaly lips in anticipation. The Valhallans prepared to put up a final resistance. If the chamber was captured they would starve within a week. Every man, woman and child that could carry a gun crowded into the chamber and its surrounding galleries. The battle would decide which race would survive on Valhalla.

THE FINAL BATTLE

The Orks attacked in a great mass. The green-skinned warriors were maddened with hunger and no longer seemed capable of rational thought. If the attack had been better planned it might have succeeded, but as it was the Orks were repelled, though at great cost. Almost half the defenders were slain or hurt. The Orks retreated and prepared for another rush.

The second Ork attack came in two simultaneous thrusts. The first was repelled easily but this proved to be nothing more than a feint. The second was directed against a small side-chamber, part of the nutrient packaging plant that adjoined the main production vats. The packaging plant eventually fell to the Orks, its defenders dead at their posts after exacting a heavy toll amongst the enemy.

From their newly won position the Orks rapidly moved reinforcements forwards. The humans found themselves in a crossfire, and were soon forced to give ground in the main chamber itself. The Orks were amongst the huge vats. These were pits hewn into the ground and filled with the sticky green algal slime. The raised sides of the pits provided cover for attacker and defender alike. The fighting intensified as the Orks struggled forward, pit by pit, and the humans gradually retreated or fell at their places.

VICTORY!

After three hours the Orks had lost half their number but had forced the Valhallans back against the ice wall. The defenders' prospects looked grim as they prepared for a fresh assault, determined to sell their lives as dearly as possible. As the Orks rose and howled their battle cry, a mighty explosion tore through the cavern. Ice pillars toppled and fell into the nutrient pools, and the floor heaved and broke under the Orks' feet. The Valhallans rose in their turn and with an almighty scream fell upon their attackers. The Orks broke in confusion as fiery machines smashed through the floor, and the broken cavern floor swam in a mixture of slime and green ichor.

The Valhallans had won the day because their stiff resistance gave their engineers time to bore an ice shaft under the cavern floor. At the vital moment the old ice burners, industrial machines used to form the sub-glacial chambers themselves, had been allowed to burst through and run amok amongst the Orks. The intensely hot burners, carried by their own high pressure steam, had terrified the Orks. Those who did not run were badly burned or melted, and those who escaped were cut down by the vengeful Valhallans.

Though the planet of Valhalla is no longer a populous or affluent world, the Valhallans are famous throughout the galaxy. After destroying the Orks on their own world, regiments of Valhallans joined with other Imperial Guard to rid many worlds of the Ork invaders. Always the Valhallans fight with the same grim determination they displayed in the ice cities of their home world. In battle their courage and tenacity earn them the respect of other regiments from all over the Imperium.

MORDIAN

In the long and sinister annals of the Inquisition there are many tales of treachery and horror, of the destruction of worlds and the triumph of man's greed and foolishness. It is a record of human weakness and the power of the Dark Gods of Chaos.

Yet amongst that record of lost planets and mortal defeat there are a few stories of human victory – rare cases where the daemonic army of Chaos has been turned aside at the moment of success and driven back into the void from which it came. One such place is Mordian – the World of Eternal Night.

The Mordian day is the same length as the Mordian year, the small planet turning upon its axis once each time it completes a circle of its sun. As a consequence, one side of Mordian is constantly burned by the fierce heat of the sun, whilst the other side lies in eternal darkness. The scorched side is lifeless and barren, a desert of splintered rock and canyons where mighty armies clashed during the Age of Apostasy many years ago. On Mordian, all life is on the dark side.

The slow revolution of Mordian does little to stir its thick atmosphere, so the weather is constantly hot and still with no natural breezes to move the oppressive air. In the sultry darkness the Mordians go about their daily lives. Ancient and ruinous cities sprawl across the planet's dark surface. Pyramidal, multi-levelled towers reach for the sky and rise like mountains towards space. Hundreds of millions of people exist upon a land surface barely one tenth the size of Earth.

Mordian is a world that seethes with people, a crowded and dark world whose rulers, the Tetrarchs, must fight a constant

battle against anarchy. Only the most careful husbanding of Mordian's resources keeps its massive population alive. All food, all clothing, all essential resources and supplies are strictly controlled, rationed and recycled. This enables the Mordians to survive albeit with the utmost effort and in considerable impoverishment.

Such harsh and demanding conditions naturally breed discontent. Few people really understand the predicament they or their planet is in. Others care nothing for their fellow men and seek only to accrue personal wealth and power regardless of consequences. In the decaying, multi-levelled cities crime is rife. Gangsters and criminal warlords rule an underworld where life is cheap and where the desperate are merely pawns to be expended as their masters please.

THE IRON GUARD

The Mordian Iron Guard stands between order and anarchy. They are the champions of the Tetrarchy of Mordian, uniformed in bright colours and fiercely loyal to their cause. Their enemies are all those who would divert the scant resources of Mordian or threaten its continued existence. They fight a constant battle against the criminal warlords of the undercity, insane gangs of cannibals and misguided rabble-rousers who would sooner see universal destruction than endure the sacrifice necessary for the survival of the world.

The Iron Guard are ruthless in pursuit of their enemies. Their discipline is legendary and their training is as rigorous as possible. All who fight in the Iron Guard understand full well the horror that would engulf their world if they were to fail in their duty. Their loyalty and determination is all that keeps Mordian from plague, starvation and savagery.



THE CONSPIRACY OF CHAOS

The greatest threat to Mordian came one hot summer. The stifling heat was unusual even for Mordian, and the planet seethed with unrest. Beneath the streets brooded a secret conspiracy that posed a threat far greater than any seen before. In the depths met a dark conclave, a group of men who knew the extent of Mordian's wealth and wanted it for themselves. Away from the sight of saner citizens they made their incantations and called upon the Dark Gods of Chaos.

A spell was begun. It is impossible to say how much innocent blood was spilled to fuel their sorcery, or what sinister pledges were made to their dark masters. Those who cast the spell sought only personal enrichment; their lust for power knew no bounds. They would destroy the planet itself if they had to. They cared no more for its teeming millions than did the Chaos gods.

The summer grew hotter as the spell neared its completion. Many strange things were reported in the capital. The cannibal mobs and criminal gangs were restless. Men saw winged monsters hovering in the city lights. People disappeared without trace.

A SKY OF FLAMES

At last the spell was complete and suddenly the world shook as its sky erupted into flame and disgorged the Warlords of Chaos itself. From the Eye of Terror distorted and ugly spacecraft soared into the Mordian skies to rain fire and destruction upon the world. Chaos Space Marines poured into the city slaying all around in a great and bloody sacrifice to their gods. Daemons stalked the burning towers and hunted the souls of those that fled from the devastation below.

From their dark hiding places the servants of Chaos crawled to the surface to bathe in the fire and terror of the world, confident of their masters' favour now that their work was done.

CHAOS WAR

As the sky exploded into flame the Tetrarchs of Mordian ordered their Astropaths to send psychic calls for help. The power of Chaos was so strong that the Astropaths' minds melted with the effort. It was impossible for anyone to say whether the messages got through or if help was on its way.

Meanwhile, the Iron Guard fought a gallant resistance against the daemonic assault. Whilst lesser men fled in terror before the might of Chaos the Iron Guard stood their ground, pouring volley after volley into the enemy ranks. At last the Iron Guard captains were forced to give the order to withdraw. Though their men would stand until the end they could achieve little against the hordes that opposed them. Reluctantly the Iron Guard regrouped around the capital, abandoning the rest of the planet to the enemy.

Whilst the forces of Chaos rampaged throughout Mordian the Iron Guard prepared the capital's defences. Every building became a fortress, every tower a strongpoint, and every street and plaza a killing-zone for the Iron Guard's carefully sighted weapons. At the centre lay the Tetrarchal palace itself, from which the defence of the capital was co-ordinated.

When the attack began the Iron Guard was well prepared. Chaos Space Marines fell before their well disciplined fire as shot after shot struck their ranks. Channelled into well

prepared fire traps the Chaos Marines were easily repelled, but far greater and more potent foes followed upon their heels.

ATTACK FROM THE DEPTHS

From the sewers and service ducts poured an army of those who had sold their souls to the Dark Gods. Clad in rags and armed with no more than iron bars and lengths of chain they threw themselves upon the defenders. Driven by their insane devotion to Chaos they cared little if they lived or died, and thousands were cut down by the devastating weapons of the Iron Guard. Nonetheless, this attack from an unexpected source left the defenders unprepared for the next assault.

The forces of Chaos moved upon the Iron Guard with purpose. Daemons and Chaos Marines advanced as one. Bloodthirsters of Khorne roared a great challenge to chill mortal blood. Keepers of Secrets stalked the battlefield, slaying those that dared to look upon them with a withering glare. Whirling Horrors skipped and chattered in an eerie blur of incandescent power. It was a terrifying sight, yet the Iron Guard held firm before the onslaught though many paid the ultimate price for their devotion.



Street by street, building by building, the Iron Guard fell back into the heart of the city. Their lines drew tighter but refused to break, as attack after attack was repulsed. When losses grew too heavy to endure, or as positions were outflanked and became untenable, the Iron Guard withdrew to another line, always preserving what they could of their men and weapons. It was a battle fought with all the tactical brilliance and discipline the best Imperial troops could hope for. Yet it was a battle the Mordians could not win. Eventually they would have nowhere left to retreat to.

THE BATTLE FOR THE PALACE

At last the Iron Guard took position around the Tetrarchal palace itself, the last strongpoint on the whole world. Behind hastily constructed defences the infantry waited for the inevitable attack. From the towers and ceremonial balconies the barrels of lascannons and other heavy weapons glinted in the light of the burning sky.

Suddenly the horde of Chaos was upon them, screaming and bellowing in its might. Greater Daemons of Nurgle strode clumsily amongst their minions, rising above them four or five times the height of a man, giants and lords of their foul kind. The bloated daemons shuffled forward, putrid innards spilling over the ground, nauseous gasses bubbling from rents and tears in their leathery flesh. Beside them were the Chaos Space Marines of that pestilential god, their armour green and rancid with decay, their rank bodies stiff with disease. Before them came a black cloud of flies which buzzed about the Iron Guard, crawling into their eyes and ears, and filling their mouths with black hairy bodies.

The Iron Guard's lasguns spat a volley of death into the screaming horde. Again the lasguns cracked with a single voice, as the captains ordered shot after shot into the vile mass. From the Tetrarchal palace came the chatter of autocannons, the angry scream of boltguns and the piercing shriek of lascannons. With mechanical precision the weapon crews loaded and fired, loaded and fired, never stopping for one moment or breaking their routine. Daemon gore ran like a foul river in the once white square, but as one beast fell another twice as hideous marched over its body towards the Iron Guard's position.

The captains ordered their men back to the palace steps and formed a firing line. Their discipline intact, the Iron Guard prepared for a single volley before the forces of Chaos fell upon them. Their final moment had come, though there were few left now to witness their inevitable defeat.

THE TIDE IS TURNED

Little could the defenders of Mordian know of the power or purposes of Chaos. How could they imagine, as the hordes of Chaos advanced upon them, that the Chaos gods' hold upon Mordian was but a tenuous one. The spell that had brought them to mortal space and imbued the flesh of their servants with physical energy was almost spent. The fires that burned in the sky were growing dim and the bellows of daemons echoed shallowly in the air.

As the Iron Guard watched, their enemies dissolved before their eyes. The sky darkened to its customary blackness. In the dark the guiding lights of Imperial spacecraft glittered amongst the stars. The Iron Guard had won not just a battle, but the most precious thing of all – time. From beyond the orbit of Mordian Imperial psykers had wrought a counter spell to break the hold of Chaos. Whilst the Iron Guard fought upon the planet, a separate battle of wills had raged between mortals and gods. Only the Iron Guard's heroic resistance had given the psykers enough time to work their mystical abilities before Chaos won the planet for all time.

TALLARN

The world of Tallarn was once a fertile planet bathed in the gentle orange light of its twin suns. Oceans, plains and lush jungles covered its surface, and its people prospered. All of this ended during the Horus Heresy.

CHAOS ATTACK!

In a devastating surprise attack, the Iron Warriors Chaos Space Marines struck the planet. Thousands of virus bombs rained down on Tallarn and the people ran to the enviro-shelters deep beneath the surface. As they hid, safe from the devastating bio-infestation, the deadly coils of DNA mutated as they were programmed to do. Animals, plants, even insects died as the virus did its work, destroying the planet's eco-system and leaving an empty shell.

After seven weeks of isolation the virus had run its course and the remaining people of Tallarn emerged upon the surface. They found a world covered with the acrid slime of plants and corpses not yet decayed – for the world was completely sterile, without even bacteria to aid the decomposition of its dead.

The Iron Warriors sent their task-force to repossess the world for the Dark Gods of Chaos. From underground bunkers the Tallarn forces emerged to do battle with the invaders. Soon, reinforcements from both sides arrived, rival space fleets bringing vast armies to fight over the worthless remnants of the dead planet.

The Battle of Tallarn raged for many months and was the largest armoured conflict of the Horus Heresy. Outbreaks of viral infection from rogue DNA residue made it almost impossible for infantry to operate outside their protective shelters. The battle was finally decided by armies of tanks. When the fighting ended the empty, putrid wastes of Tallarn were littered with the wreckage of more than a million shattered vehicles.

A HOLLOW VICTORY

Chaos was driven from Tallarn at great cost, yet for all the millions that died there seemed little gained from the fight. The planet was destroyed and rendered useless for large scale habitation, industry or agriculture. The armies of the Imperium might well have given up Tallarn had their commanders realised the extent of the devastation, but once the armies were in motion there was no going back.

At the time the Chaos attack made little sense. It seemed insane that even the fickle Gods of Chaos should expend such energy fighting over a devastated world of no particular strategic significance. But in the aftermath of the Horus Heresy there were few left to ponder such questions. Amongst the evils of the time it was just another demonstration of the random destruction of Chaos.

TALLARN SURVIVES

Within a thousand years of the Horus Heresy Tallarn evolved into a very different world from the prosperous planet of former times. Deserts of sulphurous sand stretched from pole to pole and all water disappeared except for a thin residue in the atmosphere. No vegetation remained on the surface exposed to the blistering, wind-blown sands. All that grew was the carefully husbanded crops of the Tallarn themselves, sheltered in their protective horticultural domes.

The surviving Tallarn now lived in domed towns or in natural caverns hollowed out in the planet's rock. Fierce winds drove the Tallarn into their shelters, corrosive sulphur storms made all travel risky, and eventually a system of tunnels was built to facilitate travel beneath the surface.

Above their settlements the Tallarn built vapour traps to catch water from the thin atmosphere. These tall towers still stand above their domes to this day, and all the water they use is caught by these cunning devices and channelled into subterranean holding tanks.

A SECRET UNCOVERED

During the construction of an arterial tunnel, Tallarn miners struck an outcrop of hard black rock. They were unable to break through this strange substance which was quite unlike any other they had encountered. After some days they decided to divert their tunnel to go around it. As they did so they discovered something very strange. At first the black wall seemed like a natural formation, but soon they realised they had uncovered a deliberate construction.

The initial excavations revealed a huge wall of strange black rock carved over its entire surface with weird entwined figures. The figures were human sized yet not entirely human, possessing a grace and beauty which rendered their grotesquely inscribed cavorting all the more perverse. Giant earth movers were brought in to dig out the layer of sulphur sand in which the wall was buried, and bit by bit it was slowly and painstakingly exposed to the daylight.

The Tallarn soon discovered the wall was not straight but curved, in fact part of a huge circle. Carefully their most skilled technicians worked to uncover the entire thing, a huge ring-shaped mound almost half a mile across.

THE DANGER AWAKES

It was not until the whole circle was exposed that the disaster happened. With a blast of power the circle screamed and writhed, its inert form turned suddenly to moaning flesh. Where before there had been carvings now there were the creatures themselves, Eldar creatures, yet twisted with an uncanny evil, locked together by some sorcerous bond into a sickening embrace of depraved passion.

Within the circle itself, blackness boiled and stars wheeled – stars that belonged in another part of the galaxy altogether.

THE DARK LIBRARY

In the Dark Library of the Eldar a custodian shivered as he felt an unaccustomed surge of power. Adrift from time and space his mind searched the endless strands of probabilities and found the thread that led to Tallarn. After so long it had been discovered: the Cursus of Alganar, legend of evil from before the Fall, vortex of unimaginable power, one of the three mythical Gateways of the Gods.

His mind shifted into synchronicity with the Farseers of his race, tracing the paths that linked his mind to the Craftworlds of the Eldar. When that knowledge touched the Farseers the Avatars of Khaine would wake. And Khaine would recognise the work of his ancient destroyer Slaanesh – Bane of the Eldar, Prince of the Chaos Gods.

ELDAR ATTACK

The Eldar struck from the skies without warning or explanation. To the Tallarn it was an unwarranted act of aggression. Little could they imagine that the fate of the entire Eldar race was bound up with their strange discovery. To the Eldar there was no time for explanation or discussion. They couldn't know whether the Tallarn were in league with Chaos or whether the fierce desert people were unwitting pawns in the Dark Gods' game. As far as they were concerned the only option was to attack, to destroy the Cursus if they could before it was too late.

The Tallarn fought back with characteristic ferocity. Years of living upon the burning sulphur deserts had honed them into resilient fighters. To the Eldar the deserts were an unknown quantity. Even the hardy Aspect Warriors died under the heat of the sun, whilst the Eldar Guardians fell to the lightning raids of the human fighters. But the Eldar did not give up. They could not afford to abandon their attack. The survival of the galaxy depended on it.

THE DARK GODS AWAKE

But it was already too late. The gateway that was the Cursus grew in power by the minute. Its screams and wails filled the desert as the dark light brightened and fluxed within its core. Lights and stars swirled and clashed, fountains of spinning incandescence spat into the night sky. The laughter of gods rebounded across the sulphur dunes and Eldar and humans alike shuddered in terror.

From the Cursus poured the minions of Chaos. There were things indescribable to men. Things that awakened primal terrors in Eldar hearts – horrors of slime and flame that cackled and bounded into battle, transparent bodies of pure energy dividing and reuniting in a cascade of colours, vile fleshy things that pulsed with inner power and sucked at the air with poisonous lips. Long-legged abominations carried slender and elegant creatures upon their backs, beautiful and yet sickening to look upon. It was as if all the daemons of hell had fallen upon Tallarn.

THE BATTLE FOR THE CURSUS

The human commander called a truce and hurried to the Eldar lines where the alien Seers sat waiting. Knowledge had finally opened their eyes. The runestones lay cast upon the desert floor. Hope in union was predicted. Division would lead to damnation, darkness and death. With their fates so clearly predicted, the Eldar and Tallarn joined forces.

The two races fell back before the Chaos onslaught. Many were caught and destroyed in the early confusion, but the Chaos advance was slowed by the merciless hit and run tactics of the desert raiders. Humans led Eldar jet-bike riders into the attack, and soon the Tallarn and Eldar were able to regroup.

As the daemon hordes advanced beyond the Cursus their power waned, as if they were dependent upon its proximity for their power. And so it was, for the tendrils of Chaos though long are very tenuous, and only blood-letting and victory can sustain the link between the Dark Gods and their minions.

CHAOS DEFEATED

With skill and cunning the Tallarn drew out the Chaos battle lines. Choosing their targets carefully the Tallarn launched one attack after another, always retreating before the Chaos hordes could turn to meet their fire. It was a tactic calculated to drain the power of the horde, and it worked better than even the wily sons of the sulphur desert could have hoped.

The Eldar Seers saw the runes change, saw the opportunity develop. The daemons were fading fast, their glittering bodies growing ever more transparent, their cries ever weaker. Now was the time to hit them hard.

With a furious charge the Eldar and Tallarn threw their remaining strength against the gibbering horde. It was a last effort that would result in absolute victory or utter defeat. The Chaos hordes shuddered and the bodies of the daemons seemed to fade and dull. The crackle of energy died and the spark of life vaporised into the oily air.

Many lay dead, human and Eldar, gored by monstrous claws, crushed by the sensual caress of a poisoned tongue, or torn apart by razor sharp teeth. Many Eldar waystones were collected from the field, and many Tallarn taken back to their domes to surrender the water from their bodies to the hydro-tanks. But it was victory nonetheless.

THE CURSUS

Once the Eldar had departed in peace, and the people of both races had exchanged their promises of friendship, the Tallarn returned to the Cursus. They found the black stone cold and lifeless once more, just as it was when they had first uncovered it. However, they knew now that the stone was not dead but merely sleeping, awaiting its time again, waiting for the call of its evil masters.

The Tallarn buried the Cursus beneath the sulphur sands once more and placed within its circle the mysterious devices that the Eldar had given them for that purpose. Then they sealed the surface with plascrete and turned their backs upon it.

ATTILA

The world of Attila is somewhat smaller than Earth and has a single continent which covers almost half its surface. The centre of this massive land mass is prone to such extremes of temperature that it remains uninhabited, a baking desert in the summer which becomes a sub-zero sea of sand and snow over winter. Between the death lands of the continental centre and the coasts is a belt of rich savannah thousands of miles deep punctuated with mountain chains, mighty inland lakes, and vast rivers. Only towards the coastal edges does the grassland give way to verdant forests, encircling the entire continent with a thin arboreal band.

Humans colonised Attila many thousands of years ago and must have adopted the nomadic life almost immediately. The original landing site of Khanasan has grown into the only city on the whole planet. The bustling metropolis is a gathering place for the tribes of Attila and the centre of its government. The bulk of the population are nomads who subsist from their herds of ovigors, gigantic shaggy and savage animals native to the world of Attila. Their rich flesh and dark blood form the basic subsistence diet of the tribes. When the summer comes, the Attilans drive their herds towards the heart of the continent, following the spring thaw and new grown pasture. In winter, they retreat towards the outer grasslands abutting the coasts, and here their animals find enough grazing to keep them alive until the year's turn.

ATTILAN ROUGH RIDERS

The Imperium recruits some of the most ferocious mounted warriors from this barbaric world. Attilan regiments of Imperial Guard Rough Riders have fought all over the galaxy in many different theatres of war. On worlds thousands of light years from Attila the image of the scarred tribesman resplendent in his crude furs and bedecked with beads and rings is as familiar as it is frightening.

The Attilans' warrior prowess is founded upon a tradition of fighting amongst themselves, for the tribes of Attila respect only power and a king must be prepared to demonstrate his might to doubting rivals. When a lord of the Attilans defeats an enemy he cuts off the beaten man's head and his artificers turn the skull into a drinking cup as a permanent symbol of his victory. A tribal chieftain may have many such skulls, bound with ornately carved gold or inlaid with silver, embellished with rubies and sapphires of immense worth. The King of Khanasan and Lord of Attila is the most mighty of all, acknowledged as the King of a Thousand Skulls!

The Attilans are said to be born in the saddle, for they are amongst the greatest horsemen in the galaxy. The horses they



Captain Mogul Kamir

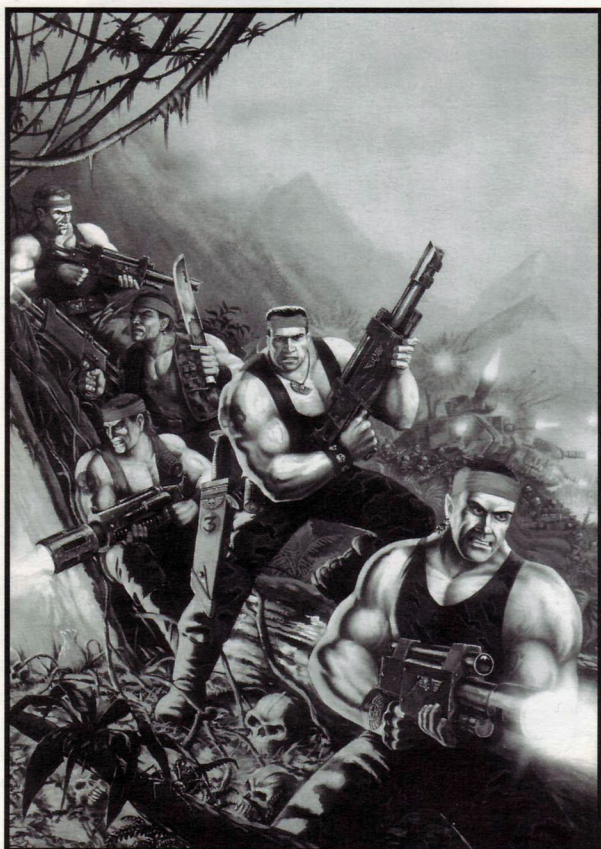
prefer are thick-set beasts, ill-tempered and likely to bite or kick anyone unwise enough to give them the chance to do so. The riders depend upon their horses a great deal, and value them more highly than gold. In adversity a warrior will draw off some of the animal's blood and drink it to sustain himself. In this way Attilans can live without food or water for many days, enabling them to operate deep behind enemy lines without supplies.

Characteristic features of an Attilan warrior are the scars that he bears upon his cheeks, long knife cuts of white tissue which stand out against his weather beaten skin. These marks are cut into his cheeks as a young man, and ashes from the camp fire are rubbed into the wounds so that they leave deep and prominent scars.

Attilans tend to wear their hair in long, unkempt braids, or long and matted. They do not wash themselves or clean their clothes, believing that to do so would affront the spirits of water with which they superstitiously people their land. This tradition has proven hard to break, despite considerable effort on the part of the Adeptus Ministorum preachers in the barely tolerated mission in Khanasan. Indeed, it is sometimes said that the stench of an Attilan is as powerful a weapon as his hunting lance!

FORCES OF THE IMPERIAL GUARD

GUARDSMEN



The Imperial Guard armies comprise countless individual regiments recruited from worlds all over the sprawling Imperium of Man. The fighting skills of a regiment depend upon its combat experience on its home world, and, to some degree, upon the environmental and social conditions that prevail there. Some worlds are civilised and well-ordered and their warriors wear formal uniforms and are highly trained. Other worlds supply techno-barbarians who wear furs and have heavily tattooed skins, yet their warriors are fierce, courageous and every bit as deadly as more formally trained regiments.



When an Imperial Guard army is formed regiments are raised from the planetary defence armies of the nearby worlds. The planetary Lords are obliged to provide a levy of troops for this purpose, so an Imperial Guard army can be recruited and ready for passage within a matter of days. More distant worlds provide reinforcements and a second wave of troops to bolster a long campaign. In this way the Imperium can muster its forces to meet almost any threat, and the longer a conflict lasts the more troops the Emperor is able to gather to his armies.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7

ROUGH RIDERS

Some worlds of the Imperium are primitive or have reverted to a pre-technical way of life. On such planets the horse is often the most important type of transport, and it is the case that horses are found throughout human space having been brought by early settlers. Even the Imperial Guard, with its legions of machinery and fighting vehicles, has a place for mounted warriors. These are commonly called Rough Riders.

Rough Riders can subsist off the land and are able to infiltrate behind enemy lines from where they harass troop movements by means of hit and run tactics. Because they employ horses rather than machines they need neither fuel nor maintenance and, unlike machines, they cannot be traced with simple scanners. Rough Riders are recruited from worlds where it is usual for warriors to fight from horseback. Regiments of Rough Riders are sometimes deployed wholesale, especially where terrain is unsuitable for vehicles. However, it is more common to divide mounted regiments and allocate Rough Rider squads to fight alongside conventional infantry regiments, thereby spreading the horsemen over a wide battlefield.

SPECIAL RULES

Dispersed Formation. Rough Riders can fight in a dispersed formation up to 4" apart as described in the Warhammer 40,000 rulebook.

Standard. Fierce Rough Rider units sometimes carry special standards into battle. These standards are dipped in the blood of the Rough Riders' own fallen, and inspire the unit to fight like devils. If it includes a standard, all Rough Riders in the unit may add +1 to their hand-to-hand combat score.



Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

RATLING SNIPERS



Ratlings or Halflings are one of the few human descended mutant strains that are broadly tolerated within the Imperium. They are characteristically short and slightly built, not particularly serious minded, and generally peaceable. These qualities do not make for good warriors, but none-the-less they contribute troops to the Imperial Guard armies alongside their larger and stronger cousins.

They have one considerable ability as soldiers which is that they are remarkably good shots. Also, their small size enables them to move stealthily in close terrain where larger troops might have difficulty. These traits mean they are ideally suited to the role of sniper, and it is in this capacity that they are recruited into the Imperial Guard.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6

SPECIAL RULES

Infiltration. Ratling Snipers may deploy onto the battlefield using the Infiltration rule, as described in the Starting the Game section of the Warhammer 40,000 rulebook.

Dispersed Formation. Snipers may fight in a dispersed formation up to 4" apart.

OGRYNS

Just as Ratlings are mutants who are small and slight so Ogryns are mutants who are tall and massive, coming from harsh cold worlds which are mostly rocky and barren. Ogryns have adapted to these conditions by increasing their bodyweight to survive the cold. They have become accustomed to long periods of starvation and protracted darkness. As their bodies have grown bigger and tougher their mental abilities have declined so that their intelligence and mental agility is poor compared to humans. On their own worlds they often live in crude stone buildings or even deep inside caves. Their native technology is extremely primitive.

Because Ogryns learn slowly and cannot understand complex concepts, they must be carefully and patiently trained before they are useful to the Imperial Guard. Even then they are capable of only the more straightforward tasks. Fortunately, Ogryns have two qualities that make them excellent fighters: they are almost completely without fear and, once befriended, they are absolutely loyal. So childlike are they in their desire to please their masters that they will happily undergo any hardship to fulfil their orders... so long as they can remember what they were.

SPECIAL RULE

Fear. Ogryns are large and frightening creatures that cause fear as described in the Psychology section of the Warhammer 40,000 rulebook.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8



COMMISSARS

Commissars are high ranking officers of the Departmento Munitorium and form part of the strategic command of the Imperial Guard. Unlike individual regiments which are levied from their home worlds when they are needed, Commissars are raised to serve the Emperor and from an early age learn the highest virtues of honour and obedience. When the Imperium calls its forces to war it is the Commissars who must supervise the levies and take responsibility for the training and recruitment of new regiments.

In battle the Commissars fight at the forefront of the action, where their inspirational presence serves to drive the Guardsmen forward.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commissar	4	5	5	4	4	2	5	2	10

SPECIAL RULES

Immune to Psychology. Commissars are immune to the Psychology rules given in the Warhammer 40,000 rulebook. They cannot be affected by fear, terror, etc.

Leaders. Unlike other Imperial Guard characters a Commissar is free to move from one squad to another. A squad which includes a Commissar can always test its Leadership against the Commissar's value of 10.



PRIMARIS BATTLE PSYKERS

The Scholastica Psykana is the psychic training organisation of the Adeptus Astra Telepathica. The Scholastica Psykana provides countless thousands of psykers for Imperial service every year. As the psychic levies are brought in to Earth aboard the Black Ships, the custodians of the Scholastica Psykana must weed out dangerous wild psykers, the possessed and the insane. From the rest will be prepared the many psychic servants required by the Adeptus Terra. Amongst the most powerful of these are the Astropaths whose psychic communication web knits the Imperium together. More potent but less numerous are the battle-trained Primaris psykers, or Primary psykers as they are also known.

A Primaris is a psyker who has been evaluated as suitable for battle-training. Their training gives them a reasonable chance of avoiding powerful psychic enemies and daemonic influence, and they will learn how to use their powers to their best effect. Not all Primaris psykers are equally powerful by any means – some are more potent than others – but the Imperial Guard can find use for them whatever their abilities.

On the battlefield a Primaris psyker is assigned to an officer, often to a lieutenant, so that each platoon has its own psychic support. The officer can direct the psyker's powers as the situation necessitates, whilst the lieutenant and his own four

man Command squad can protect the vulnerable Primaris from enemy fire. In this way an Imperial Guard army is fully supported by psykers, right from platoon level up to the higher echelons of command and the colonel himself.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Psyker	4	3	3	3	4	1	4	1	7
Champion	4	4	4	4	4	2	4	1	7
Master	4	5	5	4	4	3	5	2	7
Lord	4	6	6	4	4	4	6	3	8

SPECIAL RULES

Powers. Primaris have Adeptus psychic powers. A Primaris psyker has a psychic level of 1, a Primaris Champion has a psychic level of 2, a Primaris Master has a psychic level of 3, and a Primaris Lord has a psychic level of 4.

Squads. Although they are characters psykers must always fight as part of a Command squad or Command HQ, as described. This is an exception to the normal rules for characters in Warhammer 40,000.

IMPERIAL GUARD STORM TROOPERS

The Storm Troopers are the Imperial Guard's best fighting regiment. Unlike other regiments they are recruited from all across the Imperium, and they wear a distinctive uniform which is instantly recognisable by other Imperial Guard units. The regiment is unusually large, with as many as ten thousand men under arms at one time. However, it rarely fights in one place. Instead, individual companies or battalions of a thousand men at a time are sent to war zones to bolster the fighting strength of the Imperial Guard. In action they provide a core of ultra-trained, well-equipped squads that can be spread amongst the other Imperial Guard regiments as needed.

Storm Troopers are recruited from the orphan sons of Imperial officials from all over the galaxy. The families of men who die in the Emperor's service are looked after well by the missions of the Imperial Cult, the most famous of which are the Schola Progenium. Here young orphans are schooled to the love of the Emperor. They are shown the many ways in which they can earn the Emperor's gratitude and thereby attain the highest honour in the Imperium. They gladly embrace a demanding and unrelenting regime of prayer, study, and physical training. Though hard the path is trod willingly for all know that those who excel are marked for greatness.

Many of those who pass through the hands of the Schola Progenium are initiated into the Adeptus Terra. Some find their way into the Inquisition. The Ecclesiarchy welcomes the studious and the most zealous. For the natural warriors and leaders the Imperial Guard offers a place amongst the staff officer corps or the Storm Troopers. Many Commissars found the unbreakable strength of their faith in the missionary orphanages.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	8

HOTSHOT LASER PACKS

Storm Troopers are trained and equipped to much higher standards than other Imperial Guard regiments. Though all Imperial Guard represent the best fighting units from their planets, the unique position of the Storm Troopers gives them advantages over other troops. One of the greatest advantages is in their weaponry – although they use the standard universal lasgun and laspistol, they carry special power packs called Hotshot packs.



Hotshot packs carry a much more potent charge than a standard laser power pack, with the result that a shot from a Hotshot laser is more destructive than an ordinary laser shot. These Hotshot packs are expensive and difficult to produce compared to ordinary power packs; they give fewer shots, and cannot be recharged as easily or as often. Also, a lasgun or laspistol that uses a Hotshot pack will wear out much more



quickly and must be constantly maintained and repaired if it is to work properly.

For all these reasons the Administratum has never issued Hotshot packs to the Imperial Guard, though Storm Troopers carry Hotshot packs as standard. They are trained to look after the weapons and can even rebuild them if necessary, and the relatively small number of Storm Troopers makes it possible to keep enough spare packs in reserve.

Hotshot Lasers

A Hotshot laser has +1 Strength compared to an ordinary lasgun or laspistol. The profile below shows details for these weapons.

No account is made of the relative unreliability of Hotshot weaponry during a game. Any such weapons are assumed to be in good state of repair for the battle. The only effect of their relative complexity is that their use is restricted to Storm Troopers.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam.	Save Mod.	AP
0-12	12-24	+1	–	4	1	-1	D6+3

VETERANS

Storm Troopers are constantly moved from war zone to war zone and rate as amongst the most experienced units in the Imperial Guard. Unlike other regiments, Storm Trooper companies receive a constant influx of new recruits so they are kept up to full strength. Even new recruits are trained in the most thorough manner, and quickly absorb the battle skills practiced by their companions.

A Storm Trooper squad must always have 1 special veteran ability chosen from the Veteran Abilities list. This is not an option for Storm Troopers as it is for other troops. Storm Troopers are *always* veterans.

WEAPONS OF THE IMPERIAL GUARD

IMPERIAL GUARD MORTAR

Heavy Weapon

The mortar fires a shell on a high, arcing trajectory so it flies over the heads of nearby troops and crashes down onto the rear ranks of the enemy with a devastating explosion. Mortars are popular weapons in the Imperial Guard because they are simple to construct and more reliable than some more sophisticated weapons.

The following rules reflect the way the mortar works. To fire it you will need the Scatter dice (marked with arrows and the hit symbol) and the Artillery dice (marked 2, 4, 6, 8, 10 and 'misfire').

The mortar has two crew, a firer and a loader, like the other weapons teams. In common with the lascannon, the mortar itself is an entirely separate model which is carried and operated by its crew. The firer model must be positioned touching the weapon so that he can move and fire it. The loader must remain within 2" of his partner, and is assumed to load as well as help carry the weapon when necessary. A single crewman may still fire and load the weapon normally, in accordance with the general Weapons Team rule.

Although the mortar is not especially accurate or dangerous, it is extremely useful for laying down curtains of fire from behind a safe position. The crew can remain out of sight of the enemy whilst pelting them with fire. Once the weapons team has established the range to a stationary target it will be able to land shots much more accurately.

FIRING THE MORTAR

The mortar is a heavy weapon and as such cannot be moved and fired in the same turn. However, the mortar is an exception to the normal rules in so far as it is not restricted by the Closest Target rule. Normally, troops must shoot at the closest target, however, in the case of a mortar, the player is free to lob shells wherever he pleases. This is the chief advantage of the mortar compared to other heavy weapons.

DECLARE RANGE

The firing routine for the mortar is unique. There is no dice roll to hit. Instead, the player nominates the direction he wishes to shoot in. This must be within the usual 90 degree firing arc to the weapon's front. Then the player states the distance he wishes to fire in inches. You can declare a distance up to a maximum distance of 60" and, because the shot is lobbed high into the air, you cannot declare a range of less than 12". It is important that the player declares his range without measuring – he must guess or estimate the range to the best of his ability.

For example, the player might say, "I'll aim straight towards the Ork warbike, range 42"." It's a good idea to choose a

specific object when declaring which direction you'll shoot in, as this makes it easy to measure when it comes to deciding whether you have hit. The crew does not have to be able to see its intended target or the point it is aiming at. Bear in mind that the declaration is supposed to be an estimate, so if you have other weapons to shoot it is only proper to make all your mortar range estimates before you start to measure the ranges for other weapons that may be shooting nearby.

ESTABLISH HITS

Once you've established the direction and range for the shot you can measure the distance to see exactly where your mortar is aimed. The mortar shell is represented by the 2" blast marker, so place the marker exactly over the point which you have aimed at.

Once the marker is in position roll the Scatter and Artillery dice together. Roll the dice as close to the blast marker as possible, as this makes it easier to see the direction of any scatter. Refer to the chart below to determine where your shot lands.

Misfire	If you roll a misfire on the Artillery dice ignore the Scatter dice result. The shell is a dud and fails to explode, or it detonates in mid-air causing no damage.
Hit/Number	If you roll a hit together with any number then the shell has landed exactly where you have aimed it. Work out casualties on any models within the marker.
Arrow/Number	If you roll an arrow and a number the shell has drifted off target due to winds or instability inherent in the shell itself. Move the blast marker the number of inches indicated in the direction shown. Then work out casualties on models within the template.

Each model completely under the template is automatically hit at Strength 4. Models partially under the template are hit on the D6 roll of a 4, 5 or 6 as with other weapons that use a blast marker.

Note that, unlike the normal Warhammer 40,000 rules, mortars are not subject to the limitations for maximum scatter distance. Other weapons will scatter no further than half the distance fired. Mortars, however, will scatter exactly the distance rolled regardless of range. Also, note that the hit chart is different from other weapons which use the Scatter and Artillery dice. Normally a roll of a misfire and hit together results in a weapon exploding; in the case of the technically simple and reliable mortar the result is simply a dud.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Guess between 12-60"		Special		4	1	-1	D6+4	Move or fire. 2" radius.

FRAG DEFENDERS

Basic Weapon

The defender round is a special kind of auto-launcher ammunition designed to be fired from the standard vehicle mounted auto-launcher common on Imperial vehicles. It is used instead of a normal Frag or Blind grenade to protect vehicles when fighting at close quarters. Instead of firing three shots in a normal pattern the Frag Defender is launched straight up and explodes in a gigantic airburst above the vehicle. The full force of the explosion is directed downwards scattering shrapnel over a wide zone around the vehicle.

Unlike normal ammunition the Frag Defender rounds may be fired at any moment in the game, including in the hand-to-hand combat phase before models make their attacks. When fired any models touching the vehicle sustain a Strength 4 hit

with a -1 armour save modifier. Because it is a blast, models with flak armour have a normal save of 5+ reduced to 6+ due to the -1 dice modifier.

Note that just like auto-launchers loaded with Frag or Krak, auto-launchers loaded with Defender ammunition may fire twice during a battle. After two shots the launcher is empty.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Base contact		—	—	4	1	-1	D6+4	See rules

THE DEMOLISHER CANNON

Support Weapon

The Demolisher cannon is terrifyingly destructive, blasting through layers of plasteel and concrete alike in a storm of plasma and flying debris. Originally designed to destroy bunkers and similar fortifications, the Demolisher cannon was soon found to be capable of obliterating enemy vehicles with ease. This deadly versatility makes the Leman Russ Demolisher siege tank an extremely valuable vehicle.



The Demolisher fires even larger and more devastating shells than a battle cannon. The secret to its great destructive energy lies in the special ammunition that it fires.

These huge shells are far heavier than the standard battle cannon ammunition. They consist of an outer layer of standard high explosive and shrapnel surrounding a chemical core. When the shell strikes its target the explosive detonates, blasting a hole in the target's armour and scattering shrapnel everywhere. At the same time, the explosion also sets off a chemical reaction which super-heats the second layer. This sends a plasma jet lancing through the hole blown in the armour and spreads flaming death and molten metal over a wide area, literally ripping the target apart from the inside.

Special Rules

Like the battle cannon, the Demolisher cannon is such a huge weapon that it may only be mounted on vehicles. It is not possible for it to be carried by foot troops.

When the Demolisher cannon is fired its massive recoil lifts the front of the tank off the ground. If it were fired on the move the whole tank would be in danger of rolling over! Because of this, the Demolisher cannon may only be fired if the vehicle remained stationary during that turn. If the Demolisher siege tank moved then you may not fire the Demolisher cannon. Note: this restriction only applies to the Demolisher cannon, all the tank's other weapons may fire as normal when it moves.

Finally, when the Demolisher cannon hits, it gains a +3 bonus to rolls on any datafax damage tables. Results modified above 6, count as 6.



A good soldier obeys without question. A good officer commands without doubt.

Tactica Imperium

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-12	12-24	—	—	10	2D6	-3	3D6+10	3" blast, Move or fire

HEAVY MORTAR

Support Weapon

The heavy mortar is a support version of the standard mortar used by Imperial Guard infantry regiments. The heavy mortar is simple to construct and doesn't malfunction as often as other support weapons, but its massive size means that it may only be mounted on vehicles. However, from the solid platform on a Griffon the crew can achieve a very high rate of fire. The main advantage of the heavy mortar is the variety of shells it can fire. These have been developed from existing missile types and take advantage of the larger shell to make much more destructive versions.

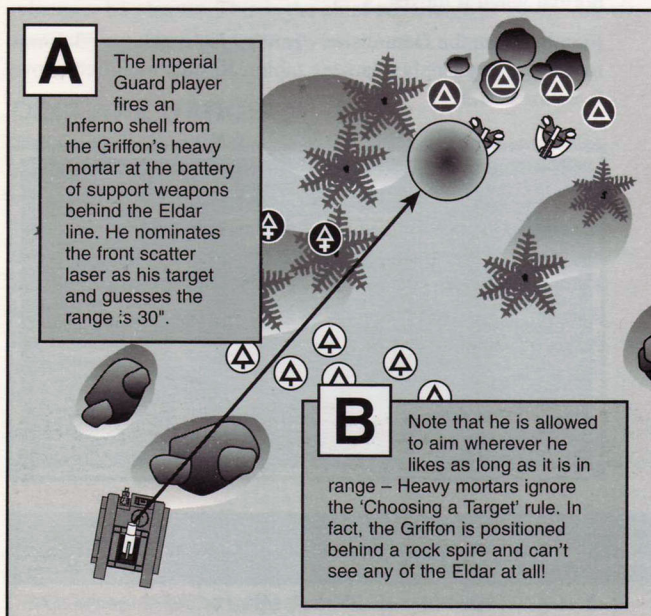
FIRING THE HEAVY MORTAR

Heavy mortar shots are worked out in exactly the same way as shots from the Imperial Guard mortar. You will need the Artillery dice, the Scatter dice and either a 1", 2" or 3" blast marker depending on which shell type is being fired.

The effects of each hit depend upon which of the three shell types you choose to fire. You must decide which shell the heavy mortar will fire before placing any blast markers.

The first step in firing the mortar is to nominate the direction you wish to fire in – this must be within the Griffon's 90° front fire arc. You can aim anywhere on the table that you think is within range of the heavy mortar, regardless of whether you or any other model in your army can see the target point. This is the chief advantage of the heavy mortar over conventional heavy weapons. The heavy mortar's special system means that it is not subject to the Choosing a Target rules.

Now declare how far you want to fire the mortar shell. As with the mortar, you must do this without measuring, guessing the range as accurately as you can. You must guess a distance between 12" and 48". Once you have made your guess place the blast marker directly over the spot you have guessed. To see where the shell has hit, roll both the Scatter dice and the Artillery dice close to the blast marker. Refer to the Rolling to Hit table to determine where the shot finally lands.



ROLLING TO HIT TABLE

If you roll a Misfire on the Artillery dice, ignore the Scatter dice result. The shell is a dud and either fails to explode or goes off harmlessly in mid-air.

If you don't roll a Misfire, and the Scatter dice is a Hit then the mortar shell is bang on target and lands right where you have guessed. Ignore the Artillery dice and work out any hits using the rules given.

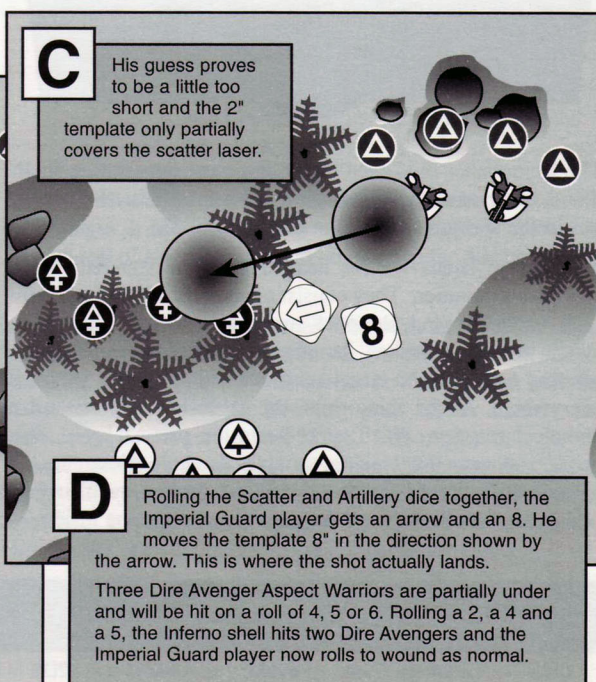
If you roll an arrow and a number, the shell has scattered from the point of aim in the direction indicated. The distance the shell scatters is determined by the Artillery dice.

All models wholly under the blast marker's final position are automatically hit. Models only partially under are hit on a further D6 roll of 4, 5 or 6. Work out damage as normal.

DIRECT FIRE

The heavy mortar crew are equipped with a sophisticated targeting device, which enables the crew to measure ranges very accurately if they can see their target.

If the heavy mortar crew has a line of sight to their target then they may opt to fire directly. Instead of guessing the range you may simply place the blast marker anywhere within the heavy mortar range and fire arc. Note however, that when the heavy mortar fires directly you are subject to the Choosing a Target rule (see page 29 of the Warhammer 40,000 rulebook). Now roll the Artillery and Scatter dice together and work out scatter as above.



SHELL TYPES

There are three types of shell commonly used by the heavy mortar: Frag shells, Melta shells and Inferno shells.

Frag Shells

Instead of exploding on impact, Frag shells are timed to explode just above the ground in an airburst, scattering shrapnel over a much wider area than a normal explosion. These shells are primarily used against massed blocks of lightly armoured troops, or for taking out the crew of exposed vehicles and support weapons.

Melta Shells

Upon impact a Melta shell undergoes a sub-atomic reaction releasing a blast of intense heat. The shell is capable of melting away vehicles and buildings, while living targets are instantly reduced to ashes. This shell is especially useful for attacking troops huddled together in defensive positions.

Inferno Shells

This type of shell contains a small explosive charge, surrounded by a highly volatile concoction of phosphorous and synthesised compounds based on the chemicals used in the highly effective flamer weapons. The explosive charge detonates on impact spreading the compounds and phosphorous over a wide area. As they disperse the chemicals ignite on contact with the air creating a conflagration that melts through armour and sticks to exposed flesh. The chemicals continue to burn and eat away at the flesh long after the initial explosion, leaving the victims reeling around the battlefield in intense agony.

If a model is hit by an Inferno shell work out damage as normal. If the model is slain it is removed as a casualty, if not then an immediate test is made to determine if the model has caught fire. As the Inferno shells use a volatile chemical like phosphorous that sticks to the target and continues to burn for long periods of time, it is possible to set even vehicles or Dreadnoughts on fire! Roll a D6 on the Inferno Hit table to see what happens.

INFERNO HIT TABLE

1-3	Target does not catch fire. The small amount of chemical fuel is quickly extinguished.
4-6	Target is smothered with burning chemicals and ignites.

Once a target has caught fire, test for the effect at the start its own ~~turn~~ ^{CTR phase}. Roll a D6 on a Fire Test table.

FIRE TEST TABLE

1-5	The chemicals and flames continue to burn automatically causing a further hit. Work out damage as normal and remove the model if it is slain. If the model is not killed it will move randomly and will not be able to do anything else that turn. Normal unit coherency rules are suspended for burning models. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal.
6	The fire goes out. The model may not move and fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal.

Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, i.e. two models need a 5+, three need a 4+, and so on.

A target which is under the influence of the psychological effect of frenzy when hit by an Inferno shell may continue to fight despite the fact it is burning up! The model moves, shoots and fights as normal, but will continue to roll for damage.

Inferno shells count as flamer weapons for the purpose of special rules or invulnerabilities, for example the Eldar Avatar.



GRIFFON AND BLAST MARKERS

When the Griffon is hit by a weapon with a blast marker, each crew member and the mortar should be treated as a separate location. If any or all of them are covered by a blast marker, roll to hit each one individually.

Shell Type	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Frag shells	Guess between 12-48"		Special		3	1	-1	D6+3	3" Blast.
Inferno shells	Guess between 12-48"		Special		5	D3	-3	D6+D3+5	2" Blast. See rules.
Melta shells	Guess between 12-48"		Special		8	D10	-4	D6+D10+8	1" Blast.

THE INFERNO CANNON

Support Weapon

The Inferno cannon is a huge flamer weapon, specially designed for the Hellhound armoured fire-thrower. The vast flamer weapon can send great gouts of white hot flames shooting across the battlefield. Nothing can escape from the immolation: troops in the open are reduced to ashes, enemy squads hiding in bunkers are set alight as the flames seep through vision slits, while tank crews are baked alive in their vehicles.

Each burst of flame from the Inferno cannon uses so much of the special incendiary fuel that the only practical way to use the weapon is to mount it on a vehicle, in this case a vehicle adapted from the Chimera – the Hellhound fire-thrower.



The Inferno cannon is much the same as any of the other flamer weapons, only on a much bigger scale. Incorporated within the Hellhound are massive tanks to carry the highly volatile liquid chemicals. To reduce the risk of explosion from enemy attacks, the tanks are carried inside the armoured section of the Hellhound. The fuel is then pumped up to the turret-mounted Inferno cannon, where the gunner can set the range of the blast by adjusting a valve at the end of the barrel to get the right pressure. If the valve is opened wide, the flame will have a short range; if it is closed tight it will have a long range. When fired the Inferno cannon lets off a terrific roar, sending a great gout of flaming death toward the enemy.

To fire the Inferno cannon, place the Heavy Flamer template with its tip touching the cannon and pointing in the direction you wish to fire. Now roll an Artillery dice and move the Heavy Flamer template forward a number of inches equal to the dice score. If you roll a 'misfire' then leave the template where it is – it does not move this turn because the jet propulsion system has suffered a malfunction or the gunner has mishandled the controls.

Any models touched by the Heavy Flamer template, at any point in its movement, will be hit on a D6 roll of a 4+. Any models wholly covered by the template are hit automatically. Note that the Hellhound is never affected by fire from its own Inferno cannon, even if the template touches the tank. The high turret is easily able to jet the flames over the top of the tank.

If a model is hit by the Inferno cannon work out damage as normal. If the model is slain it is removed as a casualty, if not then an immediate test is made to determine whether the model has caught fire. As the Inferno cannon uses a volatile concoction of incendiaries that sticks to the target and continues to burn for long periods of time, it is possible to set even vehicles or Dreadnoughts on fire! Roll a D6 on the Inferno Cannon Hit Table to see what happens.

INFERNO CANNON HIT TABLE

- | | |
|-----|--|
| 1-3 | Target does not catch fire. The small amount of chemical fuel is quickly extinguished. |
| 4-6 | Target is smothered with burning chemicals and ignites. |

Once a target has caught fire, test for the effect at the start its own turn. Roll a D6 on a Fire Test Table.

6th phase

FIRE TEST TABLE

- | | |
|-----|--|
| 1-5 | The chemicals and flames continue to burn automatically causing a further hit. Work out damage as normal and remove the model if it is slain. If the model is not killed it will move randomly and will not be able to do anything else that turn. Normal unit coherency rules are suspended for burning models. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal. Enclosed vehicles will have to test to see if any crew succumb to the intense heat. |
| 6 | The fire goes out. The model may not move and fire during the current turn, but may fight normally from its following turn onwards. If coherency has been broken, the model must re-establish coherency as soon as possible. Vehicles, Dreadnoughts and Terminator Space Marines may choose to ignore the flames and may move and shoot as normal. |

Any friendly model within 1" of a burning model may attempt to beat out the flames during the movement phase. The beating model may move as normal, but may not shoot during the shooting phase. Roll a D6: if the score is 6 the flames are beaten out. If more than one model is available to help beat out the flames the chance increases by +1 per model, i.e. two models need a 5+, three need a 4+, and so on.

A target which is under the influence of the psychological effect of *frenzy* when hit by a Inferno cannon may continue to fight despite the fact it is burning up! The model moves, shoots and fights as normal, but will continue to roll for damage.

The Inferno cannon is a support weapon and may only be mounted on a vehicle.

Inferno cannons count as flamer weapons for the purpose of special rules or invulnerabilities. The Eldar Avatar, for example, is immune to the effects of flamer, melta and plasma weapons and therefore cannot be harmed by the Inferno cannon.

Models inside bunkers hit by an Inferno cannon will all be hit as the Inferno cannon is a flamer weapon and follows the special rules concerning bunkers printed in Warhammer 40,000 Battles.

Inferno Cannon vs Armoured Vehicles

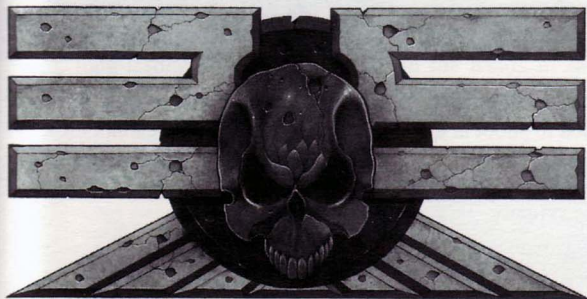
Although the Inferno cannon has little chance of damaging a fully armoured vehicle, the intense, blistering heat of the

flames can affect the crew, either seeping in through open hatches or unsecured vision slits, or just baking the crew alive by turning their vehicle into a giant oven! If any location of an enclosed vehicle is hit by the Inferno cannon, roll to determine damage and see whether the location catches fire, as normal. In addition, roll a D6 for each model on board the vehicle. On a roll of a 6, the model takes 1 wound with a -1 saving throw modifier. If the location catches fire, then you must continue to test for the crew until the flames go out.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
Artillery dice		Template		6	D6	-4	2D6+6	See rule

EARTHSHAKER ARTILLERY GUN
Support Weapon

The Earthshaker artillery gun is the huge long range cannon used on the Basilisk. The Earthshaker's primary role is to sit behind the battle front and use its massive range to lob shells on to enemy positions. However, the Earthshaker can also be used as an assault gun. With the barrel levelled for direct fire, the Earthshaker can blast holes in fortifications or be used as a close defence for the Basilisk itself, blowing enemy squads and vehicles that have broken through the Imperial Guard lines to smithereens.



As games of Warhammer 40,000 usually concern special operations and small scale skirmishes, it is more than likely that you will be using the Basilisk as an assault gun.

The Earthshaker is a huge artillery gun and may not be fired on the move. The Basilisk must remain absolutely stationary in the turn you wish to fire it.

The Earthshaker is able to fire two shells in rapid succession. When firing the Earthshaker simply nominate a single target within the Earthshaker's 45° fire arc as normal. Roll to hit for each shell. This means you make a separate to hit roll for each of the two shells. This represents the fact that although you may be firing two shells, they are fired so quickly that they are likely to land very close to each other, if not on the same

target. If either of the shells misses then it will scatter as normal. Work out damage for each shell separately. If you roll a hit with both shells, the targets under the 2" blast marker will be hit by both shells, so roll to damage twice.

EARTHSHAKER VS
ARMOURED TARGETS

The Earthshaker artillery cannon fires shells of such awesome proportions that a target hit by one can literally be shaken apart. The huge Earthshaker shells smash against the target not only causing considerable damage from the shell's high explosives, but also sending shock waves through the target. Even if the target isn't penetrated by the shell, great shards of the target's inner armour are torn away, rivets and loose equipment are sent ricocheting through the target's interior at the speed of a bullet, killing crewmen and destroying delicate machinery and vital controls.

If a target that uses a datafax is hit by the Earthshaker artillery cannon then roll for location and armour penetration as normal. If the location is penetrated then roll a D6 on the damage table. If the location isn't penetrated by the shell then such is the force of the blow that the shot may still cause damage, roll a D3 on a damage table instead. This means you will always roll at least a D3 on a location's damage table, just by hitting it with an Earthshaker shell.

Although well armoured and very difficult to penetrate, bunkers are particularly vulnerable to a sustained barrage by an Earthshaker cannon. The bunker's static position and the Earthshaker's capability to fire twice and cause damage even if the shells fails to penetrate makes the Earthshaker a potent weapon indeed.

The Earthshaker cannon is a support weapon and may only be mounted on a vehicle.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-20	20-150	-	-	8	2D6	-3	3D6+8	See rules

NEEDLE SNIPER RIFLE

Basic Weapon

The needle rifle is a sniper's weapon used by Space Marines, Eldar Scouts and Ratling Snipers of the Imperial Guard. The rifle fires small darts made from a deadly neuro-toxin chemical. The liquid chemical is frozen into a dart or sliver by the gun before it is fired.



Unerring accuracy is afforded by a low-power beam of invisible laser light which drives and guides the chemical dart to its target. If the target is armoured the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.

SPECIAL RULES

The weapon may be used against any target, including vehicles, robots, and buildings, in which case it is the laser rather than the toxin which does the damage. Use the details given on the weapon's profile and work out the weapon's effect as normal. When used against living targets roll to hit as normal. If the weapon hits then immediately make a saving throw, no Strength/Toughness roll is required.

The toxin automatically takes effect if the saving throw is not successful.

Toxins can be tailored to affect any living creatures, but no toxin exists which will affect a daemon or an Eldar Avatar. As yet no toxin has been developed which will affect Tyranids and Genestealers – although Genestealer hybrids are affected as normal.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-16	16-32	+1	–	3	1	-1	D6+3	See above

OGRYN RIPPER GUN

Basic Weapon

The Ogryn ripper gun is a drum-fed automatic combat shotgun developed by the Imperium for issue to Ogryn units. The weapon is of suitably large dimensions and is constructed as solidly as possible because Ogryns have a tendency to use their weapons as clubs. The trigger mechanism incorporates a burst limiter that prevents the firer shooting off the entire drum at once – an entertaining possibility that would appeal to Ogryns and very quickly leave them out of ammunition.

instincts are for close quarter fighting – they wouldn't feel inclined to shoot at a distant target even if they carried weapons capable of doing so. At short range the hail of low velocity shot

produced by their weapon is so dense that the Ogryns literally cannot miss. No "to hit" dice roll is necessary when shooting at a target at close range.



SPECIAL RULES

The ripper gun is designed within the constraints of an Ogryn's modest intelligence and limitless enthusiasm. It has a short range because an Ogryn's

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour. Penetration	Special
0-6	6-12	Always hits	-2	4	1	–	D6+4	Sustained fire – 2 dice See above

VEHICLES

The Imperial Guard is a highly mechanised fighting force whose strength derives from huge reserves of artillery, tanks and mobile weaponry. This section of the Imperial Guard Codex describes the most common of these vehicles and mobile weapons.

To describe every variant of every design would be impossible. Field modifications are often made to vehicles, and local commanders sometimes have to improvise hybrid machines from spare parts. If the fighting is taking part on an Imperial planet, then the world's own locally produced fighting machines may also be available, which can take almost any form from primitive landclads to sand crawlers and ultra-fast speeders.

All of the vehicles described below are represented by Datafax cards which contain details of their armaments, points cost and other statistics needed in the game. Many vehicles are also illustrated on the colour pages together with typical paint schemes and Imperial Guard markings.

LEMAN RUSS

The Leman Russ is the chief battle tank of the Imperial Guard. It is a rugged design and has been used to equip the Imperial Guard for many centuries. In all that time there have been many fundamental changes in construction and even in appearance, but the capabilities of the vehicle have changed very little. The chief reason why designs are varied is not to improve the tank but to accommodate the use of different materials, power plants and repair facilities.

The armoured casing of the Leman Russ is designed to be tough, long-lasting and easy to repair. In the hands of the Imperial Guard a Leman Russ might find itself fighting in places as different as the blistering heat of an acid waste and

the moist chill of a methane swamp. It must withstand all these environments as well as the shells and energy blasts of the enemy. For this reason the tank's armour isn't the most sophisticated by any means, but it is practical and rugged, and easily capable of withstanding a shot from all but the most dangerous weapons.

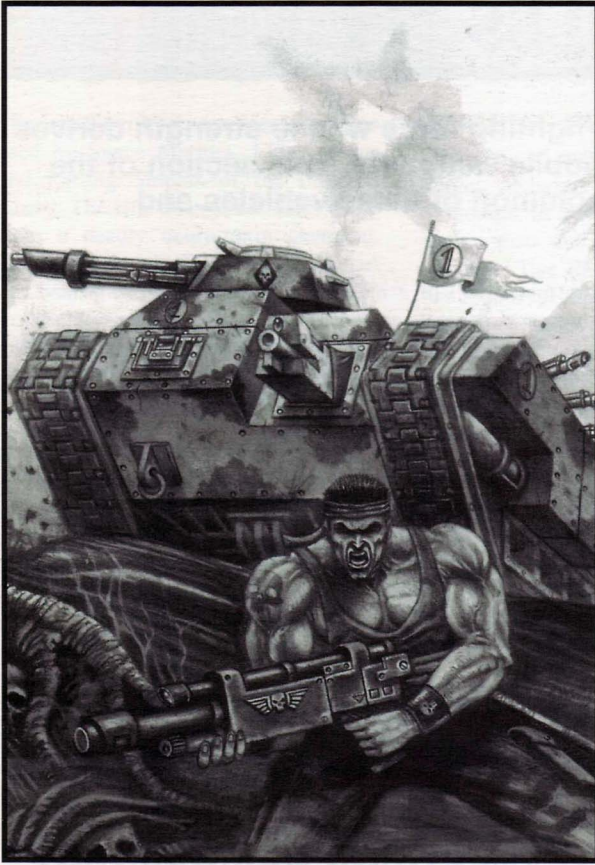
The Leman Russ's armament can be varied considerably, but the turret-mounted battle cannon is fundamental to the design. Variations which dispense with or replace the battle cannon are usually given some other name. In addition, the Leman Russ generally carries a hull-mounted lascannon. This weapon is specifically designed for tank busting, for attacking and killing enemy machines and especially large tough targets.

Side sponson mounts are integral to the design of the Leman Russ although not always included. These can be fitted with a variety of standard heavy weapons and are intended to provide close infantry support and to keep enemy troops at bay.

LEMAN RUSS DEMOLISHER

The Leman Russ Demolisher is a common variant of the basic tank design. It is produced in limited numbers alongside the ordinary versions of the Leman Russ. Instead of a battle cannon this tank carries the short ranged but highly destructive Demolisher cannon. It is invaluable in street fighting and for close assault against fortifications and buildings. For this reason it is often described as a siege tank.





CHIMERA

The Chimera is the Imperial Guard's most numerous armoured troop-carrier and infantry support vehicle. It can carry a full squad and one further man plus its own crew. In fast moving battles the Chimera can transport its infantry squad many miles. This mobility is essential to the fast moving warfare that typifies the Imperial Guard attack, but is less useful in urban fighting and static defence.

The other role of the Chimera is to provide close support for infantry. Its turret-mounted multi-laser is capable of cutting a swathe through enemy troops and reducing light vehicles like warbikes and buggies to blazing wreckage.

For massed tank attacks the Chimeras act as a support vehicles for the heavier Leman Russ, often fighting ahead of the main battle lines or on the flanks, or side-by-side with the battle tanks adding their weight to the formation's massed firepower.

GRIFFON

The Chimera chassis provides the basis for countless specialised vehicles from fuel tankers to ambulances, munitions carriers, mobile communications vehicles, recovery vehicles and even military construction vehicles like bulldozers and cranes. It is the most versatile of all the vehicles produced for the Imperial Guard and it can be adapted to take almost any power plant from sub-nuclear stacks to wood-burning steam turbines.

The Griffon armoured weapons carrier is one of the most frequently employed of these special variants. It is tailored to provide close to medium range mobile artillery support where

slower, more cumbersome weapons might not be able to reach. Its armament is a deadly heavy mortar designed to lob shells high over the battlefield and onto concealed enemy targets.

BASILISK

The Basilisk is a mobile artillery platform based on the ubiquitous Chimera chassis. Of all the Imperial Guard artillery the Basilisk is the most numerous and most well known. It is fully mobile and can keep pace with the main infantry advance, and can be deployed ready for battle within a matter of moments. It is most effective when deployed en masse in a barrage of many hundreds of guns, but it has also proved its worth at close quarters firing over open sights.

HELLHOUND

An example of a highly specialised variant on the Chimera chassis is the Hellhound close assault flame-thrower. This machine is designed to flush out enemy infantry from dense terrain and urban combat zones. It is equipped with a powerful flame-thrower which discharges a lethal self-igniting chemical. Although the range of the weapon is short, its chemical fire finds its way through every nook and crevasse to reach troops sheltering behind cover or inside buildings.

The Hellhound has a vicious reputation, and the sight of just one of these monstrous war engines, incinerating whole swathes of troops with its horrifying Inferno cannon instils fear into the hearts of the enemy. Enemy troops stand rooted the spot, as the dying screams of their comrades fill the air.

SENTINEL

The Sentinel is a lightly armoured one-man scout and insurgency vehicle. It is employed in a reconnaissance role and also as a close support vehicle in small actions. For its size and weight it is well armed with a deadly assault cannon, but its lack of substantial armour makes it unsuitable for massed vehicle combat.

The Sentinel is a walker type of vehicle. Its thin and cleverly articulated legs enable it to stalk quietly through dense undergrowth whilst permitting an impressive burst of speed over open territory. It walks with a strutting motion and its small, finely balanced cockpit is stabilised with complex gyroscopic sensors.



What I cannot crush with words I will crush with
the tanks of the Imperial Guard!

Lord Commander Solar Macharius

MACHARIUS

Macharius was one of the greatest war leaders the Imperium has ever known: a military genius of the highest calibre, a ruthless and ambitious commander whose dreams of conquest reshaped the Imperium at the beginning of the forty-first millennium.

After millennia of disorder the Imperium was finally united in more than name. At the Conclave of Gathalamor held in the shadow of Mount Amalath at the tomb of the Great Confessor, on the Day of Ascension itself, over eight hundred Masters of the Space Marine Chapters gathered to reswear their oaths of loyalty.

The old power of the Ecclesiarchy was waning and with it the introspective and self-destructive habits of mind that had divided the Imperium over the previous centuries. The schism of the Apostasy was fading from memory and few remained to champion a cause that seemed increasingly irrelevant. The hard-core of Bucharan dissenters had fled far and wide into the Eastern Fringe away from the Imperium and the persecutions of the Ecclesiarchal Confessors.

Mars and the Empire of the Tech-Priests, for centuries divided from Earth by religious wars and intolerance on both sides, reformed its old alliance at the Treaty of Ceres. In the past the Tech-Priests had found good reason to distrust the Adeptus, and had wisely remained aloof from the turmoil that had enveloped an unstable Imperium. Yet even the Techno-Magi could see that the Imperium had emerged more strongly united than ever. From the Forge Worlds poured armaments and ships to equip the Imperial armies and carry them to new worlds.

Onto this stage strode Lord Commander Solar Macharius and behind him marched the greatest armies of conquest the galaxy had ever seen. The growing anarchy of the previous centuries had left many old worlds abandoned by the Imperium. Some had fallen to Orks, others to enemies unknown, whilst hundreds had simply stopped paying tithes and had effectively slipped beyond the control of the Adeptus. It was these worlds that felt the first blow of the new armies of reconstruction.

New Imperial Guard armies swept down upon the enemy without warning or mercy. Planets were laid bare, invaders destroyed and human worlds swiftly brought under the Imperial yoke. Inquisitorial teams which followed in the wake of the conquering forces reported scenes of devastation and suffering worse than that caused by rampaging Orks. Missionaries from the Adeptus Ministorum set about restoring the faith amongst the survivors, but so appalling were the conditions left by the



conquering armies that many millions died from hunger and disease.

However, it was years before rumours of Macharius' uncompromising campaign reached the Adeptus of Earth. At first all the Adeptus Terra had were reports of worlds newly liberated and alien hordes defeated and of ancient human communities rediscovered and brought back into the light of the Emperor. Many fierce battles had been fought and at each encounter the new Imperial Guard armies of reconstruction had performed brilliantly. Macharius' strategy of sudden and decisive attack was working better than could have been imagined. A hundred worlds fell to him in one year, three hundred the next, and in the third year of the campaign nearly seven hundred planets were taken by the combined forces of the fleets of the Segmentum Solar and the Imperial Guard.

It seemed that nothing could stop Macharius. Within five years his armies reached the old borders of the Astronomican. They found planets which had not seen an Adept for over five thousand years, where tales of the Emperor, of Space Marines, and the dark days of the Horus Heresy were treated as myths. They found worlds where humans had

turned to the dark certainties of science, and created many new and wondrous machines. There were worlds which welcomed Macharius with open arms and others which resisted the forces of the Imperium in vain. The Adeptus Mechanicus long lamented the destruction of Adantris Five whose hyper-technology kept the Imperium at bay for two years before it was destroyed in the conflagration of a re-directed comet. Of its secrets nothing now remains.

At the edge of the galaxy Macharius' armies stood undefeated. But the long battles had taken their toll. His troops had suffered years of constant warfare and had travelled so far from home that communication and supply were no longer practical. It was as if they had left human space altogether, so dimly did the Emperor's light shine at the fringes of the Astronomican. Even the ships' Navigators could sense only darkness around them. Macharius pressed forward, into the thin halo of Old Stars that surround the galaxy. These are ancient worlds where men have never known the Emperor. Their ancestors left Earth over thirty thousand years ago at the dawn of human history.

At this point Macharius' generals wavered. They pleaded for him to reconsider. His men, tired and ageing, hesitated. The halo was dark and forbidding. Navigation was slow without the guiding beacon of the Astronomican. The Astropaths were virtually beyond range of psychic communication. There was a sense of growing unrest amongst the armies and fleets. Macharius knew that the end was come. His armies had simply run out of energy at the moment of his greatest challenge. To make matters worse, some of the exploratory teams had failed to return from their missions, whilst others reported mysterious phenomena. The troops whispered that the Old Stars were haunted, that the worlds which orbited them were inhabited by ghosts, and that the halo was not a place for living men.



Macharius locked himself in the state rooms of his capital ship and drank himself into a stupor. His generals waited. They had shared in their commander's dreams. For years his ambition has carried them across the depths of space and to the edge of the galaxy. But now they would not go on. Could not go on. Drunkenly Macharius accused his men of betraying him and now he brooded in silence over his maps and charts, reports of new civilisations, and tales of the greater mysteries that lay amongst the Old Stars.

When he reappeared it was to order the fleets back into the Imperium. His soldiers cheered their hero. His generals sighed with relief. But Macharius was a broken man. He had dreamed of boundless conquest and had awoken to find human fear and frailty. On the return journey Macharius died. The apothecaries said it was a fever contracted in the jungle fighting on Jucha. Those closer to him said he had died so that he could be with the heroes of old who never balked at danger or shunned the unknown. His troops wept openly at the news of their leader's death, for though they had refused to follow him into the void, they revered him almost as a god.

Macharius' body was carried in stasis to the supply base he had created at the launch of the campaign decades before. Over the interim the world had grown into a busy port through which poured Adepts, ministers of the Imperial Cult, Tech-Priests, and many others all journeying to the new worlds that Macharius had unveiled. The base had been named Macharia by the captains of the fleet. Now the Lord Solar's body returned to Macharia and was interred in a great sepulchre that had been prepared for it. At his funeral march a million men filed past his tomb and a hundred generals laid their swords upon his sarcophagus.

It is said that the whole Imperium wept for the fallen commander, though it is doubtful if the populations of some of the worlds he conquered ever felt so kindly towards him. In truth he was a brutal conqueror and a ruthless soldier, though he was often generous towards his troops and even to conquered worlds whose defenders had impressed him in some way or other. He was certainly a charismatic man, and one for whom others proved willing to lay down their lives. No-one has led the Imperial Guard to more victories or greater conquests, nor won so many worlds for the Imperium, nor taken armies beyond the edge of the galaxy and the light of the Astronomican.

After his death Macharius' old generals could not hold his conquests together. Their own rivalry erupted into civil war, and the conquered territories found themselves divided into warring military empires led by Imperial Guard generals. Some of the newly assimilated planets took the opportunity to secede from the Imperium altogether believing that with the death of Macharius the Imperium's power had been broken. The Macharian Heresy, as this period of struggle is called, was finally ended by a Crusade in which almost a hundred Space Marine Chapters took part. It lasted for nearly seventy years after Macharius' death, a testament to the astonishing speed and wide extent of the Lord Commander Solar's conquests. Though many of Macharius' most distant conquests were lost to the Imperium forever, the majority were pacified successfully. Today these worlds form a substantial and prosperous part of the Imperium.



COMMISSAR YARRICK - Saviour of Armageddon

CATACHAN JUNGLE FIGHTERS



Sergeant



Flamer



Lieutenant



Melta-gun



Jungle Fighters with lasguns



Missile launcher weapon team



Lasgun



Sergeant



Heavy bolter weapon team



Lascannon weapon team

ICE WARRIORS OF VALHALLA



Sergeant



Mortar weapon team



Lieutenant



Sergeant



Heavy bolter weapon team



Flamer



Ice Warriors with lasguns



Ice Warriors of Valhalla command squad

MORDIAN IRON GUARD



Lieutenant



Iron Guard troopers with lasguns



Sergeant



Lascannon weapon team



Flamer



Iron Guard troopers with lasguns



Grenade launcher

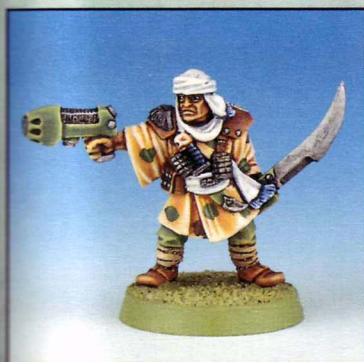


Mortar weapon team



Heavy bolter weapon team

TALLARN DESERT RAIDERS



Sergeant



Lieutenant



Missile launcher weapon team



Lasgun



Autocannon weapon team



Grenade launcher



Tallarn Desert Raiders with lasguns

Melta-gun



Tallarn Desert Raiders command squad

CADIAN SHOCK TROOPS



Lieutenant



Heavy bolter weapon team



Sergeant



Shock troops with lasguns



Sergeant



Missile launcher weapon team



Plasma gun



Flamer



Autocannon weapon team



Melta gun

RATLING SNIPERS

Amongst the ranks of different troops that make up the huge regiments of the Imperial Guard, some of the most unusual are the diminutive Ratlings. From concealed positions deep behind enemy lines these tiny marksmen use their deadly needle rifles to fire crystallised shafts of poison into their victims.



A squad of Ratling snipers ambushes a mob of Snakebite boarboyz.

ROUGH RIDERS OF ATTLA

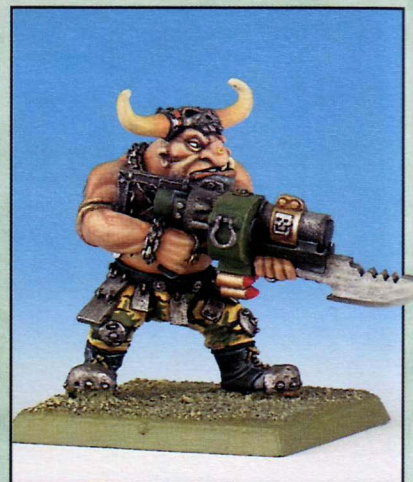


Lieutenant



Standard Bearer

IMPERIAL OGRYNS



Imperial Ogryns armed with ripper guns

ROUGH RIDERS OF ATTLA



The Rough Riders of Attila are the most famous of the Rough Rider regiments of the Imperial Guard. It is often said that these fierce tribesmen ride as well as other humans walk! With their unparalleled skills as horsemen, they quickly seek out every weakness in their enemy's line and ruthlessly exploit it, riding down the foe with their deadly hunting lances.

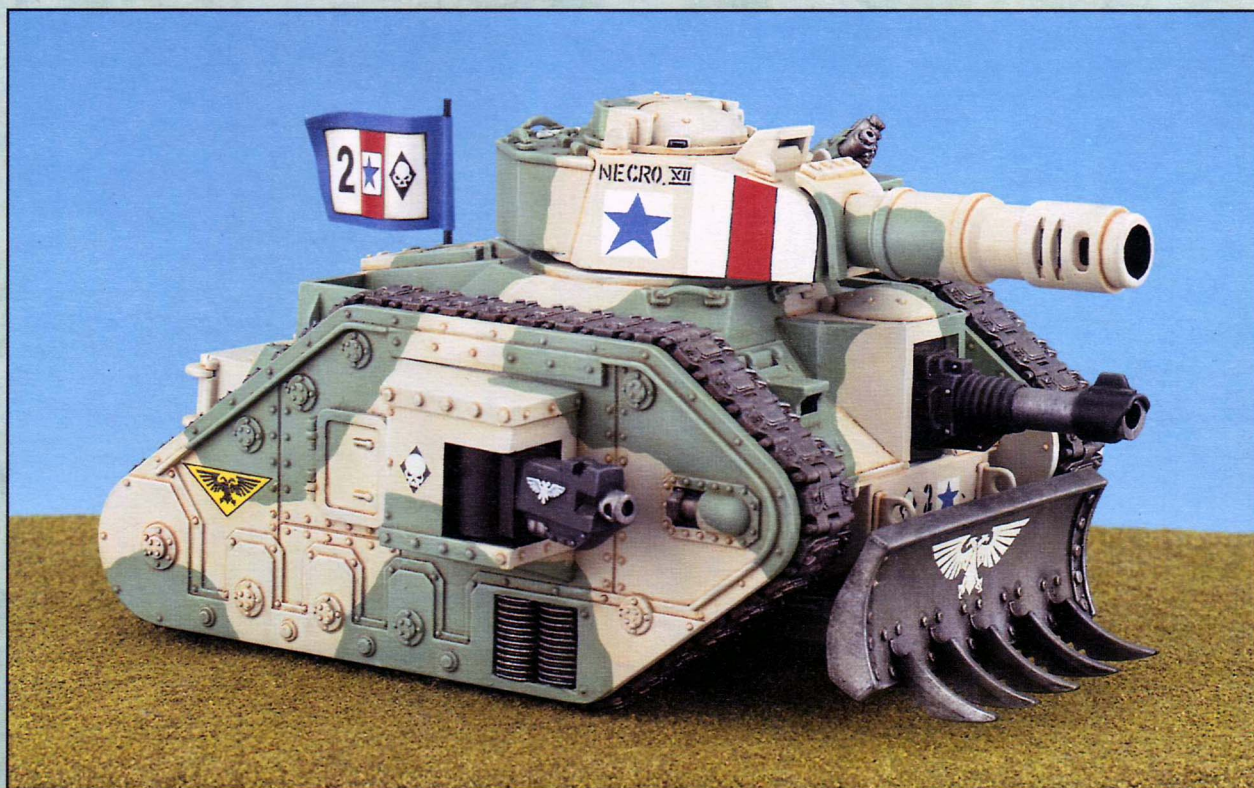
Every squad of Attilan Rough Riders chooses a distinctive Imperial Guard skull motif which is branded onto each of their horses. Apart from this and the Imperial Guard icon on their shoulder armour, they wear little or no insignia.



A squad of Attilan Rough Riders



LEMAN RUSS - IMPERIAL BATTLE TANK



A Leman Russ of the Twelfth Regiment of the Imperial Guard



ARMY BADGE

Every piece of equipment and, in theory, every trooper's uniform, should display an army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy and helps prevent "friendly fire" accidents.

REGIMENT NAME

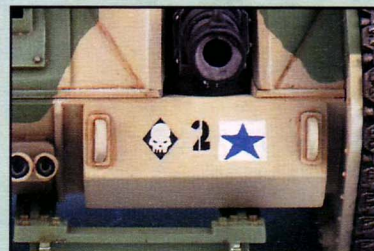
There are literally thousands of different Imperial Guard regiments raised from thousands of different worlds. Regiment names are typically displayed in shorthand style. NECRO. XII is the Twelfth Necromunda Regiment, for example.

NECRO. XII



COMPANY AND SQUADRON MARKINGS

Each Imperial Guard tank company is distinguished by two main features: a series of broad stripes painted onto the hull or turret of each vehicle in bright contrasting colours and a symbol. In this instance, the company symbol is a five-pointed star. Each squadron in the company displays a different coloured version of this symbol – here the 2nd Squadron's colour is blue.



123

TANK NUMBERS

Imperial Guard tank squadrons typically comprise three vehicles and this number simply identifies which is which.

LEMAN RUSS DEMOLISHER



A Leman Russ Demolisher of the Twenty First Turan Regiment



ARMY BADGE

Every piece of equipment and, in theory, every trooper's uniform, should display an army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy and helps prevent "friendly fire" accidents.

TURAN. XXI

ATRIA. VII

REGIMENT NAME

There are literally thousands of different Imperial Guard regiments raised from hundreds of different worlds. Regiment names are typically displayed in shorthand style. TURAN. XXI is the Twenty First Turan Regiment, for example.



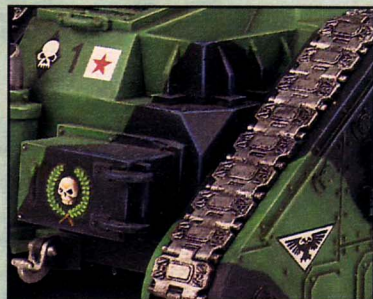
COMPANY AND SQUADRON MARKINGS

Each Imperial Guard tank company is distinguished by two main features: a series of broad stripes painted onto the hull or turret of each vehicle in bright contrasting colours, and a symbol. The company symbol is a specific icon, such as a star or a scythe. Each squadron in the company displays a different coloured version of this symbol – here, the 1st Squadron's colour is red.

123

TANK NUMBERS

Imperial Guard tank squadrons typically comprise three vehicles and this number simply identifies which is which.



IMPERIAL CHIMERA



Chimera of the Catachan LVI Regiment in black and green camouflage.



COMPANY AND SQUADRON MARKINGS

C is the Command section. 1, 2, and 3 are the 1st, 2nd and 3rd squadron badges. The background is a combination of the platoon and company colours.



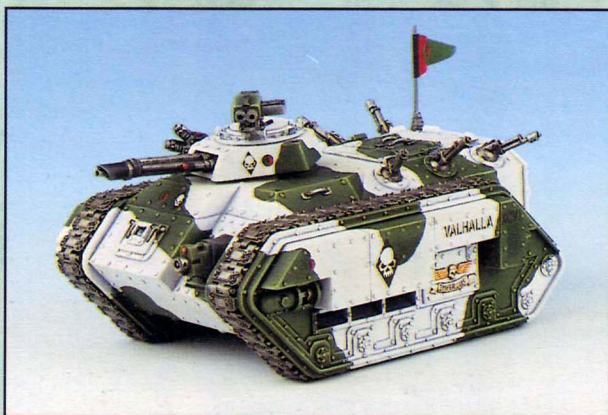
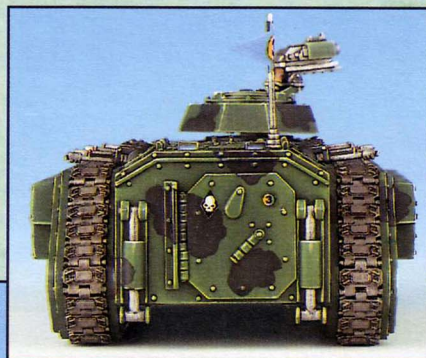
ARMY BADGE

This insignia assists in the administration and movement of the vast amounts of hardware and personnel deployed throughout the universe.

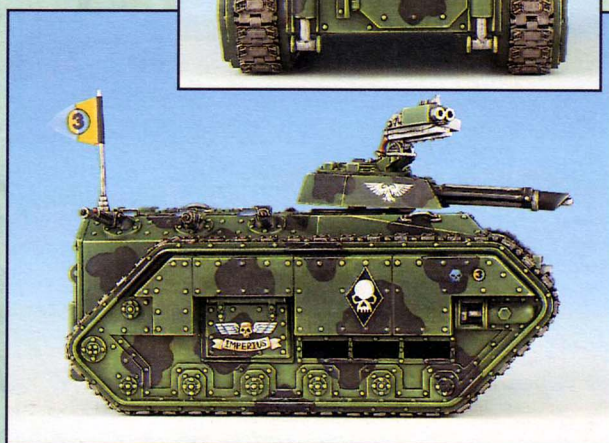
CATACHAN LVI

REGIMENT NAME AND NUMBER

This is the 56th Catachan Regiment.



Chimera of the Valhalla XCVI Regiment



IMPERIAL GRIFFON



ARMY BADGE

Every piece of equipment and, in theory, every trooper's uniform, should display an army badge. This insignia assists in the administration and movement of the vast amount of military hardware and personnel deployed throughout the galaxy, and also helps to prevent "friendly fire" accidents.



COMPANY MARKINGS AND BATTERY BADGES

An Imperial Guard Artillery Company usually consists of ten vehicles – three batteries of three guns each, plus a single HQ vehicle. In battle, different companies can be distinguished by their company badge or by the broad coloured stripes painted on the sides of each vehicle's hull. The simple geometric design of the company badge is also used to identify individual batteries within the company by varying its colours.



VEHICLE NUMBERS

Imperial Guard artillery batteries are typically comprised of three vehicles and this number simply identifies which is which.

123 123



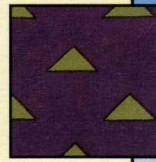
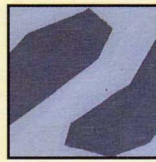


IMPERIAL GUARD CODEX CAMOUFLAGE SCHEMES



The Imperial Codex details thousands of approved camouflage schemes in use throughout the Imperium. Every time a regiment is raised, they are allocated a camouflage scheme, often one that is unique to them. This results in an endless variety of camouflage schemes suitable for any environment.

TYPICAL IMPERIAL GUARD CAMOUFLAGE



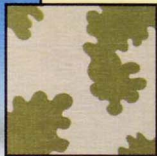
MORDIAN UNIFORMS

Many Imperial Guard regiments are equipped with ceremonial battle dress. The Mordian Iron Guard however, have the unique distinction of wearing ceremonial battle dress even in the heart of the fiercest conflicts.



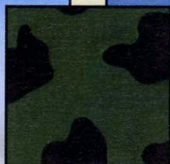
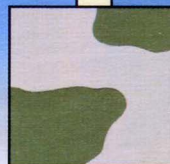
ICE PLANET/WINTER CAMOUFLAGE SCHEMES

The Imperial Guard must fight in the harshest conditions, including the arctic wastes of ice planets. Under these circumstances, winter camouflage becomes essential.



IMPERIAL GUARD JUNGLE CAMOUFLAGE SCHEMES

The vastness of the Imperium contains many jungle planets, harbouring a bewildering array of plant species, often with bizarre colouration. The Imperial Codex details camouflage schemes for even the strangest surroundings. The most famous of all jungle fighting regiments are those from the death world of Catachan, with their distinctive red head bands and fearsome reputation.



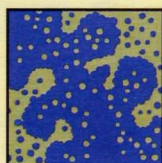
DESERT CAMOUFLAGE SCHEMES

The bleak wastes of Tallarn are not the only deserts encompassed by the Imperium. There are many arid worlds where the standard Codex camouflage schemes are useless. There are however many camouflage schemes specially adapted to these conditions, some of which are illustrated below. It is not unusual for a regiment's vehicles to be painted in the same camouflage scheme as its troopers.



CAMOUFLAGE SCHEMES

The endless variety of camouflage schemes given in the Imperial Codex means we cannot possibly show them all. Here are a few more examples, but you should feel free to make up your own.



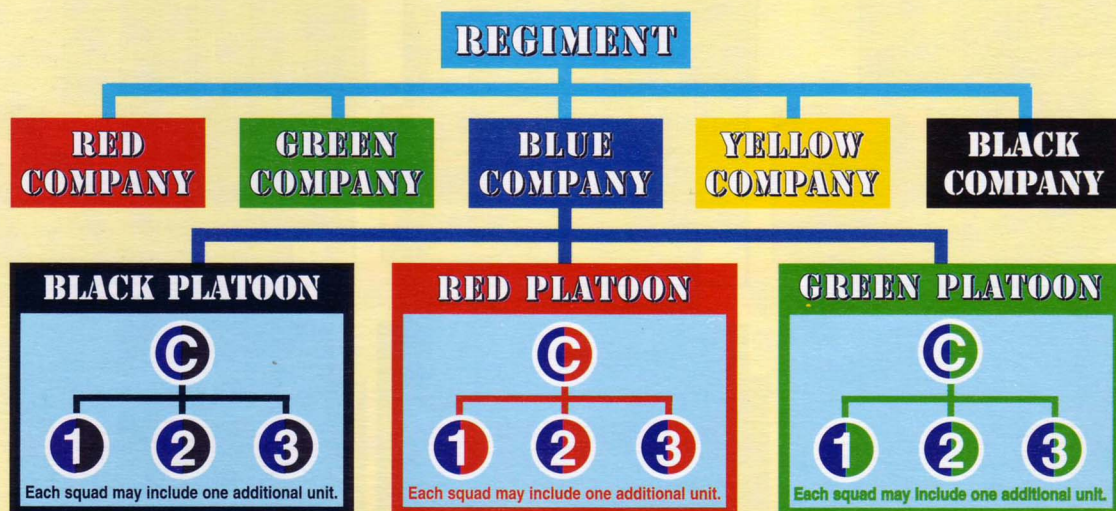


IMPERIAL GUARD CODEX

REGIMENTAL ORGANISATION



Each Imperial Guard regiment is named after the planet from which it was raised, and is given a number which indicates which regiment it is. For example the XVII Catachan regiment is the 17th regiment to be raised from the planet Catachan. Each regiment is split into roughly equal sized companies usually of at least 100 Guardsmen each. The number of companies in a regiment varies from two or three to twenty or thirty depending on a variety of factors such as when it was raised, the planetary population, the number of casualties and so on.



Companies are usually divided up into three platoons, each platoon consisting of a Command squad and three other squads, which may be either squads, heavy squads or a combination of both. Each squad may be given its own mechanized transport in the form of a Chimera. In addition, the platoon may include additional units, such as tanks, squads from other regiments, or extra squads from the original regiment. A platoon may include as many as three of these additional units, one for each of its squads as shown in the example below.



IMPERIAL ARMY BADGES

When an army of the Imperium goes to war it is standard practice for a symbol to be adopted as the campaign badge. This "field sign" is known as the Army badge and serves to identify all the troops and equipment involved in the campaign.

TANK AND ARTILLERY COMPANIES

The vast mechanised regiments of the Imperial Guard can contain both tanks and artillery companies. Each company generally contains three vehicle squadrons or batteries and a company HQ vehicle. Each squadron will normally contain up to three vehicles. In large conflicts these companies will fight together in devastating formations. Vehicles from tank and artillery companies are commonly detailed to fight as additional units supporting Imperial Guard platoons.



TANK COMPANY

Individual tank companies are distinguished by coloured bands painted in a convenient position.

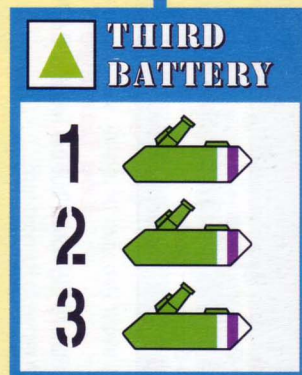
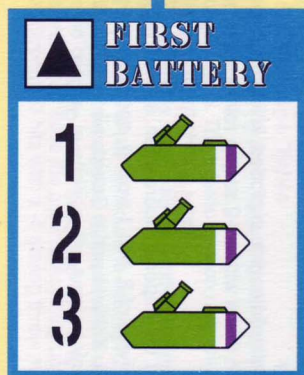


Every company has its own distinctive badge, which is carried by every tank. Each squadron displays the badge in a different colour.



ARTILLERY COMPANY

Broad coloured bands painted on the side of the vehicles are used to identify the company.



The company badges for artillery companies are often simple geometric shapes. The colour of the company badge is different for each squadron to aid battlefield recognition.

IMPERIAL GUARD SENTINEL

VEHICLE DATA

RAM VALUE:

STRENGTH 6

D6 DAMAGE

-3 SAVE

CREW:

1 IMPERIAL GUARDSMAN

M	WS	BS	S	I	A	LD
8	3	3	4	3	2	7



WEAPONS

The Sentinel is armed with an **assault cannon** with **targeter** and has a 90° field of fire to the front.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Assault cannon	0-12	12-32	+1	-	8	D10	-3	D6+D10+8	Sustained fire 3D



POINTS COST: 75 points

D6	Location	Armour	
		Front	Side/Rear
1-2	Legs	15	15
3	Assault Cannon	15	15
4-5	Body	15	15
6	Imperial Guardsman	See below	

D6 Leg Damage Table

- The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its next turn.
- The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything moved into.
- 4 The leg is seriously damaged. The Sentinel may now only limp 1D3" per turn.
- 5-6 The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

D6 Weapon Damage Table

- The assault cannon is jammed or partially damaged and can only be used if you first roll a 4+ on 1D6.
- 5 The assault cannon is destroyed.
- 6 The assault cannon explodes killing the Imperial Guardsman and effectively destroying the machine.

D6 Body Damage Table

- The Sentinel's controls are damaged making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 3 The shot penetrates the body and hits the Imperial Guardsman, killing him instantly.
- 4-6 The Sentinel's engine explodes, killing the Imperial Guardsman and causing D3 Strength 6 hits with a -2 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the Imperial Guardsman is killed using the normal Shooting rules. He has a Toughness of 3, has 1 wound, and is wearing flak armour which confers a 6+ saving throw. If the Imperial Guardsman is killed the Sentinel moves out of control for one turn and then collapses to the ground.

IMPERIAL HELLHOUND

VEHICLE DATA

CREW:

1 IMPERIAL GUARD DRIVER
2 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 15"
TYPE: TRACKED

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-4 SAVE



THIS VEHICLE CAUSES **FEAR** AS DESCRIBED IN THE PSYCHOLOGY SECTION OF THE WARHAMMER 40,000 RULEBOOK.

WEAPONS:

One **Inferno cannon** mounted on the Hellhound with a 360° field of fire to the front. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. The **heavy bolter** is fitted with a **targeter**. The Hellhound may be fitted with a set of **auto-launchers** carrying **Frag** or **Blind grenades** at a cost of **+5 points**, or **Frag Defender rounds** at a cost of **+10 points**.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Inferno cannon	Art dice	hvy flamer temp.			6	D6	-4	2D6+6	See main rules
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Auto-launcher	6		-					As Grenade Type	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	-								All models in base contact with tank take a S 4 hit with a -1 save mod.

POINTS COST: 165 points

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1-2	Track*	16	16
3-4	Hull	21	18
5-6	Turret	22	22

D6

Track Damage Table

- The track is damaged but keeps running. The Hellhound may only move at slow speed for the rest of the game.
- 5 The track is blown off. The Hellhound moves out of control next turn then comes to a permanent halt.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6

Hull Damage Table

- The driver is killed. Unless his position is taken over the Hellhound will move out of control for the rest of the game.
- 3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Hellhound. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Hellhound's engine explodes, killing all the models on board. The artillery gun is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5 A spark ignites the Hellhound's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Hellhound's ammunition explodes. The Hellhound is destroyed, all the models on board are killed and any models within 2D6" of the centre of the Hellhound suffer damage exactly as if hit by an Inferno cannon.

D6

Turret Damage Table

- The Inferno cannon is damaged and may only be fired if you first roll 4 or more on a D6.
- The turret is jammed and may no longer rotate. The Inferno cannon may only fire in a straight line at targets that are directly in front of it.
- The turret gunner is killed. Unless his position is taken over by another crewman the Inferno cannon may no longer be fired.
- 6 The ammunition stored in the turret explodes and the Hellhound is destroyed. All the crew are killed. Any models within 2D6" of the centre of the Hellhound suffer damage exactly as if hit by an Inferno cannon. In addition, the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

LEMAN RUSS DEMOLISHER

VEHICLE DATA

CREW:

1 IMPERIAL GUARD DRIVER
4 IMPERIAL GUARD GUNNERS

RAM VALUE:

STRENGTH 9
D20 DAMAGE -6 SAVE

MOVEMENT:

SLOW SPEED: 4"
COMBAT SPEED: 8"
FAST SPEED: 16" TYPE: TRACKED

WEAPONS:

One **lascannon** mounted in the hull with a **targeter** and a 90° field of fire to the front. One **Demolisher cannon** mounted in the turret with a **targeter** and a 360° field of fire. Plus either **heavy bolters** (+30 points), **multi-meltas** (+90 points) or **heavy plasma guns** (+60 points) mounted in either side sponson with a **targeter** and a 180° field of fire to their side of the vehicle. The Demolisher may be fitted with **auto-launchers** carrying **Frag** or **Blind grenades** at a cost of +5 points, or **Frag Defender** rounds at a cost of +10 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Demolisher	0-12	12-24	-	-	10	2D6	-3	3D6+10	3" Blast marker
Multi-melta	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	2" Blast marker
Heavy Plasma Gun	* one turn to recharge after firing on max power								
Low Energy	0-20	20-40	-	-	7	D4	-2	D6+D4+7	1 1/2" Blast marker
Max Power*	0-20	20-72	-	-	10	D10	-6	D6+D10+10	1 1/2" Blast marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Auto-launcher	6		-	-	As Grenade Type	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	All models in base contact with vehicle take a S4 hit with -1 save mod.								



* Hit the one nearest to the attacker

D6	Location	Front	Armour Side/Rear
1	Track*	17	17
2-3	Hull	22	20
4	Side Sponson*	18	18
5-6	Turret	25	22

D6 Track Damage Table

- The track is damaged but keeps running. The Demolisher may only move at slow speed for the rest of the game.
- The track is blown off. The Demolisher moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- The track is blown off as above. The resulting damage sends shrapnel and shredded track links spinning into the hull, bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this secondary explosion has.

D6 Hull Damage Table

- The hull-mounted lascannon is destroyed and may not be fired for the rest of the battle.
- A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- The Demolisher's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- A spark ignites the Demolisher's fuel tanks and it bursts into flames, killing all the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- The Demolisher's ammunition explodes. The Demolisher is destroyed and any models within 3" of the centre of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Side Sponson Damage Table

- The sponson weapon is damaged and may only be fired if you first roll 4 or more on a D6.
- The sponson weapon is destroyed and may not be fired for the rest of the battle.
- The sponson weapon is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this secondary explosion has.

D6 Turret Damage Table

- The Demolisher cannon is damaged and may only be used if you roll a 4 or more on a D6.
- The turret is jammed and may no longer rotate. The Demolisher cannon may only fire in a straight line at targets that are directly in front of it.
- The turret gunner is killed. Unless his position is taken over by another model on board the Demolisher cannon may no longer be fired.
- The ammunition stored in the turret explodes and the Demolisher cannon is destroyed. All the crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

POINTS COST: 190 points + sponson weapons

* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1	Track*	16	16
2-3	Hull	22	18
4	Heavy Bolter*	17	17
5-6	Turret	25	22

D6 Track Damage Table

- The track is damaged but keeps running. The Leman Russ may only move at slow speed for the rest of the game.
- 5 The track is blown off. The Leman Russ moves out of control next turn and then comes to a permanent halt for the rest of the battle.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board, they are killed on a D6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- The hull-mounted lascannon is destroyed and may not be fired for the rest of the battle.
- 3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Leman Russ's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.
- 5 A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage as if hit by a heavy flamer.
- 6 The Leman Russ's ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Heavy Bolter Damage Table

- The heavy bolter is damaged and may only be fired if you first roll a 4 or more on a D6.
- 5 The heavy bolter is destroyed and may not be fired for the rest of the game.
- 6 The heavy bolter is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

D6 Turret Damage Table

- The battlecannon is damaged and may only be fired if you first roll a 4 or more on a D6.
- The turret is jammed and may no longer rotate. The battlecannon may only fire in a straight line at targets that are directly in front of it.
- The turret gunner is killed. Unless his position is taken over by another crew member the battlecannon may no longer be fired.
- 6 The ammunition explodes and the Leman Russ is destroyed. All crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

LEMAN RUSS BATTLE TANK

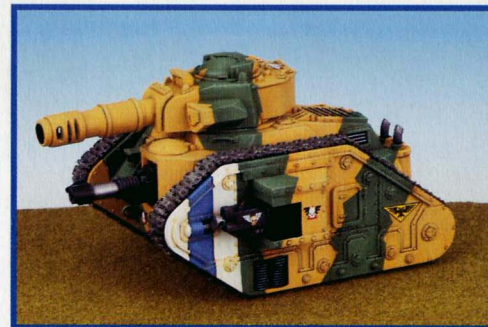
VEHICLE DATA

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 20"
TYPE: TRACKED



CREW:

1 IMPERIAL GUARD DRIVER AND 4 IMPERIAL GUARD GUNNERS

WEAPONS

Two heavy bolters, one in each side mount, one lascannon mounted in the hull, and one battlecannon mounted in the turret. Each heavy bolter has a targeter and an 180° field of fire to their side of the vehicle. The lascannon is fitted with a targeter and has a 90° field of fire to the front. The battlecannon is fitted with a targeter and has a 360° field of fire. The Leman Russ may be fitted with a set of auto-launchers carrying Frag or Blind grenades (+5 points), or Frag Defender rounds (+10 points).

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Battlecannon	0-20	20-72	-	-	8	2D6	-3	3D6+8	2" Blast Marker
Lascannon	0-20	20-60	-	-	9	2D6	-6	3D6+9	-
Auto-launcher	6	-	-	As Grenade Type	-	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

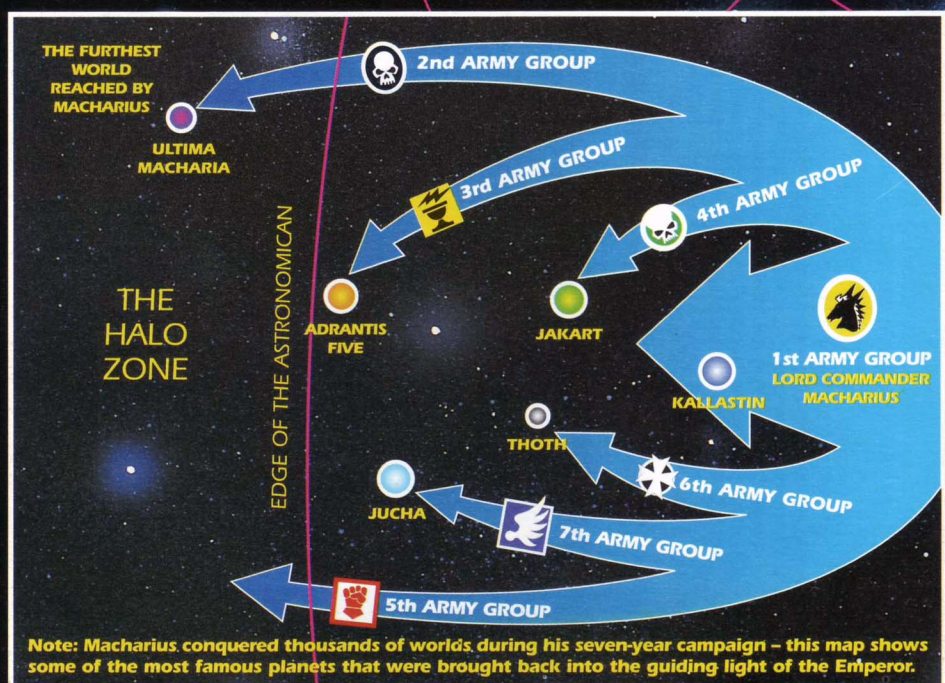
Frag Defender All models in base-to-base contact take a S4 hit with -1 save modifier.

POINTS COST: 205 Points

CAMPAIGNS OF MACHARIUS

Macharius was the greatest Imperial Guard commander of all time. His campaigns led seven army groups across the galaxy to the very borders of intergalactic space, bringing nearly a thousand worlds back under Imperial control.

- | | |
|--|--|
|  1st ARMY GROUP
LORD COMMANDER SOLAR MACHARIUS |  5th ARMY GROUP
GENERAL CRASSUS |
|  2nd ARMY GROUP
GENERAL SEJANUS |  6th ARMY GROUP
GENERAL ARRIAN |
|  3rd ARMY GROUP
GENERAL TARKA |  7th ARMY GROUP
GENERAL CYRUS |
|  4th ARMY GROUP
GENERAL LYSANDER | |



56-Z655/5/8/77
Segmentum Solar
Ref: 29-X75/5/9/734



SECURITY GRADE BETA

**SUBJECT: RYZA WARZONE
ORK INVASION**

CODE NAME: RECLAMATION

Raise Regiments from the following planets in the RYZA system: Catachan, Ulani, Barac, Dulma'in.

IMMEDIATE DISPATCH - RYZA

PREPARED: PREFECT VORTIGERN

DEPARTAMENTO MUNITORIUM

Strength Through Unity
Lord Commander Segmentum Solar





**ADEPTUS ASTRA
TELEPATHICA**

DIVISIO GAMMA
REF. 2344001.23

*"Knowledge is power,
guard it well."*

Magus Theocron Maximus

IMPERIAL BASILISK

VEHICLE DATA

CREW:

1 IMPERIAL GUARD
DRIVER
3 IMPERIAL GUARD
GUNNERS

MOVEMENT:

SLOW SPEED: 5"
COMBAT SPEED: 10"
FAST SPEED: 15"
TYPE: TRACKED

RAM VALUE:

STRENGTH 7
D12 DAMAGE
-4 SAVE

WEAPONS:

One **Earthshaker** artillery cannon mounted on the Imperial Basilisk with a 45° field of fire to the front. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. The **heavy bolter** and the **Earthshaker** artillery cannon are fitted with **targeters**. The Basilisk may be fitted with a set of **auto-launchers** carrying **Frag** or **Blind** grenades at a cost of +5 points.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Earth Shaker	0-20	20-150	-	-	8	2D6	-3	3D6+8	See main rules
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Auto-launcher	6	-	-	-	-	-	-	As Grenade Type	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 175 points



* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1-2	Track*	16	16
3-5	Hull	18	16
6	Earthshaker	17	17

D6

Track Damage Table

- The track is damaged but keeps running. The Basilisk may only move at slow speed for the rest of the game.
- 5 The track is blown off. The Basilisk moves out of control next turn then comes to a permanent halt.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6

Hull Damage Table

- The driver is killed. Unless his position is taken over the Basilisk will move out of control for the rest of the game.
- 3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Basilisk. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Basilisk's engine explodes, killing all the models on board. The artillery gun is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5 A spark ignites the Basilisk's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Basilisk's ammunition explodes. The Basilisk is destroyed, all the models on board are killed and any models within 3" of the centre of the artillery gun suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6

Earthshaker Damage Table

- The Earthshaker is damaged and may only be used if you roll a 4 or more on a D6.
- 2-5 The Earthshaker is destroyed and may not be used for the rest of the battle.
- 6 The Earthshaker is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

* Hit the one nearest to the attacker			
D6	Location	Front	Armour Side/Rear
1-2	Track*	16	16
3-5	Hull	21	18
6	Heavy Mortar / Crew**	17/-	17/-

**Roll a D6. 1-3, Heavy mortar is hit, 4-6 Crew hit, see Crew Damage Table.

D6 Track Damage Table

- 1** The track is damaged but keeps running. The Griffon may only move at slow speed for the rest of the game.
- 2-5** The track is blown off. The Griffon moves out of control next turn then comes to a permanent halt.
- 6** A track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

- 1** The driver is killed. Unless his position is taken over the Griffon will move out of control for the rest of the game.
- 2-3** A large explosion tears through the crew compartment. Roll a D6 for each model on board the Griffon. On a roll of 4, 5 or 6 they are hit and killed.
- 4** The Griffon's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5** A spark ignites the Griffon's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6** The Griffon's ammunition explodes. The Griffon is destroyed, all the models on board are killed and any models within 3" of the centre of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Heavy Mortar Damage Table

- 1** The heavy mortar is damaged and may only be used if you roll a 4 or more on a D6.
- 2-5** The heavy mortar is destroyed and may not be used for the rest of the battle.
- 6** The heavy mortar is destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.

Crew Damage Table

One of the heavy mortar gunners is hit. Roll to see if he is killed using the normal Shooting rules. He has a Toughness of 3. If one gunner is killed then the heavy mortar may continue to fire normally. If both of the gunners are killed then the heavy mortar may not be fired for the rest of the battle.

IMPERIAL GRIFFON

VEHICLE DATA

CREW:

1 IMPERIAL GUARD DRIVER
3 IMPERIAL GUARD GUNNERS

MOVEMENT:

SLOW SPEED: 6"
COMBAT SPEED: 12"
FAST SPEED: 20"
TYPE: TRACKED

RAM VALUE:

STRENGTH 8
D12 DAMAGE
-5 SAVE

WEAPONS:

One **heavy mortar** mounted on the Imperial Griffon with a 90° field of fire to the front. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. The **heavy bolter** is fitted with a **targeter**. The Griffon may be fitted with a set of **auto-launchers** carrying **Frag** or **Blind grenades** (+5 points).



WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Mortar	Guess between 12-48"					As shell type			-
Frag shell	-	-	-	-	3	1	-1	D6+3	3" Blast Marker
Inferno shell	-	-	-	-	5	D3	-3	D6+D3+5	2" Blast Marker
Melta shell	-	-	-	-	8	D10	-4	D6+D10+8	1" Blast Marker
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Auto-launcher	6	-	-	-	-	As Grenade Type			-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker

POINTS COST: 140 points

IMPERIAL CHIMERA

VEHICLE DATA

CREW:

- 1 IMPERIAL GUARD DRIVER
2 IMPERIAL GUARD GUNNERS

MOVEMENT:

- SLOW SPEED: 6"
COMBAT SPEED: 12"
FAST SPEED: 20"
TYPE: TRACKED

RAM VALUE:

- STRENGTH 8
D12 DAMAGE -5 SAVE

WEAPONS:

One **multi-laser** mounted in the turret with a 360° field of fire. One **storm bolter** with a 360° field of fire. The **storm bolter** may be fired by either the turret gunner or any transported model. One **heavy bolter** mounted in the hull with a 90° field of fire to the front. Three **lasguns** mounted in firing ports down both sides of the tank with 180° field of fire to the appropriate side. The lasguns may only be fired by transported models. All weapons are fitted with **targeters**. The Chimera may be fitted with a set of **auto-launchers** carrying **Frag** or **Blind grenades** (+5 points), or **Frag Defender rounds** (+10 points).

TRANSPORT:

- 1 Imperial Guard squad plus a single Imperial Guard character model.

WEAPON DATA

WEAPONS	RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
	SHORT	LONG	SHORT	LONG					
Heavy Bolter	0-20	20-40	-	-	5	D4	-2	D6+D4+5	Sustained fire 2D
Multi-laser	0-20	20-60	+1	-	6	D4	-1	D6+D4+6	Sustained fire 3D
Lasgun	0-12	12-24	+1	-	3	1	-1	D6+3	
Storm bolter	0-12	12-24	+1	-	4	1	-1	D6+4	Sustained fire 1D
Auto-launcher	6	-	-	As Grenade Type	-	-	-	-	-
Frag Grenade	-	-	-	-	3	1	-1	D6+3	2" Blast Marker
Blind Grenade	-	-	-	-	-	-	-	-	2" Blast Marker
Frag Defender	All models in base-to-base contact with vehicle take a S4 hit with -1 save mod.								



* Hit the one nearest to the attacker		Armour	
D6	Location	Front	Side/Rear
1-2	Track*	16	16
3-5	Hull	21	18
6	Turret	20	20

D6 Track Damage Table

- 1 The track is damaged but keeps running. The Chimera may only move at slow speed for the rest of the game.
- 2-5 The track is blown off. The Chimera moves out of control next turn then comes to a permanent halt.
- 6 A track is blown off and the resulting damage smashes the vehicle's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 saving throw modifier. Roll a D6 for each model on board. They are killed in the crash on the D6 score of 4, 5 or 6. Surviving models may dismount using the normal rules.

D6 Hull Damage Table

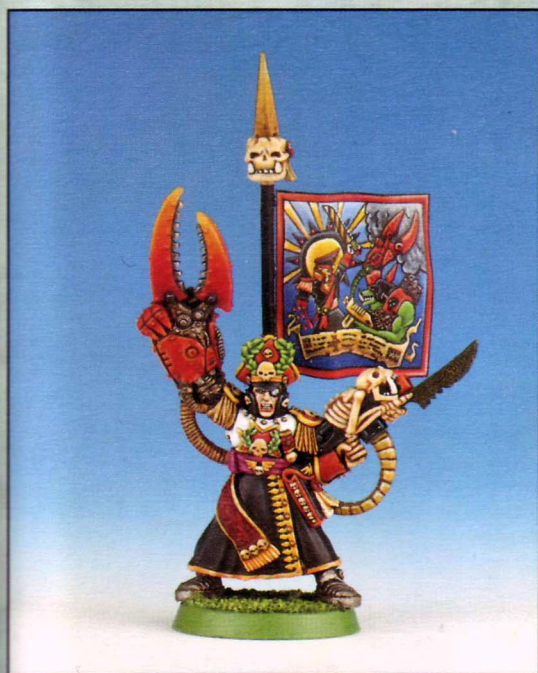
- 1 The driver is killed. Unless his position is taken over the Chimera will move out of control for the rest of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board the Chimera. On a roll of 4, 5 or 6 they are hit and killed.
- 4 The Chimera's engine explodes, killing all the models on board. The tank is spun round to face in a random direction by the force of the explosion, and then comes to a permanent halt.
- 5 A spark ignites the Chimera's fuel tanks and it bursts into flames, killing all the models on board. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage exactly as if hit by a heavy flamer.
- 6 The Chimera's ammunition explodes. The Chimera is destroyed, all the models on board are killed and any models within 3" of the centre of the tank suffer D6 Strength 10 hits with a -3 saving throw modifier.

D6 Turret Damage Table

- 1 The multi-laser is damaged and may only be used if you first roll a 4 or more on a D6, rolled each turn.
- 2 The turret is jammed and may no longer rotate. The multi-laser may only fire in a straight line at targets that are directly in front of it.
- 3 The multi-laser is destroyed and may not be used for the rest of the battle.
- 4 The multi-laser is hit and destroyed as above, but the explosion causes a flash-back to the hull bypassing any armour and causing a secondary explosion there. Roll on the Hull Damage Table to find out what effect this second explosion has.
- 5-6 The ammunition stored in the turret explodes and the Chimera is destroyed. All the models on board are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 Strength 9 hits with a -6 saving throw modifier.

POINTS COST: 140 points

COMMISSAR YARRICK



Unmistakable on the battlefield with his huge battle claw, Commissar Yarrick strikes fear into the hearts of his Ork enemies. Through his boundless faith in the Emperor he has survived terrible wounds and many think he is invincible.



Defender of Hades Hive and hero of the Imperium, Yarrick is endowed with superhuman endurance, able to survive wounds which would kill lesser men. The mighty battle claw which replaces his right arm bears mute testimony to his immense courage, and he is a highly inspirational figure to Imperial Guard troops.



Details of Yarricks mighty Ork battle claw



Commissar Yarrick leading a valiant defence against the Eldar



WARGEAR CARD

CLAW OF THE DESERT TIGERS 16 Points

This is an ordinary power sword, yet it has been beautifully encrusted with the emblems of the desert by N'go craftsmen. Its appearance has raised it to legendary status, so that in Al'rahem's hands it is regarded with awe by his friends, and with fear by his foes. To represent this the Claw of the Desert Tigers causes the wielder to be feared by his enemies. The rules for *fear* apply as described in the Psychology section of the Warhammer 40,000 rulebook.

AL'RAHEM ONLY



WARGEAR CARD

FORCE FIELD 20 Points

Yarrick is protected by a powerful force field that reduces the energy of incoming shots. The force field is not entirely reliable, sometimes offering virtual invulnerability and sometimes proving almost worthless. Whenever Yarrick is hit roll a D6 and deduct the score from the Strength of the attack. If reduced to Strength 0 or less the attack is stopped completely. The force field has no effect on special attacks that do not have a Strength.

YARRICK ONLY

CRUSHING ARM OF KAMIR 20 Points

Mogul Kamir's arm acts in unison with his special bionic eye to provide a unique guidance system. In addition the arm is tremendously powerful and can crush an enemy that has been gripped. To represent this calculate the number of hits scored in hand-to-hand combat as normal. Once you know how many hits Mogul has inflicted roll a D6. If the score is equal to or less than the number of hits inflicted then the Crushing Arm has successfully gripped the enemy - in which case the number of hits already inflicted is automatically doubled. If the D6 roll is greater than the number of hits already inflicted, or is 6 regardless of the number of hits, then the arm has failed to get a grip and no extra hits are caused.

MOGUL KAMIR ONLY

BALE EYE 5 Points

Yarrick's Bale Eye bionic implant incorporates a deadly laser. The Orks said that he could kill with a glance, and indeed they were right, a superstition that Yarrick was able to exploit to his advantage. The Bale Eye can be used once at the start of each hand-to-hand combat phase. It automatically hits any one model already engaged in hand-to-hand fighting against Yarrick.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
Close combat only				4	1	-1	2D6 +4	-

YARRICK ONLY

EYE OF THE FALCON 2 Points

Mogul Kamir's bionic eye has an electromagnetic link built into his bionic arm. This combines to act as a special targeter, adding +1 to hit with any weapon fired.



MOGUL KAMIR ONLY

BATTLE CLAW 10 Points

This Ork battle claw has been modified for Commissar Yarrick by Imperial artificers, and utilises a power field to create a weapon comparable to a power fist.

RANGE		TO HIT		STR.	DAM.	SAVE MOD.	ARMOUR PENE.	SPECIAL
SHORT	LONG	SHORT	LONG					
Close combat only				8	1	-5	D6+D20+8	-

YARRICK ONLY

IMPERIAL GUARD SPECIAL RULES

WEAPONS TEAMS



Tallarn heavy weapons team

Imperial Guard heavy weapons are crewed by a team of two men. Generally speaking, one crewman carries and fires the weapon whilst the other carries and loads ammunition. The first is therefore referred to as the 'firer' whilst the second is the 'loader'. This arrangement is unique to the Imperial Guard and calls for a special rule which we call the **Weapons Team rule**.

The firer and loader must stay within 2" of each other – ie, within normal coherency distance. The loader is armed with the same weapon as the rest of the squad (generally a lasgun) and can shoot and fight just like any other Guardsman. He can do this whilst continuing to load the team weapon and assist his partner.

The presence of the loader makes no difference to the way the heavy weapon shoots – all the normal rules apply for that weapon. However, if the firer is killed the loader is allowed to take over the weapon and use it from now on. As the heavy weapon is usually attached to the firer model, the best way to represent this is to swap the loader and firer, and remove the loader model as a casualty. If for some reason the loader is not within 2" of the firer, then he cannot take over and the weapon is lost.

The Weapons Team rule represents the presence of the loader in a straightforward manner, allowing the extra crewman to pick up the heavy weapon once his partner is killed. This second chance gives the Imperial Guard a real advantage. Bear in mind that only the loader can pick up the weapon, not

any other model. Don't worry about whether the weapon might be destroyed or damaged, it is assumed that it miraculously escapes the lascannon shot, or is tossed aside from the blast.

WEAPONS TEAM SIDE-ARMS

Weapons team crews usually carry a lasgun in addition to their heavy weaponry. However, in some cases a heavy weapon is just too large or cumbersome to allow this, and the firer will substitute his lasgun for a laspistol. Models not carrying lasguns are assumed to have a laspistol either in a holster or concealed under their uniforms.



THE LASCANNON WEAPONS TEAM

The Imperial Guard lascannon is mounted onto a sturdy carriage which is none-the-less relatively light and can be easily manoeuvred by its crew. Lascannon such as these can be hauled into position quickly, allowing them to keep pace with their squad's advance whilst larger and clumsier support weapons are left behind.

Unlike most other weapons teams the lascannon is an entirely separate model where the firer is not physically attached to his weapon. The firer model must be positioned touching the weapon so that he can move or fire it. The loader must remain within 2" of his partner, and is assumed to load as well as help carry the weapon when necessary. If his partner is killed a single crewman is still able to move or fire the weapon, but, because of the weapon's size, he will not be able to run with the lascannon by himself.



To ensure success what is needed is supreme confidence and total ignorance.
Fortunately I know just the man for the job –
Lord Albaran Varn.

*Attributed to Lord Commander Solar
Holarin San*

In addition, because of its useful extra shielding, the two crewmen both benefit from their weapon's protection. If an enemy shoots at the crew from any position in front of their weapon the crew are assumed to be in hard cover (-2 to hit) so long as both are behind the weapon. Any other cover there may be is ignored (eg, a lascannon behind a patch of vegetation counts -2 to hit, not -3). This takes into account the protection offered by the gun shield.

The lascannon model is automatically destroyed as soon as all its crew are killed.

SPLITTING WEAPONS TEAMS

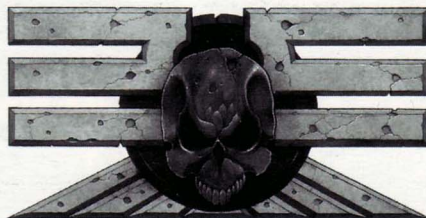
Generally speaking a unit of troops fights as a single body with all models linked by a maximum coherency distance of 2" as described in the Warhammer 40,000 rulebook. However, the Imperial Guard presents a special exception.



A squad of Imperial Guard is permitted to split off its weapons team as it moves. It can do this even if the team has been reduced to a single model due to casualties. For example, the rest of the squad might move off, leaving the weapons team where it is.



Once divided from its squad a weapons team is not allowed to advance towards the enemy. It may either remain where it is, or it can move away from the enemy. For example, you might leave a heavy weapon in place to provide covering fire while the rest of a squad advances.



Once divided the squad and weapons team become two separate units. They remain separate for the rest of the game. Assuming the squad is at its full strength of 10, this will give you a unit of eight and a weapons team of two.

For purposes of Leadership tests the main part of the divided squad is considered at full strength if it has eight men whilst the weapons team is at full strength with two. If, for example, the main squad loses two out of its eight men it must take a Break test because it has suffered 25% of its strength as casualties. Note however, that no Break test is required simply because the unit divides, not even if two casualties have already been suffered by the 10-man squad.

If there is a colonel, captain, lieutenant or commissar within 2" of a split weapons team then it can move freely. It can even move towards the enemy if you wish. This represents the high ranking officer acting on his own initiative and ordering the weapon to a new position. However, once the officer is not within 2" the weapons team reverts to its static mode and must then remain where it is or move away from the enemy, but it cannot advance.

SPLITTING WEAPONS TEAMS FROM HEAVY WEAPONS SQUADS

An Imperial Guard Heavy Weapons squad consists of three heavy weapons teams. A Heavy Weapons squad may split off any or all of its heavy weapons. If you wish, the entire squad could be divided into three separate teams.

Heavy Weapons squads may be split before the battle and deployed as separate teams if you wish. If you do this it is important to bear in mind that the individual teams will be subject to the usual restrictions for split heavy weapons teams and will not therefore be able to advance unless accompanied by an officer.

SPLITTING WEAPONS TEAMS FROM COMMAND SQUADS

A Command squad or Command HQ can also include heavy weapons teams. Command squads or HQs may **not** split off weapons teams as described.

A Command squad or Command HQ cannot split off any heavy weapons teams it may have because the Guardsmen have been detailed to act as bodyguards for the commander and are under strict orders not to abandon him in the middle of the battle! This means that you will get the most out of your Command squads if you decide how you are going to use them before you buy their equipment.

COMMAND SQUADS

Command squads form an important part of the organisational structure of an Imperial Guard army. A Command squad consists of a lieutenant and four troopers. The role of the troopers is to act as a bodyguard for the officer and to provide him with a mobile fire-base under his direct command. Special rules apply to the Command squad as described in this section.

The number of Command squads in a regiment varies tremendously. Constant attrition amongst the regiment's officers means that it must continue to re-organise almost on a daily basis. At full strength a lieutenant would command a platoon of three full squads in addition to his four bodyguards, making 34 men in total. However, it is very likely that he will also have further troops assigned to his command. This might add as many as three more squads making six in total. These assigned troops might be squads from the regiment's other platoons that have lost their own lieutenant. Equally likely, they could be surviving squads from other regiments which have lost their own commanding officers. Lieutenants can also be assigned squads of special troops such as Rough Riders and snipers.

A lieutenant can have other individuals assigned under his command. For example, he might have responsibility for a Scholastica Psykana trained psyker known as a Primaris psyker. Highly skilled individuals such as this are placed under the command of a lieutenant and form part of his Command squad. If the lieutenant sees an opportunity to employ his psyker's powers, he will direct the psyker while the rest of the squad provides covering fire. This is the usual way in which specialist individuals are directed and controlled on the battlefield. They do not wander around presenting easy targets to the enemy, nor do they act on their own initiative: they fight as part of a Command squad under the close supervision of its lieutenant.

COMMAND RULE

On the tabletop a Command squad can exert its guiding influence over all units nearby. These do not necessarily have to be squads under the lieutenant's direct command – all squads will respond to orders from a superior officer.

Any Imperial Guard unit within 12" of a lieutenant may take Break tests using the lieutenant's Leadership of 8. This enables a lieutenant to bolster the fighting abilities of all units nearby.

The more Command squads an army has relative to other squads the more lieutenants are present and the larger the area that can be covered by the Leadership bonus. Players will naturally wish to consider the ratio of Command squads, their composition, and placement on the battlefield very carefully, as these factors affect the army's performance and flexibility very greatly.

COMMAND HQ

Senior to the lieutenants are the captains who command a company of three platoons, and the colonel of the regiment who commands all of its companies. Each is accompanied by four troopers and forms part of a Command Headquarters squad or Command HQ.



Like ordinary Command squads, a Command HQ may also include other special individuals such as a Primaris psyker. Only a Command HQ is senior enough to include the most powerful type of psyker – the Primaris Lord.

A Command HQ is a Command squad just like any other. Any Imperial Guard unit within 12" of the captain or colonel may take Break tests using his Leadership value.

When you fight with an Imperial Guard army on the tabletop a Command HQ commands the entire force.

Although 'captain' is not the most senior Imperial Guard rank, or even the most senior rank in a regiment, a captain would typically command the size of force represented by a tabletop army. An Imperial Guard army is far too large to represent in its entirety in a Warhammer 40,000 game. The action represents a slice of a much bigger battle, or it is a limited engagement such as a raid or a holding action by a detachment. If your Command HQ is commanded by a captain he represents the most senior officer in that segment of the front, or the leader of a detachment of approximately company size.

ROUGH RIDER COMMAND SQUAD

A Rough Rider Command squad is a mounted Imperial Guard command unit of five men including a lieutenant. It functions in the same way as any other Command squad in that any Imperial Guard units within 12" of the lieutenant can take Break tests using his Leadership value.

VETERANS



Compared to Space Marines, Orks and even Eldar, the ordinary Imperial Guardsman often finds himself outmatched in one-to-one combat. Yet as part of the greatest army in the galaxy he knows he can rely upon the support of his fellows and the tactical might of the Imperial fighting machine.

With tanks, heavy weaponry, and the courage of its officers, the Imperial Guard is the most formidable armed force in the Imperium. Although an individual trooper can never be as tough as an Ork, as fast as an Eldar, or as superior as a

genetically enhanced Space Marine, experience and ferocity can make him outstanding amongst the herd of humanity.

These battle-hardened fighters are Veterans – the hard core of the Imperial Guard. As such they are the first squad in an assault and the last in a retreat.

VETERANS IN BATTLE

The special abilities described here can be used to represent the superior fighting qualities of Veteran troops. Veterans are warriors who have proved their mettle in dozens of battles and who have gained extraordinary skills as a result of their extensive combat experience. These unusual abilities are an important asset for an Imperial Guard commander who can use carefully placed Veteran squads to give an extra edge to his attack or to bolster his defence.

You may, if you wish, upgrade any, or even all, of your Imperial Guard squads to Veteran status. Choose a single Veteran ability from the list below for each upgraded squad. The points value is added to the cost of the squad and the rule applies to the entire squad, regardless of its size. There are a few restrictions regarding which Veteran upgrades you apply to which Imperial Guard units, which are noted in the descriptions of the Veteran abilities themselves.

Players are free to choose whichever upgrades they think will give them an appropriate tactical edge, or which they feel are appropriate for the regiment. For example, you might want to upgrade your Jungle Fighters of Catachan to 'Stealthy' Veterans, as this reflects their ability to move and fight in dense jungle. However, you could equally well make them 'Tank Hunters', 'Street Fighters' or 'Dead Eye Shots'.

You can choose the same Veteran ability for different squads, different abilities for each squad, or upgrade some squads and not others, it's entirely up to you. However, no squad may be upgraded more than once.

Veteran abilities are not restricted to just ordinary Imperial Guard infantry. Veteran abilities can also be applied to Ogryns, Ratling Snipers, Rough Riders and any other Imperial Guard infantry squads, but not to vehicle squadrons.

The meaning of victory is not to defeat your enemy but to destroy him, to eradicate him from living memory, to leave no remnant of his endeavours, to crush utterly his every achievement and remove from all record his every trace of existence. From that defeat no enemy can ever recover. That is the meaning of victory.

Lord Commander Solar Macharius



VETERAN ABILITIES

Crazed

+25 points
(+50 for Ratlings)

Crazed troops have grown so accustomed to fighting that they no longer have any fear or respect for their enemy. Crazed troops ignore all psychology tests and do not have to make a Break test unless they lose half their number during the current turn (ie, 50% rather than 25% casualties for Break tests). Ratlings pay extra points for this ability as it is not really in their nature to hang around when the going gets tough.

Dead Eye Shots +25 points

Dead Eye Shots are better marksmen than ordinary troops. Any trooper who misses a shot can re-roll the dice to hit again. This only applies when shooting and doesn't apply to grenades or to heavy weapons that use a blast marker.

Freedom Fighters +5 points

Freedom Fighters are experts at fighting behind the enemy lines and at setting traps and ambushes. If Freedom Fighters are inside a wood, or within a building, then each enemy model that moves within the same wood or building is a potential victim of a booby trap. Any enemy model which moves within the area automatically suffers a single Strength 3 hit. Ogryns cannot be Freedom Fighters – an Ogryn setting up a booby trap is far more dangerous to himself than anyone else.

Grizzled +15 points (+30 for Ratlings)

Grizzled troops have seen it all and don't flinch in the face of enemy fire. Grizzled troops roll three dice instead of two for any check against their Leadership, and use the best two dice rolls out of the three. Ratlings are by nature extremely interested in self-preservation and so pay extra points to become Grizzled veterans.

Guerrillas +10 points

Guerrilla fighters are expert hit and run troops, appearing and disappearing suddenly, outpacing and outwitting their enemies. Guerrillas may run and hide in the same turn or, alternatively, run and shoot with a -1 to hit penalty. This ability is not available to Ogryns, whose chances of outwitting their enemies are absolutely zero.

Hardened Fighters +10 points

Hardened Fighters are ferocious close combat specialists. In hand-to-hand fighting a Hardened Fighter may re-roll any single Attack dice. The original score of the re-rolled dice is ignored, even if it is a '1' fumble. Hand-to-hand opponents may never parry against a Hardened Fighter's attacks.

Slick Crew +20 points

Slick veterans are expert at handling heavy weapons: their crews are well trained and co-ordinated to act together like a well-oiled machine. Only a squad that contains heavy weapons teams can have the Slick Crew ability. The ability applies to all heavy weapons teams in the squad so long as they have both crew members fighting. If the weapon scores a hit then it is automatically entitled to a further shot that shooting phase (assuming it does not jam, explode, need to recharge and so forth). The extra shot can be against the same target, or any new target that could otherwise be fired at. Work out the results of the first shot before attempting the second.

In the case of the Imperial Guard mortar, the Slick Crew gets a second shot only if their first round is a direct hit, ie they rolled a 'HIT' on the Scatter dice.



Stealthy +10 points

Stealthy fighters are expert at moving amongst dense terrain, whether thick jungles or urban ruins. Stealthy troops ignore all movement penalties for difficult or very difficult terrain. They also receive a +1 combat score modifier in hand-to-hand combat when fighting in such terrain. In addition, their line of sight is increased to 4" through a wood (rather than 2" as normal). The Stealthy ability may not be used by Rough Riders because they ride horses, or by Ogryns because these loud raucous creatures have no concept or appreciation of stealth!

Street Fighters +20 points

Street Fighters are seasoned veterans of urban fighting. There are few troops with such an uncanny sense of timing, position or use of cover. Street Fighters in soft cover count -2 to hit and when in hard cover they count -3 to hit (rather than -1 and -2 as normal troops). Rough Riders cannot be Street Fighters due to the impracticalities of taking cover with a horse.

Tank Hunters +10 points

Tank Hunters are experienced tank fighters: they know how to sneak up on vehicles without being seen and they know where a tank is vulnerable to a carefully placed charge. When Tank Hunters use grenades against vehicles they may automatically re-roll any or all of the dice for armour penetration. Tank Hunters also ignore any psychological effects that may be caused by vehicles.



RESERVES AND BARRAGE

Imperial Guard armies are unimaginably vast. The co-ordination of such large forces is difficult and time consuming. Inevitably an Imperial Guard attack is unwieldy and clumsy, but once it has gained momentum it is unbeatable. Compared to the small, manoeuvrable and precise forces of Space Marines the Imperial Guard is like a crude hammer blow next to a surgical incision. However, the power of that hammer blow is utterly devastating. There are foes so tough and so numerous that only the sheer brute force of the Imperial Guard can defeat them.

The tactics of the Imperial Guard reflect the structure of its armies and the large scale actions they are involved in. The Guard relies upon mass of firepower to overwhelm the enemy. To bolster their firepower the infantry are supported by large tank formations and artillery whose massive shells pound the enemy in preparation for the attack. Together they form a single, co-ordinated fighting machine across a battle line that might stretch for hundreds of miles and encompass more than a million men.

If there should be any doubt as to the outcome of a conflict the Imperial Guard can quickly deploy reserves to meet an enemy attack or reinforce an assault. Well behind the lines, command centres monitor the fighting and marshal reserves as they are needed. These reserve units are formed from mobile units like infantry companies in Chimeras and tanks such as the Leman Russ. Their role is to bolster defence and, more importantly, to exploit any break in the enemy lines to mount a sudden lightning-fast attack.

RESERVES

To represent the deployment of reserves behind the main battle lines the Imperial Guard player is allowed to keep some of his troops off the battlefield until the game is underway. These troops are known as **reserves**.

Any vehicles and any troops carried inside them may be held as reserves. They are not deployed on the battlefield at the start of the game, and are assumed to be waiting just out of sight of the enemy. The Imperial Guard player does not have to tell his opponent that he has placed troops in reserve.

At the start of any of his turns the Imperial Guard player may bring reserves into play. He declares which vehicles he is bringing on and places them on his own table edge. These models may move and fight that turn exactly as if they were already on the table. Vehicles can enter at any speed the player wishes, representing the lightning-fast strike of these massed formations.

This ability to deploy fast moving strike forces is a big advantage compared to normal deployment where vehicles are usually limited to their slow speed. In effect, a speeding armoured column is moved straight to the attack from its reserve position, arriving at its target sooner than if it had deployed normally at the start of the game.

PRELIMINARY BARRAGE

The barrage of heavy artillery is a strong feature of the Imperial Guard both in attack and defence. A heavy pounding is the ideal way to soften up the enemy, open gaps in their lines, and prepare the way for a lightning-fast attack by massed reserves. To represent this the Imperial Guard player is allowed to mount a preliminary barrage before the game begins.

Once both sides have deployed, but before either side has taken its first turn, the Imperial Guard player can bring down a barrage of fire upon his enemy. In reality this barrage would come from artillery and heavy weapons from behind the lines, with supporting fire from vehicles closer to the front or from orbiting spacecraft. However, to represent the effect of the barrage it is convenient to base the amount of fire on the number of heavily armed vehicles in the army itself. This is a reasonable way of determining how much firepower is ready for the barrage.

All barrage shots are worked out as described below. The number of shots in the barrage is based upon the number of heavy armed vehicles in the army. Count up the number of Leman Russ battle tanks, Basilisks and Griffons. For each of these count one towards the total shots in the barrage.

All the applicable models deployed on the tabletop can be counted towards the barrage. Any models kept in reserve are also included if the player wants. Obviously, the player will have to indicate where reserves are contributing, thus giving away some details of his reserve forces. Each barrage has the profile shown below.

Weapon	Armour				
	Stre	Dam	Save	Penetration	Special
Barrage	8	2D6	-3	3D6+8	2" Blast

The Imperial Guard player fires each of his barrages one after the other until all have been fired and the barrage is over. Barrages are directed onto their targets by the commanding officer of a Command squad or a Command HQ. For each barrage take a 2" blast marker and place it in sight of the commanding officer of any of your Command squads or the Command HQ. The target must be the closest target to the officer as if he were himself shooting. See the Choosing a Target rules in Warhammer 40,000.

As each marker is placed roll a Scatter dice (marked with HIT and arrows) together with an Artillery dice (marked MISFIRE and the numbers 2, 4, 6, 8 and 10). Consult the chart below.

SCATTER	ARTILLERY	Result
HIT/Arrow	MISFIRE	No effect.
HIT	2,4,6,8,10	Direct Hit. Models under the marker are hit, models partially under are hit on a D6 roll of a 4+ as usual.
Arrow	2,4,6,8,10	Stray Shot. Move marker distance indicated in the direction of the arrow. Then work out hits as normal.

COMM-LINKS

It is common for some Command squads to include a Guardsman equipped with a powerful communications system or **comm-link**, as they are known. These systems are tied into the strategic command systems of the army's staff officers and enable the unit's officer to call down support from heavy weaponry behind the front lines.

Comm-link units are heavily shielded from stray electromagnetic interference and use an oscillating frequency that is almost impossible for the enemy to detect. Even if the enemy did intercept the scrambled messages it is doubtful whether they could make much sense of them without complex deciphering equipment. So efficient is this system, in fact, that the Imperial Guard has been known to fall victim to its own cleverness, confusing itself with mis-encrypted messages, misplaced or unnecessary bombardments, and ambiguously translated orders.

If a Command squad or Command HQ includes a Guardsman with a comm-link then the squad's commanding officer may call down a barrage during the game. The commanding officer can only do this if he is still alive – once the squad's officer is dead, or the model carrying the comm-link is killed, the comm-link cannot be used to bring down further bombardments.

CALLING DOWN FIRE

At the start of his first turn the Imperial Guard player rolls a D6. If you roll a 1 roll again until you get a score of between 2 and 6. The score establishes the levels of electromagnetic interference on the battlefield. The higher the value the worse the interference and the more difficult it will be to call down fire.

At the start of the second and each subsequent turn the Imperial Guard player can call down one barrage for each commanding officer whose squad includes a Guardsman with a comm-link. Roll a dice for each request for bombardment. If the dice score is equal to or beats the interference level already established then the message gets through successfully and you can work out a barrage as described below. Work out one barrage for each successful request. If the dice score is less than the interference level then the request does not get through and nothing happens.

Work out the results of any barrages before taking the rest of the turn. This enables the Imperial Guard to move into gaps created by barrages, or to exploit the destruction of the enemy in the most appropriate way.

BARRAGE

The Imperial Guard has many extremely heavy or emplaced weapons able to lend their weight to the fighting. Fire may even be directed from spacecraft. However, a convenient way of representing this fire in a company sized action is to treat each barrage as a single shot, in the same way as a preliminary barrage.

Weapon	Stre	Dam	Save	Armour Penetration	Special
Barrage	8	2D6	-3	3D6+8	2" Blast

For each successful request for bombardment take a 2" blast marker and place it in sight of the commanding officer of the squad that requested it. The target must be the closest target to the officer as if he were himself shooting. See the Choosing a Target rules in Warhammer 40,000. Once the marker has been placed roll the Scatter and Artillery dice, exactly as for a pre-battle barrage, and move the marker to its final position as indicated below.

SCATTER	ARTILLERY	Result
HIT/Arrow	MISFIRE	No Effect.
HIT	2,4,6,8,10	Direct Hit. Models under the marker are hit, models partially under are hit on a D6 roll of a 4+ as usual.
Arrow	2,4,6,8,10	Stray Shot. Move marker distance indicated in the direction of the arrow. Then work out hits as normal.

This is essentially the same process as a preliminary barrage except that the amount of fire is likely to be less.

A good general does not lead an army to destruction just because he knows it will follow.

Tactica Imperium

IMPERIAL GUARD ARMY LIST

The Imperial Guard army list has been constructed so that players can choose a tabletop force which is generally representative of an Imperial Guard army.

SIZE OF GAME

The size of a tabletop army is bound to be relatively small compared to the enormous size of an Imperial Guard army numbering hundreds of thousands of men. Players may like to think of a tabletop force as typical of a company-sized action such as a raid, a holding action, reconnaissance, or just a fraction of a larger battle force.

The army list is designed so that you can choose an army to a points value agreed by yourself and your opponent. There is no upper limit to the size of an army, but 500 points is about the smallest for a battleworthy force. A 1,500 point game will usually last all evening, whilst 3,000 points will provide a battle that takes the best part of a day to complete. The list has been balanced for armies of around 3,000 points, but will work reasonably well for smaller or larger forces.

If you fight really big battles – say 6,000 points a side or more – you may wish to introduce your own restrictions on the number of characters, tanks and vehicles, as these will otherwise tend to dominate the game to the exclusion of everything else. This is left to experienced players to sort out amongst themselves.

You will need a fairly large table or gaming area to play over. We have found that a troop density of between 100-300 points per foot of table width gives the best game. On a 6' wide table 600-1,800 points will provide a satisfying game without things becoming too crowded.

When collecting an army most players like to assemble a core force to begin with, say between 500 and 1,000 points, which they can add to later once they have fought a few battles. This allows players to plan new additions, and leaves time to paint new models and try out the different units before deciding what to add next.

It is usual for each side to have the same points value – say 2,000 points. Each player picks an army from his Warhammer 40,000 army list, up to the agreed value. The total points value can be less than the agreed total but it cannot be more. You may find you have a few points left over simply because there is nothing left to spend them on.

THE ARMY

When you choose an Imperial Guard army you can spend your points on three categories of troops: Command, Battle Line and Support. You are permitted to spend only a portion of your points in each category. For example, you can spend a maximum of 50% of your points on Command. These limitations are intended to ensure armies are reasonably representative and balanced.

The proportion of points available for each category are indicated in the Army Selection box which precedes the list itself. The proportions are also covered in the descriptions that follow.

COMMAND

You can spend up to 50% of your points in the Command section of the list. There is one unit that you must always have – the Command HQ unit – but you can include other Command squads and special characters as required. The Command HQ includes the army's commander who can be either a colonel or a captain.

The points value of officers and other special characters includes the cost of any wargear or Wargear cards allotted to them. The cost of individual items of wargear is indicated on the lists that follow, while the costs of items represented by cards are shown on the cards themselves.

BATTLE LINE

Battle line forces include not only infantry squads but also Rough Riders, snipers and armoured vehicles such as carriers and tanks. At least 25% of the army must be made up of forces chosen from the Battle Line section of the army list.

The Imperial Guard is a precisely ordered fighting machine with a military structure of regiments, companies and squads. To represent this, players must muster suitable Command squads which then entitle them to include appropriate battle line forces.

Each Command squad in the army will be one of the Imperial Guard regiment types: Catachan Jungle Fighters, Mordian Iron Guard, Valhallan Ice Warriors, Rough Riders, etc. The Command HQ will also be one of these regimental types. For each Command squad/Command HQ in the army, the army may include up to three squads of that specific Imperial Guard regiment. These can be either squads or heavy weapons squads, or a combination of both.

For example, if your army has a Catachan Jungle Fighter Command HQ and a Valhallan Ice Warrior Command squad, your battle line could include up to three Catachan squads and up to three Valhallan squads.

In addition, extra squads can also be included in the army. For each squad or Heavy Weapons squad already included as described above, the army may include one further unit of any type.

For example, if you have a Catachan Command HQ and three Catachan squads, then you can include up to three additional units of any type. These might be snipers, Rough Riders, squads of other regimental types, more Catachan squads, etc.



"I give men dreams and men are led by their dreams."

*Attributed to Lord Commander Solar Macharius in the
Macharian Heresy by Lord Inquisitor Kryptman*

Note that in the game battle line units can be positioned anywhere on the battlefield; there is no obligation for units to remain close to Command squads of the same regiment. In combat units will respond to the proximity of any Command squads that are nearby regardless of which regiment they are from. The organisational diagram shown below is simply used to restrict the proportions of unit and regimental types.

SUPPORT

The Support section of the Imperial Guard army list makes provision for the inclusion of other forces from the Imperium and allied races. You can include allies from a single army or from several different armies if you wish. In order to field allies you will need to refer to the appropriate Codex books for the forces concerned. You can spend up to 25% of your points on Support.

When choosing allies there is no restriction on the categories of troops you can take as there would be if choosing an entire army of that type. If you are spending, say, 500 points on Space Marines you could include 500 points of characters, or 500 points of squads, or 500 points of support, or you could spread the points between these categories. Also, you don't have to include compulsory troops from your allied army list, so you do not have to choose an allied commander, for example. Other restrictions in the allied lists do apply, and all unit sizes must be correct for the army. Note that you may not pick further allies from your allies' Support section!

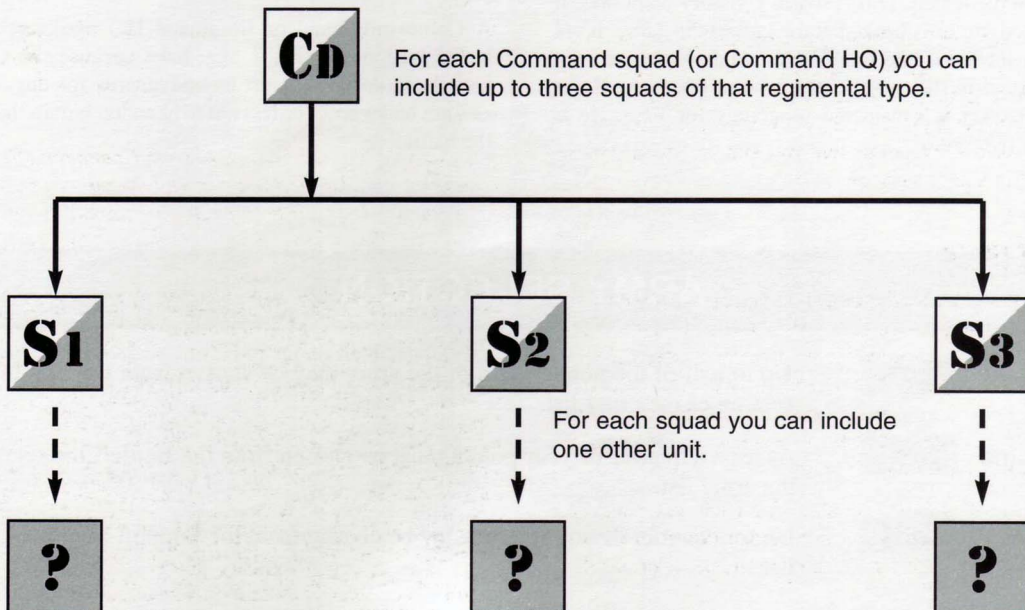
Including allies in your Imperial Guard army is a good way of building up a battleworthy force quickly. This is especially true of Space Marines, as many players have Space Marine models and the Warhammer 40,000 game includes two entire squads.



Characters are also allowed to have special items of wargear represented by Wargear cards, such as those included in the Warhammer 40,000 game and Dark Millennium supplement. The number of cards a character can have is given in his description. Note that the types of card making up the set are deliberately restricted in number – you cannot allocate the same card to two different characters.

WARGEAR

Characters are allowed to buy weapons and other wargear as indicated in their descriptions. The points cost of this additional wargear will increase the cost of the character model accordingly.



SPECIAL CHARACTERS

After the main list there is a separate list of special Imperial Guard characters. These special characters represent great heroes and commanders of the Imperial Guard, some from the distant past and others from more recent times. Some of these are available as Citadel miniatures, others can be converted by players who wish to do so. Your Imperial Guard army may include these special characters as commanders and officers as indicated in their descriptions.

VICTORY POINTS

When an Imperial Guard army's opponent calculates victory points he must take into account the special way that Imperial Guard units operate. Because commanding officers form part of Command squads or Command HQ's their value is always incorporated into that of their units for purposes of victory points. In addition, VP's must be calculated for squads that are split.

COMMAND VICTORY POINTS

Imperial Guard Command squads and Command HQ's incorporate troops, officers and, occasionally, special characters such as psykers. Because of the way troops and officers are integrated into the same units, the points value of the Command squad's leader is always included in the points value of the squad for purposes of calculating the total number of victory points available. This is an exception to the rules as described in the Dark Millennium supplement, as normally the leader's value is only incorporated into that of the squad if his points value is 50 or less. In the case of Imperial Guard Command squads and Command HQ's the leader's points are **always** incorporated regardless of value.

The points values of other special characters, such as psykers, are incorporated into the cost of the squad if their total value is 50 points or less; otherwise they are treated separately for calculating victory points, exactly as described in Dark Millennium. See the Dark Millennium supplement for the full victory points tables.

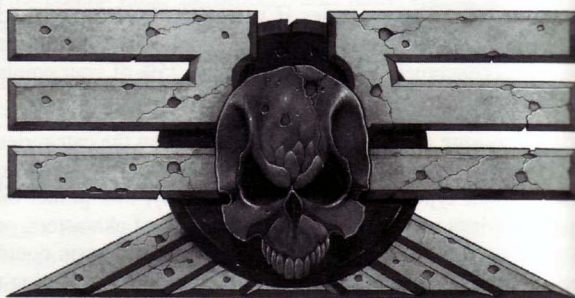
For example, a basic Command squad costs 60 points for four troopers and a lieutenant. This is worth 1 victory point once it has been wiped out or is broken at the end of the game. If we add a Master Psyker to the squad (110 points basic cost) the Command squad is still worth only 1 point once wiped out because the psyker is considered separately for VP's. He is worth 2 VP's if killed.

Commanders

If a Command squad's commander is either killed or broken at the end of the game the squad is considered destroyed. Full victory points are awarded to the enemy.

SPLITTING UNITS AND VICTORY POINTS

An Imperial Guard squad can split off its heavy weapons as described earlier in this book. Because weapons teams can be divorced from their parent units, this can cause confusion when it comes to allocating victory points. This is accommodated as follows.



The divided unit is, in most cases, considered to be a single body for purposes of allocating victory points. So, even though two men may have been split, the unit must sustain five casualties in total before it has suffered 50% casualties.

However, if the main part of the squad is killed, or if the main part is broken at the end of the game, the **entire** squad is considered to have been wiped out or broken and full victory points are earned. This means that if a squad splits off its heavy weapon and the main part of the unit is subsequently wiped out, the enemy still earns the VP's for the squad's destruction. This is important because it means an Imperial Guard player gains no unfair advantage by dividing heavy weapons teams and leaving them safely behind his lines.

Heavy Weapons squads are also treated in a similar manner. A squad is down to half strength once 50% of its number (three men) have been killed regardless of whether it is split. If split it counts as destroyed once two entire teams are killed.

A Command squad or Command HQ cannot split off any heavy weapons teams it may have because the Guardsmen have been detailed to act as bodyguards for the commander and are under strict orders not to abandon him in the middle of the battle!

ARMY SELECTION

Command	50%	Up to half of the points value of the army may be chosen from the Command section of the army list.
Battle Line	25%+	At least a quarter of your points must be chosen from the Battle Line section of the army list.
Support	25%	Up to a quarter of your points may be chosen from the Support section of the list.

WARGEAR LIST

The following charts list the additional wargear that may be carried by some Imperial Guard troops, officers and other individuals.



ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists. A model may carry as many of these weapons as you wish.

Chainsword	2
Power sword	6
Sword or axe	1
Autopistol	1
Bolt pistol	2
Hand flamer	6
Laspistol	1
Plasma pistol	4
Shotgun	1

SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only a single special weapon.

Flamer	7
Grenade launcher with Frag and Krak grenades ..	10
Melta-gun	6
Plasma gun	6

HEAVY WEAPONS

Heavy weapons can be carried by heavy weapons teams as indicated in the lists. Imperial Guard heavy weapons do not include targeters.

Autocannon	16
Heavy bolter	10
Lascannon	30
Missile launcher with Frag and Krak missiles ..	30
Mortar	20

COMMAND WEAPONS

High ranking officers find it possible to acquire special non-standard issue weaponry whilst on campaign. Other officers can use contacts to provide unusual weaponry. Some even prefer to carry standard issue lasguns rather than a pistol. Colonels, captains and lieutenants can carry command weapons as indicated in the lists.

Boltgun	3
Frag grenades	2
Krak grenades	3
Lasgun	2
Lasgun with Hotshot pack	3
Laspistol with Hotshot pack	2
Power fist	10

VETERAN ABILITIES

See the Imperial Guard Special Rules section for more details.

Crazed	25
<i>(50 points for Ratlings)</i>	
Dead Eye Shot	25
Freedom Fighters	5
Grizzled	15
<i>(30 points for Ratlings)</i>	
Guerrillas	10
Hardened Fighters	10
Slick Crew	20
Stealthy	10
Street Fighters	20
Tank Hunters	10

COMMAND

The Command section of the list represents the officer elements of the Imperial Guard. Unlike some other forces, the Imperial Guard’s command structure is based around small units called Command squads or, in the case of the more senior officers, Command HQ’s. These squads include an officer and four troopers whose role is both to guard the officer and to provide him with a small mobile unit which he can lead to cover gaps in the line or to spearhead an assault.



Captain Chenkov of Valhalla

1 COMMAND HQ

- Colonel 100 points
- Captain 75 points

The army must include a commander who will be a colonel or captain accompanied by 4 Imperial Guard who together form a Command HQ.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Colonel	4	6	6	4	4	3	6	3	9
Captain	4	5	5	4	4	2	5	2	8
Guardsmen	4	3	3	3	3	1	3	1	7

- WEAPONS** Captain/Colonel. Laspistol and sword.
Guardsmen. Lasgun and Frag grenades.
- ARMOUR** Captain/Colonel. Carapace (4+ save).
Guardsmen. Flak (6+ save/5+ against blast).
- WARGEAR** Captain. Up to 2 Wargear cards.
Colonel. Up to 3 Wargear cards.

The captain/colonel may be given weapons from the Assault Weapons or Command Weapons sections of the Wargear List.

Guardsmen may be formed into 1 or 2 weapons teams and given heavy weapons from the Heavy Weapons section of the Wargear List. Note that any crew models not depicted with a lasgun are assumed to carry a laspistol instead.

Any Guardsmen not formed into weapons teams may exchange their lasguns for special or assault weapons chosen from the Wargear List.

One Guardsman may carry a Battle Standard at a cost of 35 points.

A single Guardsman can carry a comm-link in addition to his other equipment at an extra cost of +30 points.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the command unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not affect the Chimera or its crew.

STRATEGY 2
SPECIAL

Any Imperial Guard unit within 12" of the colonel/captain may take Break tests using the commander’s Leadership value.

A Command HQ squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

“His presence on the battlefield makes the difference of fifty thousand men.”

General Nitron, referring to Warmaster Solon, in a conversation with his officers.

COMMAND SQUADS 60 points

The army may include any number of Command squads, but may not include more Command squads, including its Command HQ, than it has Imperial Guard squads or Imperial Guard Heavy Weapons squads.

A Command squad consists of 1 lieutenant and 4 Imperial Guardsmen.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Guardsman	4	3	3	3	3	1	3	1	7

WEAPONS Lieutenant. Las pistol and sword.
Guardsman. Lasgun and Frag grenades.

ARMOUR Lieutenant. Carapace (4+ save).
Guardsman. Flak (6+ save/5+ against blast).



WARGEAR Lieutenant. Up to 1 Wargear card.

The lieutenant may be given weapons from the Assault Weapons or Command Weapons sections of the Wargear List.

Guardsmen may be formed into 1 or 2 weapons teams and given additional heavy weapons from the Heavy Weapons section of the Wargear List. Note that any crew model not depicted with a lasgun is assumed to carry a laspistol instead.

Any Guardsmen not formed into weapons teams may exchange their lasguns for special or assault weapons, chosen from the Wargear List.

A single Guardsman can carry a comm-link in addition to his other equipment at an extra cost of +30 points.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the regimental unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not affect the Chimera or its crew.

SPECIAL Any Imperial Guard unit within 12" of the lieutenant may take Break tests using the commander's Leadership value.

A Command squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

**ROUGH RIDER
COMMAND SQUADS** 115 points

The army may include any number of Rough Rider Command squads, but may not include more Rough Rider Command squads than it has Rough Rider squads.

A Rough Rider Command squad consists of 1 lieutenant and 4 Imperial Guardsmen.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Guardsman	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

WEAPONS Lieutenant. Hunting lance, laspistol and chainsword.

Guardsman. Hunting lance, laspistol, chainsword and Frag grenades.

WARGEAR Lieutenant. Up to 1 Wargear card.

The lieutenant may be given weapons from the Assault Weapons or Command Weapons sections of the Wargear List.

One model may carry a special unit standard instead of his hunting lance. If a standard is carried then all models in the unit may add +1 to their hand-to-hand combat score.

ARMOUR Lieutenant. Carapace (4+ save).

Guardsman. Flak (6+ save/5+ against blast).

SPECIAL Any Imperial Guard unit within 12" of the lieutenant may take Break tests using the commander's Leadership value.

If the Command squad includes a standard then it may re-roll any failed Break test.

A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.





PRIMARIS PSYKER

- Primaris 32 points
- Champion 69 points
- Master 110 points
- Lord 157 points

The army may include Primaris psykers. These are psykers trained for military use by the Scholastica Psykana.

If you wish to include Primaris psykers in your army then they must be included as part of a Command squad. If you wish to include a Primaris Lord then he must be placed in the Command HQ. No more than one Primaris psyker may be placed in any Command squad. The psyker is part of the Command squad just like any other model in the squad, and cannot leave his squad during the battle.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
P. Psyker	4	3	3	3	4	1	4	1	7
P. Champion	4	4	4	4	4	2	4	1	7
P. Master	4	5	5	4	4	3	5	2	7
Primaris Lord	4	6	6	4	4	4	6	3	8

- WEAPONS** Sword.
- ARMOUR** None.
- WARGEAR** Up to 1 Wargear card.
A psyker may be given weapons from the Assault Weapons section of the Wargear List.
- SPECIAL** Psykers have Adeptus powers appropriate for their level. Primaris have 1 Adeptus psychic power per level. A Primaris psyker has a psychic level of 1, a Primaris Champion 2, a Master 3, and a Lord 4.

COMMISSAR 40 points

Commissars are held in fear and respect by the soldiers of the Imperial Guard. Their role is to maintain the discipline and honour of the Emperor’s fighting troops and, if necessary, to give their lives as an example to their comrades.



The army may include one or more Commissars, but it may not include more Commissars than it has Command squads, including the Command HQ. Note that Commissars are individual characters who can move over the battlefield or join fighting units in accordance with the game rules. They do not have to be included as part of Command squads, like psykers.

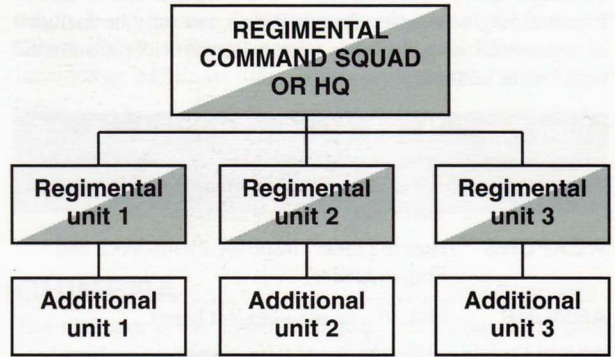
Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commissar	4	5	5	4	4	2	5	2	10

- WEAPONS** Laspistol and sword.
- ARMOUR** None.
- WARGEAR** Up to 2 Wargear cards.
A Commissar may be given weapons from the Assault and Command Weapons sections of the Wargear List.



BATTLE LINE

The Battle Line section of the list represents the fighting elements of the Imperial Guard. The number and type of Command squads/Command HQ's limits the choice of battle line units available, so it is important to plan out the structure of your army properly. The diagram opposite summarises how this works – for a complete explanation see the introductory text.



IMPERIAL GUARD SQUADS 100 points

A squad consists of a Sergeant and 9 Guardsmen. Squads can be included as regimental units together with their Command squad/HQ, or they can be included as additional units in the same or a different regiment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

WEAPONS Sergeant. Laspistol, sword and Frag grenades.
Guardsman. Lasgun and Frag grenades.

ARMOUR Flak (6+ save/5+ against blast).

WARGEAR The sergeant may be given additional or alternative weapons from the Assault Weapons section of the Wargear List.

Two of the Guardsmen may form a weapons team. A weapons team is given an additional heavy weapon from the Heavy Weapons section of the Wargear List. Note that if a firer model does not include a lasgun it is assumed he has swapped his weapon for a laspistol.

One Guardsman may exchange his lasgun for a weapon from the Special Weapons section of the Wargear List.

SPECIAL A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the regimental unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not affect the Chimera or its crew.

IMPERIAL GUARD HEAVY WEAPONS SQUADS 60 points

A Heavy Weapons squad consists of 6 Guardsmen organised into 3 weapons teams. Heavy Weapons squads can be included as regimental units together with their Command squad/HQ, or they can be included as additional units in the same or a different regiment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

WEAPONS Lasgun and Frag grenades.

ARMOUR Flak (6+ save/5+ against blast).

WARGEAR The unit is formed into 3 weapons teams and given weapons from the Heavy Weapons section of the Wargear List. Firer models not carrying lasguns are assumed to be carrying laspistols instead.

SPECIAL A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the regimental unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not affect the Chimera or its crew.

"I will have my pound of flesh ounce by ounce but I will have it."

*Attributed to Alberan Varn
in Torma's The Conquest of Vengeance.*

ROUGH RIDER SQUAD 100 points

A Rough Rider squad consists of a Sergeant and 4 Rough Riders riding warhorses. Rough Riders can only be included as regimental units together with a Rough Rider Command squad or as additional units.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Rough Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

WEAPONS Hunting lance, laspistol, chainsword and Frag grenades.

ARMOUR Flak (6+ save/5+ against blast).

SPECIAL A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

OGRYNS 235 points

An Ogryn squad consists of 5 Ogryns. Ogryns can only be included as additional units.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

WEAPONS Ripper gun and Frag grenades.

ARMOUR Flak (6+ save/5+ against blast).

SPECIAL Any model may wear mesh armour at a cost of 3 points per model.

A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

RATLING SNIPERS 80 points

A Sniper squad consists of 5 Ratling snipers. Snipers can only be included as additional units.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sniper	4	2	4	2	2	1	5	1	6

WEAPONS Needle sniper rifle.

ARMOUR Flak (6+ save/5+ against blast).

SPECIAL A squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran list at the points cost indicated.

**STORM TROOPERS** 130 points

A squad consists of a Sergeant and 9 Storm Troopers. Storm Trooper squads can only be included as additional units.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Storm Trooper	4	3	3	3	3	1	3	1	8

WEAPONS **Sergeant.** Hotshot laspistol, sword and Frag grenades

Guardman. Hotshot lasgun and Frag grenades.

ARMOUR Flak (6+ save/5+ against blast).

WARGEAR The sergeant may be given additional or alternative weapons from the Assault Weapons section of the Wargear List.

The whole squad may be equipped with Krak grenades at a cost of +30 points.

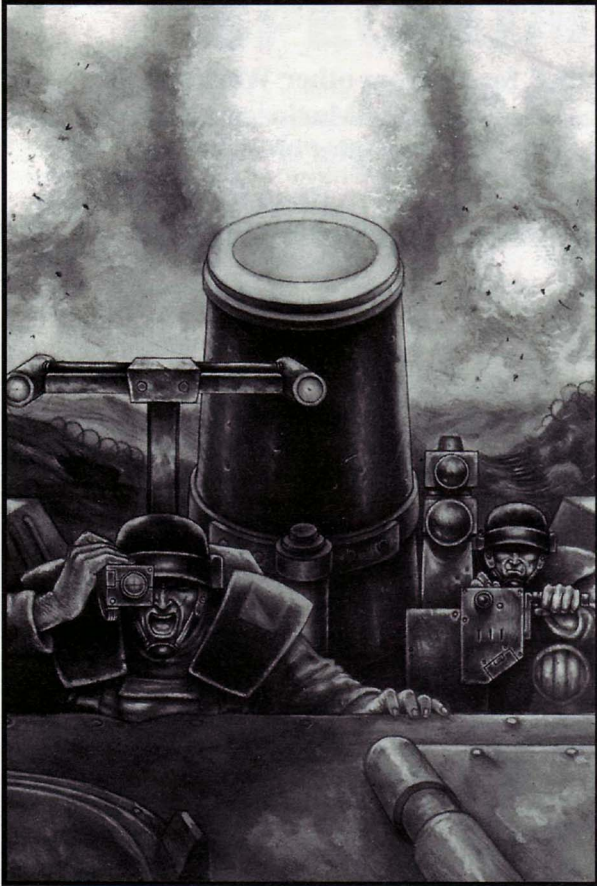
Two Storm Troopers may form a weapons team. A weapons team is given an additional heavy weapon from the Heavy Weapons section of the Wargear List. Note that if a firer model does not include a lasgun it is assumed he has swapped his weapon for a laspistol with a Hotshot pack.

One Storm Trooper may exchange his lasgun for a weapon from the Special Weapons section of the Wargear List.

**SPECIAL**

A Storm Trooper squad **must** be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated. Note this is not an option – Storm Troopers are *always* Veterans.

The squad may be mobilised by including a Chimera armoured carrier at a cost of 140 points. Note that the Chimera has a separate crew of 3 Guardsmen armed with laspistols and wearing flak armour. See the datafax for details of further options and costs. The Chimera is included in the army as part of the same additional unit, however it can operate entirely independently of its squad during the battle. Veteran upgrades do not affect the Chimera or its crew.



LEMAN RUSS 205 points

The Leman Russ is the chief battle tank of the Imperial Guard. Each individual Leman Russ tank can be included in the army as an additional unit.

DATAFAX The Leman Russ datafax contains all the data you need to know to use the Leman Russ tank including options and additional costs.

LEMAN RUSS DEMOLISHER 190 points + cost of variable sponson armament

The Leman Russ Demolisher siege tank carries the short ranged but highly destructive Demolisher cannon. It is invaluable in street fighting and for close assault against fortifications and buildings. Each individual Leman Russ Demolisher tank can be included in the army as an additional unit.

DATAFAX The Leman Russ Demolisher datafax contains all the data you need to know to use the tank including options and additional costs.



GRIFFON 140 points

The Griffon is an armoured weapons carrier equipped with the deadly heavy mortar. It is an invaluable part of the Imperial Guard mobile artillery reserve. Individual Griffons can be included as additional units in the same way as Leman Russ tanks.

DATAFAX The Griffon datafax contains all the data you need to know to use this vehicle, including options and additional costs.

CHIMERA 140 points

The Chimera is the Imperial Guard's most commonly used armoured troop carrier and infantry support vehicle. Although Chimeras can be included as part of infantry squads, as described above, individual Chimeras can also be included as additional units in the same way as Leman Russ tanks.

DATAFAX The Chimera datafax contains all the data you need to know to use this vehicle, including options and additional costs.

BASILISK 175 points

The Basilisk is a mobile artillery platform. It is used to soften up the enemy's defences from long range prior to an assault, or to hit his reserves before they have time to mobilise. Individual Basilisks can be included as additional units in the same way as Leman Russ tanks.

DATAFAX The Basilisk datafax contains all the data you need to know to use this vehicle, including options and additional costs.

HELLHOUND 165 points

The Hellhound is a close assault flame-thrower vehicle designed to flush out enemy infantry from dense terrain and urban combat zones. Individual Hellhounds can be included as additional units in the same way as Leman Russ tanks.

SPECIAL The Hellhound causes *fear* as described in the Warhammer 40,000 rulebook.

DATAFAX The Hellhound datafax contains all the data you need to know to use this vehicle, including options and additional costs.

SENTINEL SQUADRON 75 points per Sentinel

The Sentinel is a lightly armoured one-man scout and insurgency vehicle. Sentinels are small vehicles and fight in squadrons as described in the Dark Millennium supplement. Squadrons of Sentinels can be included as additional units in the same way as Ogryns, Snipers, etc. A squadron consists of between 1 and 3 individual vehicles.

DATAFAX The Sentinel datafax contains all the data you need to know to use this vehicle, including options and additional costs.

SUPPORT

Points available for support can be used to buy allied forces from other Warhammer 40,000 Codex books. These can be Imperial forces, such as Space Marines or Imperial Agents, or allied aliens such as Eldar. You will need to refer to copies of these books to choose your supporting forces.

Note that allied troops included in the army do not benefit from the Imperial Guard Command rule.

SPACE MARINES

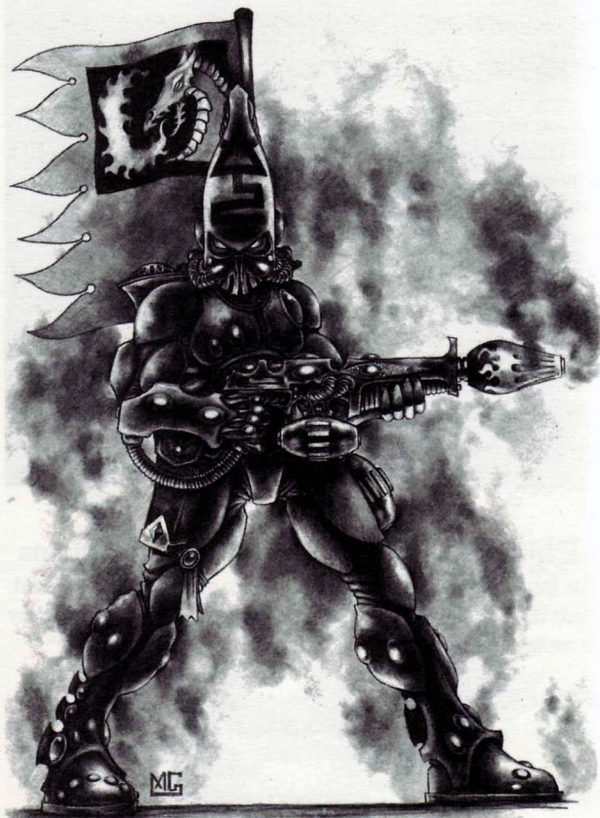
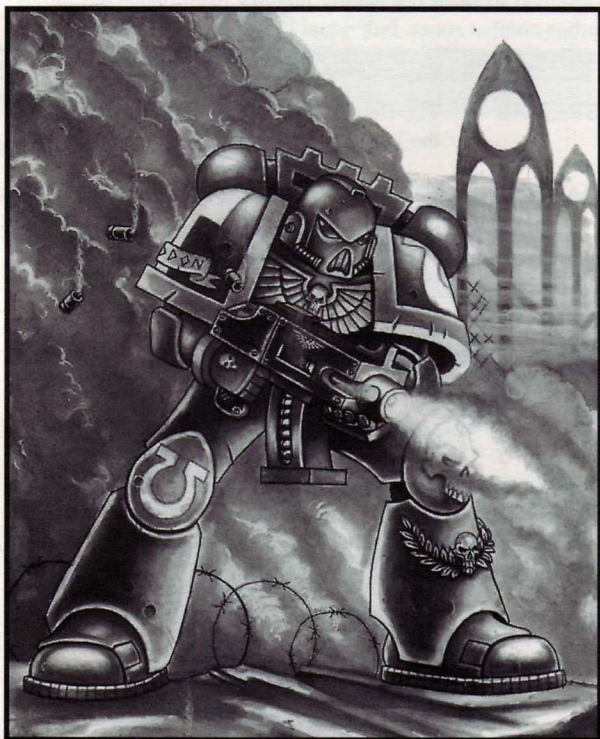
Space Marines are genetically enhanced warrior brothers whose devotion to the Emperor is absolute. Space Marine Chapters have their own spacecraft and can deploy rapidly to counter invasions or rebellion. Small contingents often arrive at battle-zones ahead of the ponderous Imperial armies, and subsequently find themselves fighting alongside the Imperial Guard.

You may include troops chosen from any of the Space Marines Codexes: Space Wolves, Ultramarines or Angels of Death.

IMPERIAL AGENTS

Imperial Agents covers several quite separate and independent fighting forces. At the time of writing this Codex is in preparation, but it is intended to represent forces of the Inquisition and Grey Knights, the Adeptus Arbites, the Ecclesiarchy including Adeptus Sororitas, the Adeptus Mechanicus and the Officio Assassinorum.

You may include troops chosen from the Imperial Agents Codex.



ELDAR

The Eldar are as likely to fight against the Imperium as they are to ally with its forces. However, in a hostile universe even the keenest of rivals must sometimes make common cause.

You may include troops chosen from the Eldar Codex with the exception of the Avatar. You may not include an Avatar as part of an allied force.

SQUATS

The Squats of the Homeworlds are a proud and independent race that evolved from mankind. They are divided into many rival Leagues. Although Squats and the Imperium have fought long wars in the past, the most powerful Leagues are now firmly allied with the Imperium. At the time of writing this Codex is planned for future release.

You may include troops chosen from the Squats Codex.



Tallarn Desert Raiders launch a rapid strike against a horrific Tyranid incursion.



Mordian Iron Guard and Rough Riders of Attila deploy against the minions of Chaos.

SPECIAL CHARACTERS

This section introduces a number of great leaders and heroes of the Imperial Guard whose deeds have earned them a special place in the memory of the Administratum. These characters can be represented in an Imperial Guard army if you wish. Except where noted otherwise, the points cost of each character comes from the army's Command allocation. Some characters have special wargear. If you decide to include a special character from this list he must carry the wargear

described and may not be given other wargear.

The individuals described here come from different times and places. For the most part they never fought together or even met in reality, however, they can do so on the tabletop if you wish. This is an acceptable abstraction which allows us to include a variety of colourful and useful models in the Imperial Guard army.

LORD COMMANDER SOLAR MACHARIUS

105 points

Macharius may be included in an Imperial Guard army as a special character. The army must still include a Command HQ as normal, although Macharius himself is the army's leader being the senior commander on the field. He does not fight as part of a Command squad but as an individual model.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Macharius	4	6	6	4	4	4	6	4	10

WEAPONS Bolt pistol and chainsword.

ARMOUR Carapace (4+ save).

WARGEAR Up to 3 Wargear cards.

STRATEGY D6 – See special strategy rule.

SPECIAL RULES

LEADERSHIP. Macharius will automatically pass any Leadership test he is required to take on his own behalf. In effect he is immune to all psychology, and cannot be affected by fear, terror, etc in the same way as a Commissar. In addition, he cannot be broken and need never take a Break test.

COMMAND. Any Imperial Guard unit within 12" of Macharius may take Break tests using the commander's Leadership value of 10.

HOT HEADED. To represent Macharius' legendary lack of caution he receives special combat bonuses when he charges.

When he charges, instead of the usual +1 combat modifier he adds +D6. Roll the dice at the start of the fight to determine Macharius' bonus. This only applies when he charges, not in any other circumstance.

STRATEGY. Macharius' sudden unprepared assaults often horrified his generals, but enabled him to launch swift and devastating attacks while the enemy forces were at their most vulnerable. To represent his unpredictable genius, Macharius has a special strategy rating of between 1 and 6. Remember that it is the Imperial Guard's own rating of 2 that is used to decide which side deploys first. As the army's commander, Macharius' rating is used to decide which side takes the first turn. Once both sides have deployed, and any reserves have been made but before the Imperial Guard barrage, roll a D6. This is Macharius' strategy rating, used to decide which side goes first (both commanders add D6 to their strategy rating and the highest score takes the first turn).

If Macharius' strategy rating is 1-3, then reserves and barrages are worked out as described in the rules. The battle is fought according to the Imperial Guard's standard strategy.

If Macharius' strategy rating is 4-6 then the great commander has plunged his army into combat without waiting for the pre-battle barrage. No barrage is permitted before the game.

If Macharius' strategy rating is 6 then in addition to losing the barrage all reserves must be deployed onto the tabletop immediately – ie, before the game begins. Macharius has elected to throw all his reserves forward in a mass attack.

Lord Commander Solar Macharius was undoubtedly the greatest Imperial Guard commander of all time. His conquests took the armies of the Imperium across the galaxy to the very borders of intergalactic space. Nearly a thousand worlds were brought under Imperial control within only seven years of fighting, yet upon his death the newly won territories erupted into civil war as Macharius' generals fought over the spoils.

His troops followed him from world to world on one of the greatest human adventures of all time. At the edge of the galaxy Macharius prepared to move onwards but his armies, never beaten by the enemy, wavered and crumbled at the prospect of exploring the psychic darkness at the galaxy's edge. The conquests of Macharius came to an end. No man has ever conquered more worlds nor won

so many battles, not since the legendary days of the Great Crusade itself.

Macharius was a brilliant and callous strategist, caring little for human suffering or the fate of the worlds he conquered. He admired courage and martial prowess wherever he found it, and was generous to beaten enemies who impressed him. As a man he was fiery tempered and impatient, often placing himself in terrible danger whilst his elderly generals fretted over his safety. More than once he found himself embroiled in battle against the enemy. At the siege of Jakart he led a small assault group into an Ork fort only to come face to face with the massive Ork Warboss and his bodyguard. On that day Macharius killed a dozen Orks including the leader, but suffered wounds that were to debilitate him for the rest of his life.

COMMISSAR YARRICK

170 points

Commissar Yarrick was an old man when Ork Warlord Ghazghkull Thraka attacked the world of Armageddon and the siege of Hades began. His years with the Imperial Guard had been eventful ones for he had seen action on a dozen warzones with regiments from Necromunda, Luther McIntyre, and Armageddon. His last mission was to run the Departamento Munitorium recruitment program on Armageddon, where the 4th regiment was being reformed. Armageddon being a large and populous world with a substantial military recruitment base, the 4th Armageddon was a big regiment – almost an army in its own right.



In his youth Yarrick had learned the Ork tongue whilst fighting on V'run. Since then he had made a study of the creatures and was considered an expert on the Ork mind. During the battle for Armageddon this knowledge was to prove invaluable, though it undoubtedly could have been used to better effect were it not for the stubbornness and arrogance of Herman von Straab, the Lord of Armageddon. Rather than listen to the advice of the old Commissar, von Straab had him banished to Hades, a sprawling hive complex away from the seat of government. As it happened, this was probably the best decision von Straab made during the whole war.

The Ork assault was swift and seemingly unstoppable. Von Straab's armies were by no means small or poorly equipped, but they could not stand before the savage Ork advance. Only when the Orks reached Hades did the surging tide come to a halt before the well ordered defences that Commissar Yarrick had quickly put into position. Even so, the initial Ork attack led by Warlord Ugulhard would have swept away human resistance were it not for the presence of Yarrick himself.

The Ork Warlord glimpsed the Commissar across the battlelines and drove his forces directly to where Yarrick stood. With a barbarous roar the Ork threw himself upon the Commissar. He swung his snapping battle claw at Yarrick and severed his right arm at the elbow. The Warlord's bellow of victory was cut short as Yarrick, fighting the pain and shock as no normal man could, swung his chainsword in a crimson arc and severed Ugulhard's bony head from his shoulders. The Ork's body collapsed to the ground whilst the head continued to sneer and curse momentarily until the creature's extraordinary metabolism finally conceded that it was dead.

Yarrick calmly reached down and plucked the battle claw from the Ork's twitching body. He held it aloft so that all the green-skinned warriors could see it and know their champion had suffered defeat. A hush fell over the battlefield as man and Ork gazed in silence upon the gnarled old man brandishing the bloody claw. Then the humans cheered and the Orks wailed in horror, and all at once the defenders leapt upon the aliens with indomitable vigour. Only when the Orks had been beaten from Hades did Yarrick allow himself the luxury of passing out.

News of this incident spread like wildfire amongst the Orks. They said that Yarrick could not be killed and that his gaze was death to even the most powerful Ork. Wherever Yarrick fought the Orks would flee in terror, or whatever passed for terror inside their inhuman green skulls. Yarrick understood the Ork mind well and exploited this weakness to the full. He had Ugulhard's battle claw fabricated into a prosthetic limb to replace the arm the Warlord had taken from him. Later he lost his left eye to a splinter shot from a laser, and had a bio-implant made that projected a pulse of laser light. This terrified the Orks even more and they called him the Bale Eye who could kill with a glance.

For six months following the fight in which Yarrick lost his arm the defenders of Hades held out against further attack. Those who survived paint a confused picture of heroism and dark savagery as the Orks gradually infiltrated the hive complex. But all agree that it was Yarrick who kept the defenders together, who brought them back from defeat time and time again, and whose dogged belief in ultimate victory gave others the strength to go on. The time that he bought was to make all the difference. By the time relief forces of Imperial Guard and Space Marines arrived the Orks had been worn away by the human defence. Even as Yarrick and his few remaining defenders gathered for the last stand the Ork armies were crumbling away.

Yarrick was one of the few survivors of the fighting around Hades. His barely living body was found by rescue searchers amongst the ruins, dozens of Ork corpses heaped at his feet. It took Yarrick many months to recover from his injuries, by which time the Orks had been defeated and a new Lord installed in place of the insane and incompetent von Straab. The old Commissar accepted nominal retirement and a training post on Armageddon where the planet's armies were being reformed. However, the knowledge that the supreme Ork Warlord Ghazghkull Thraka was still living proved too great a distraction for Yarrick. After only a few months of peace he strapped on the Ork battle claw and reported for duty, vowing that he would not rest until Ghazghkull was hunted down and destroyed at last.

Commissar Yarrick may be included in an Imperial Guard army as a special character. If included in an army he can act as its commander unless Macharius is also included in which case Yarrick must defer to the Lord Solar. Even if Yarrick leads the army it must still include a Command HQ with its colonel or captain as normal.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Yarrick	4	6	6	4	4	3	6	3	10

WEAPONS Storm bolter and laspistol.

ARMOUR Carapace (4+ save).

WARGEAR Yarrick has three special weapons: Battle Claw, Force Field and Bale Eye. These are described below. He may not have other wargear.

STRATEGY 2

Force Field 20 points

Yarrick is protected by a powerful force field that reduces the energy of incoming shots. The force field is not entirely reliable, sometimes offering virtual invulnerability and sometimes proving almost worthless. Whenever Yarrick is hit roll a D6 and deduct the score from the Strength of the attack. If reduced to Strength 0 or less the attack is stopped completely. The force field has no effect on special attacks that don't have a strength.

Bale Eye 5 points

Yarrick's Bale Eye bionic implant incorporates a deadly laser. The Orks said that he could kill with a glance, and indeed they were right, a superstition that Yarrick was able to exploit to his advantage. The Bale Eye can be used once at the start of each hand-to-hand combat phase. It automatically hits any one model already engaged in hand-to-hand fighting against Yarrick.

Str	Dam	Save	AP	Special
4	1	-1	2D6+4	Close combat

Battle Claw 10 points

This Ork battle claw has been modified for Commissar Yarrick by Imperial artificers, and utilises a power field to create a weapon comparable to a power fist.

Str	Dam	Save	AP	Special
8	1	-5	D6+D20+8	Close combat

SPECIAL RULES

IMMUNE TO PSYCHOLOGY. Commissars are immune to the Psychology rules given in the Warhammer 40,000 rulebook. They cannot be affected by fear, terror, etc.

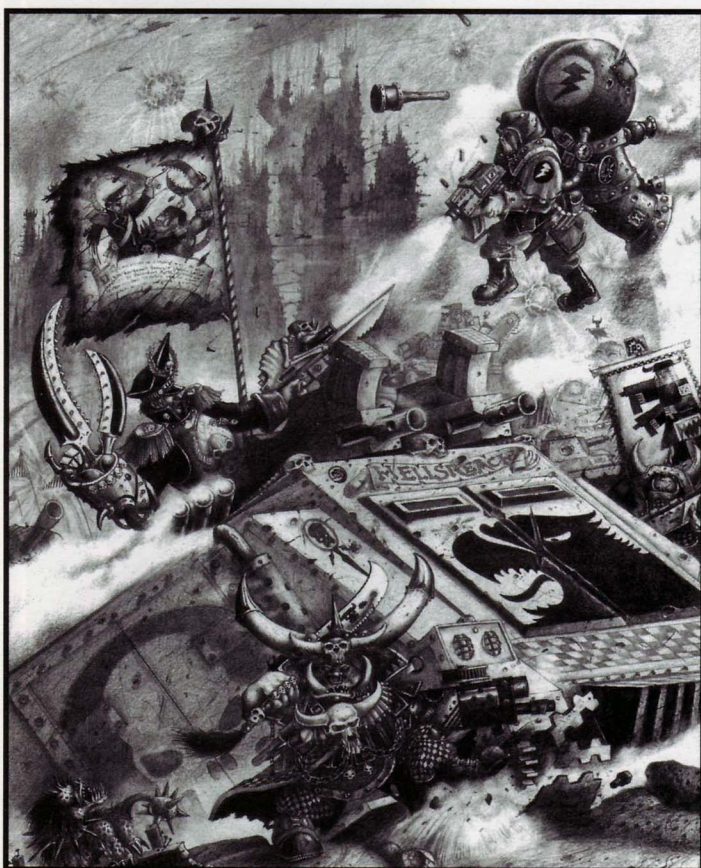
LEADERS. Unlike other Imperial Guard characters a Commissar is free to move from one squad to another. A squad which includes Commissar Yarrick will automatically pass any Leadership-based test it is required to take. This means the unit will always pass Break or psychology tests, for example.

INSPIRATION. In addition to the Leadership rule above, any unit that can see Commissar Yarrick is so inspired by his presence that it will also pass any Leadership test automatically. However, Yarrick must be closer to the enemy than the unit itself for this rule to apply. If Yarrick is further from any enemy troops than the unit then he cannot inspire them.

IRON WILL. Yarrick suffered numerous wounds during the battle for Armageddon and yet miraculously defied death to continue fighting. If Yarrick suffers a hit which reduces his Wounds characteristic to 0 then instead of removing the model roll once on the chart below.

1-4 **Keep on Fighting.** Restore Yarrick's Wounds characteristic to 1 and carry on fighting.

5-6 **Casualty.** Even Yarrick cannot fight on. Remove the model as a casualty.



NORK DEDDOG, OGRYN BODYGUARD**67 points**

You may include Nork Deddog in your Imperial Guard army as a bodyguard for your commander. Nork must be included as part of the Command HQ.

Nork was a legend in his own time, an Ogryn whose fighting abilities were almost as astonishing as his mental development. By Ogryn standards he was a genius and was said to have been able to write his own name, count, and even speak with reasonable fluency. Such precocious development in one of his race inevitably came to the attention of the Commissars and Nork soon found himself pulled out of the main line and placed on special duties.

After extensive training, involving artificial mental enhancement, Nork was assigned to the 2nd Catachan fighting on Balur. The regiment's commander, Colonel Greiss, adopted Nork as his personal bodyguard, and the Ogryn accompanied Greiss through the four years that the war lasted. During this time the sight of Greiss and Nork became a familiar one: the ancient bone-thin colonel bawling out his orders whilst shells burst around him and bullets ricocheted off Nork's dense skull. The Ogryn saved the colonel's life on more than one occasion, most famously when he carried the badly wounded commander back from the disaster at Breakback Hill.

It is not often that a hero of the Imperium survives into old age, but Nork finally retired at the age of a hundred and ten,

returning to his home world of Formand VI to live out his final years as chief of his people. His descendants still proudly display Nork's collection of medals, citations and personal gifts including the Commissar's cap given to him by Aaron Blest and which became his trademark during the Dimmak war.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nork	6	5	4	5	5	3	5	2	9

WEAPONS Ogryn ripper gun, Frag grenades.

ARMOUR Carapace (4+ save).

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 where possible.

BODYGUARD. Nork will do his utmost to protect his master, even going so far as to throw himself in front of enemy fire, exploding grenades, and so on. To represent this, any shooting hit on the commander can be taken by Deddog if he is within 2". The player may decide whether to work out the shot against Deddog or his commander.

The 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 at the oddly twisted limbs and blood-soaked uniform. He 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 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 to 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 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 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, surr!" 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.

CAPTAIN AL'RAHEM OF TALLARN**+25 points**

Captain Al'rahem of Tallarn may be included in an Imperial Guard army as the captain of a Tallarn Command HQ. The cost shown is the price of substituting Captain Al'rahem for a standard captain.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Al'rahem	4	5	5	4	4	2	5	2	8

WEAPONS Plasma pistol with targeter and Claw of the Desert Tigers power sword.

ARMOUR Carapace (4+ save).

WARGEAR Al'rahem has the following items of special wargear. He may not have other wargear.

TARGETER. Al'rahem's plasma pistol is equipped with a targeter adding +1 to his score to hit.

CLAW OF THE DESERT TIGERS. This is an ordinary power sword, yet it has been beautifully encrusted with the emblems of the desert by N'go craftsmen. Its appearance has raised it to legendary status, so that in Al'rahem's hands it is regarded with awe by his friends, and with fear by his foes. To represent this the Claw of the Desert Tigers causes the wielder to be feared by his enemies. The rules for *fear* apply as described in the psychology section of the Warhammer 40,000 rulebook.

The 3rd Tallarn regiment, or Tallarn Desert Tigers as it is more commonly known, has a long and honoured history. It fought throughout the Macharian conquests alongside the 4th and 5th Tallarn regiments. Subsequently it was all but destroyed fighting for Warmaster Solon during the Macharian Heresy. It earned its nickname on the planet Kallastin where the regiment fought a hard and successful war against mutant human rebels, receiving a commendation from the Inquisition for its part in the conflict.

Al'rahem was in command of a company of Desert Tigers during the conquests of Macharius. One of the first of the new human worlds to be uncovered was Thoth, a planet which had developed in total isolation from the Imperium, without the knowledge or guiding influence of the Emperor. The inhabitants had developed many dangerous psychic powers and taken to the unclean worship of the dark gods of Chaos. Because Thoth was a desert planet not unlike Tallarn, it was natural that the Desert Tigers should be amongst the regiments chosen to take part in the invasion.

During the landings Al'rahem's landing craft malfunctioned and crash-landed in the deep deserts. Native N'go tribesmen rescued the Guardsmen from certain death in the wilderness. They were curious about all aspects of the Imperium but spoke a strange garbled tongue which the Imperial troops could not understand. A natural linguist, Al'rahem learned their language and much more about the N'go tribes of the deep desert. He learned that the war on Thoth was faring badly for the invaders, and that the 'Witches' as the tribesmen called the other inhabitants, had called upon the daemonic forces to fight the Imperium. The more Al'rahem talked to the tribesmen the more he learned of their own struggle against the people of Thoth and their evil sorcery.

The war records of the conquests are patchy at best. They tell how the desert raiders of N'go fought



a hit and run war against the Thoth, appearing suddenly from the deep desert to loot and destroy before returning to their secret bases. At their head was Imperial Guard Captain Al'rahem, and his remaining band of Desert Tigers. After the war was finally won Al'rahem returned to his regiment. His fame had spread far and wide throughout the army as had the stories of the heroic N'go tribes. After the armies passed on the Inquisition declared the world 'Amundi Heretica', that is to say a world whose people were genetically contaminated. The N'go were evacuated along with genetic samples of most of the plants and animals whilst the world was cleansed with viral bombs. Later, the desert tribes were returned after swearing oaths of loyalty to the Emperor, and to this day Thoth is ruled by the Lords Al'rahem, descendants of the Imperial Guard captain who led the tribes to victory all those years ago.

CAPTAIN CHENKOV OF VALHALLA**+40 points**

Captain Chenkov may be included in an Imperial Guard army as the captain of a Valhallan Command HQ. The cost shown is the price of substituting Captain Chenkov for a standard captain.

The Valhallans are a grim and dogged people who will fight hard and even die rather than give up territory to the enemy. It is common for Imperial Guard generals to use Valhallans to bolster their defensive lines, knowing that they will hold out where other troops might crumble.

Captain Kubrik Chenkov is one amongst many whose nerve and endurance have won the Valhallans this reputation. During the defence of Jurn he and his Valhallans held an isolated position against a vast Ork horde, doggedly hanging on to cunningly prepared defences until relief forces could arrive three days later. Of the six hundred Valhallans alive on the first day of the action only twenty seven were unwounded at the end and only sixty three lived to tell their story.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chenkov	4	5	5	4	4	2	5	2	8

WEAPONS Bolt pistol, power sword, Frag and Krak grenades.

ARMOUR Carapace (4+ save).

WARGEAR Chenkov may have up to 2 Wargear cards.

SPECIAL RULES

To represent Captain Chenkov's ability to hold an army together the Imperial Guard player is allowed special re-rolls against any Leadership-based tests (Breaks tests, psychology tests, Rally tests etc). At the start of the game the Imperial Guard player rolls a dice. The score is the number of re-rolls he is permitted during the game. These can be used any time so long as Chenkov is still alive. The dice is left in position to show the number of re-rolls remaining, and as re-rolls are used the dice may be turned so that the value reduces accordingly.

In addition, so long as a Chenkov is still alive, one re-roll is added every time the enemy receives victory points for wiping out or breaking a unit. Note that no bonus is earned for reducing a unit to half strength – only for wiping it out or breaking it.

COLONEL SHAEFER'S LAST CHANCERS
PENAL SQUAD
110 points**100 points**

An Imperial Guard army may include a Penal squad consisting of Colonel Shaefer and ten penal troopers. A Penal squad is chosen from the battle line as an ordinary Imperial Guard squad including a sergeant. The points for this come from the Battle Line points allocation. The points for Colonel Shaefer come from the Command allocation.

Discipline is by necessity harsh in the Imperial Guard where men are accustomed to violence. Amongst armies of so many million there are constant transgressions of military law that cannot go unpunished. While it may sometimes be prudent to turn a blind eye to a drunken brawl the same cannot be said when men turn upon and kill each other by accident or design. Such men, killers and rogues, thieves, cowards, deserters and rebels, must face the choice of death or servitude in a penal battalion.

The penal battalions are made up of the scum of the galaxy. They include men from many different regiments who have

chosen to fight and redeem themselves in battle for crimes against their fellows. They are a savage band of desperate men: some half-crazed with anger, others driven mad with remorse. Some want only to die in battle and forget their disgrace. Others hope that they'll get a chance to somehow avoid their fate, to break free and hide themselves away from justice.

Amongst the penal battalions the story of one band of desperadoes stands out above the rest: that of Shaefer's Last Chancers. Reprieved from the death cells because of some natural talent or an uncanny instinct for survival, these dregs comprise the most vicious, ill-disciplined and unstable group of killers, conspirators and traitors in the Imperial Guard.

Such is the colonel's reputation that many of those offered the chance to fight with the Last Chancers choose death rather than follow him. Shaefer led the Last Chancers in a daring raid on the fortified hold of Ork Warlord Borok Barag during

which all were killed apart from Shaefer who eventually returned to his lines battered, broken and disguised as an itinerant night-soil collector. After recovering from his wounds he broke in a dozen of the fiercest and most dangerous criminals in the Imperium for a special mission in the Eye of Terror. Landing on a daemon world the group located and destroyed a Chaos Space Marine base before making their escape. Only two survived: one so badly affected he was pronounced insane, the other Colonel Shaefer, his body blackened with fire and smashed into an unrecognisable pulp.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shaefer	4	6	6	4	4	3	6	3	9

WEAPONS Laspistol & sword.

ARMOUR Carapace (4+ save).

WARGEAR The colonel may take up to 3 Wargear cards.

OPTIONS The colonel may be given weapons from the Assault Weapons or Command Weapons sections of the Wargear List.

SPECIAL RULES

SQUAD: The Penal squad is chosen from the Battle Line section as an ordinary Imperial Guard squad of ten men including a sergeant. The squad has all the normal options for an Imperial Guard squad – see the army list for options and points values.

SPECIAL RULES: Colonel Shaefer and his penal squad form a single unit; the colonel and his squad must remain within normal unit coherency at all times. A heavy weapons team may still be split as normal.

So long as the colonel is alive the entire squad will automatically pass any Leadership-based tests (Break tests, psychology, tests to rally etc). This includes a divided heavy weapons team which still continues to benefit so long as Colonel Shaefer is alive.

So long as Shaefer is alive any member of the Penal squad may re-roll any miss when shooting and any fumbles in hand-to-hand combat. The re-rolled score must be accepted, even if it is another miss or another fumble.

STUMPER MUCKSTART, RATLING SHARP SHOOTER

45 points

Sharpshooter Muckstart may be included in an Imperial Guard army as a special character. He does not need to be placed as a part of a Command squad, but may move and fight on his own.

Stumper Muckstart showed remarkable abilities from the moment he was recruited from his home planet of Ornsword. He quickly established himself as the best shot in the regiment, earning considerable amounts by challenging rivals to outshoot him. Soon he had a racket going, and became rich overnight as a result of the gambling associated with his trick shooting displays. After a particularly impressive night, when he shot three spinning 5 credit pieces out of the air with three shots while blindfolded, his activities came to the attentions of the regiment's Commissar. Stumper was recruited into a special sniper unit on the spot. His past misdeeds were forgiven once he had volunteered all his ill-gotten gains to charitable concerns – a gesture which still leaves painful memories. Mention of this is the only thing known to spoil his aim.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Stumper	4	2	4	2	2	1	5	1	6

WEAPON Needle sniper rifle.

ARMOUR Flak (6+ save/5+ against blast).

WARGEAR Stumper Muckstart may not be given any wargear.

SPECIAL RULES

INFILTRATES. Sharpshooter Muckstart can be deployed on the battlefield as described in the Infiltration rules in Warhammer 40,000. This means he can be placed anywhere on the table out of sight of the enemy once both sides have deployed.



TRICK SHOT. Stumper's shooting is impressive to say the least. At the start of the shooting phase roll a D3 to determine how many shots he can fire that turn. These shots can be directed against any enemy target in sight regardless of which models are the closest. Nominate which models will be shot at before rolling any dice to hit.

KILLER SHOT. As an alternative to firing D3 times, Stumper can go for one carefully placed shot – not only picking his man but finding the chink in his armour or vulnerable part of his body. Shoot as normal – if the shot hits then the enemy's armour save is reduced by a further D3 (eg, from -2 to -4).

CAPTAIN MOGUL KAMIR

+29 points



Mogul Kamir may be included in an Imperial Guard army as the captain of a Rough Rider Command HQ. The cost shown is the cost of replacing a standard Rough Rider lieutenant with Captain Mogul Kamir.

A Rough Rider Command HQ is exactly the same as a Rough Rider Command squad, except that it is automatically upgraded to Command HQ status by the inclusion of Mogul Kamir as its commanding officer.

The Rough Rider Command HQ functions exactly like any other Command HQ. Note that it is only by including Captain Mogul Kamir that an Imperial Guard army may have an Rough Rider Command HQ.

The fierce Attilan tribes are proud and aloof people except in battle, when they turn into snarling daredevils oblivious to

mortal danger. Amongst these savage people Mogul Kamir is a renowned warrior – more daring and bloodthirsty even than his fellows. His lust for fighting is a matter of pride to those who fight alongside him. His taste for danger is also well known, and few who fight beside him remain unmarked by blade or blast. Despite the fact that many who follow him into danger do not return, it is considered a high honour to accompany Mogul Kamir into the heat of battle.



Few brave Attilans escape a lifetime's battle without the tell-tale scars of heroic endeavour. Mogul Kamir lost his right eye fighting Orks and an arm during campaigns against Chaos intruders. These have been replaced by specially crafted bionic parts which have been especially adapted to suit his aggressive temperament.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mogul Kamir	4	5	5	4	4	2	5	2	8

WEAPONS Hunting lance, bolt pistol, laspistol, Frag and Krak grenades.

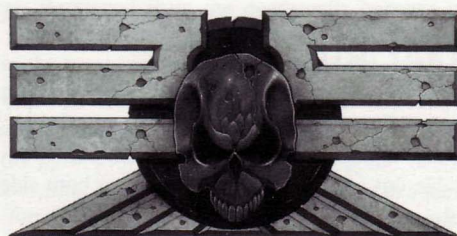
ARMOUR Carapace (4+ save).

WARGEAR Mogul Kamir has the following items of wargear. He may not have other wargear.

SPECIAL RULES

EYE OF THE FALCON. Mogul Kamir's bionic eye has an electromagnetic link built into his bionic arm. This combines to act as a special targeter, adding +1 to hit with any weapon fired.

CRUSHING ARM OF KAMIR. Mogul Kamir's arm acts in unison with his special bionic eye to provide a unique guidance system. In addition the arm is tremendously powerful and can crush an enemy that has been gripped. To represent this calculate the number of hits scored in hand-to-hand combat as normal. Once you know how many hits Mogul has inflicted roll a D6. If the score is equal to or less than the number of hits inflicted then the Crushing Arm has successfully gripped the enemy – in which case the number of hits already inflicted is automatically doubled. If the D6 roll is greater than the number of hits already inflicted, or a 6 regardless of the number of hits, then the arm has failed to get a grip and no extra hits are caused.



ARMoured BRUTALITY

Ian Pickstock is one of the team that brings you White Dwarf magazine each month. He is a big fan of tanks and is responsible for bringing you rules and details of all the new tanks as they roll off the production lines of the Citadel forges in the pages of White Dwarf. Ian's taken time out from his White Dwarf duties to give you his thoughts on using tanks in your Imperial Guard army.

Tanks have always been a big favourite of mine and in my opinion one of the best elements of the Imperial Guard army is its large range of battle tanks. These vehicles make wonderful centre-pieces for your army: they look great on the battlefield – huge great hunks of plasteel and ceramite, bristling with some of the most devastating weapons in the galaxy. You can crush your enemies under the heavy steel tracks or blast them to smithereens with huge shells. While lasgun and bolter fire patters harmlessly off your reinforced skin, who can doubt the awesome power of these living machines?



Using any vehicle in a game of Warhammer 40,000 is not always plain sailing. The strengths of armoured vehicles are immediately obvious: heavy armour, good survivability, manoeuvrability and their relatively cheap cost. Unfortunately the weaknesses of armoured vehicles are just as immediately obvious to the enemy. Tanks represent a large target that the enemy can single out with heavy weapons or destroy easily in hand-to-hand combat.

As you can see, including tanks in your Imperial Guard army poses as many problems as it does solutions. In this article I hope to answer some of these problems and show you how to use tanks in your army to maximum effect.

SUPREME FIREPOWER

The biggest advantage of using armoured vehicles is the massive amounts of firepower that they carry and in most cases their ability to move and fire. Heavy weapons carried by infantry troopers are so big and unwieldy that they may not be fired if they are moved. However, heavy weapons mounted on tanks benefit from a more stable mount and are operated by a dedicated gunner who can aim and fire the gun while the vehicle is in motion. In addition, all the Imperial Guard battle tanks mount a weapon not available to your infantry squads and as such these vehicles become a valuable source of support firepower and highly specialised and exotic weapons.

Having decided which tanks you are going to include in your army, you have to decide how you are going to use them. There are two main things that you should consider: how to maximise the amount of damage that your tanks can inflict on the enemy, and how you are going to protect your tanks so they survive the battle.

BLITZKRIEG

How you use your tanks on the battlefield largely depends upon their weaponry. Artillery pieces like the Griffon and the Basilisk have long ranged weaponry or special capabilities that allow them to fire while hidden. These vehicles are best deployed to the rear of your line, screened by your trusty Guardsmen and protected by more heavily armoured vehicles. From this position they will be able to rain a constant barrage of high explosives onto the enemy, while your opponent will have to contend with your battle line of tactical squads and armoured vehicles before he can attack your artillery guns.

The Demolisher and Hellhound are rather specialised vehicles and deserve a special mention. Both tanks have similarities, yet operate in completely different ways. Both have slow rates of movement and relatively short ranged weaponry. This means either you or the enemy are going to have to get pretty close to get the maximum out of your Hellhound or Demolisher. This isn't a problem for the Hellhound because its Inferno cannon doesn't require a 'to hit' roll, so you can quite easily move at fast speed without suffering from the -1 to hit penalty. These factors make the Hellhound a very aggressive vehicle, moving across the battlefield, trying to swiftly close the range between itself and the enemy, so it can bathe them in the cleansing fire of its Inferno cannon.

The Leman Russ Demolisher is a different story: the massive turret-mounted Demolisher cannon causes such tremendous recoil when it is fired that firing on the move endangers the tank. As most Demolisher commanders will know, the less you move your Leman Russ Demolisher the more shots you are going to get with your Demolisher cannon. This problem with manoeuvrability is exacerbated by the Leman Russ Demolisher's slow movement. If you are forced to move your Demolisher, you won't be able to move it more than 4" without losing even more firing time.

These factors make the Demolisher a very defensive tank. If you know where the enemy are going to attack or move, then nothing can beat a Demolisher. It is ideal for stopping the enemy completing missions like 'Take and Hold' or assisting you in a 'Hold the Line' mission.

Many commanders make the mistake of dismissing the Chimera as a troop-carrier, but carrying troops is just one of its many capabilities. Its turret-mounted multi-laser is a devastating weapon against massed infantry, light vehicle squadrons and even the likes of Hive Tyrants. While the hull-mounted heavy bolter is an excellent anti-personnel weapon (particular effective against Eldar), the Chimera's troop carrying capability allows you to hold Imperial Guard squads in reserve. This makes the Chimera a versatile armoured vehicle. You can keep it in reserve, using it to rapidly deploy troops to plug a hole in your own lines or exploit an opening in the enemy's. The Chimera's substantial armament and its

low points value make it a useful light battle tank for small battles or in support of larger tanks like the Leman Russ.

Finally, we move onto the Leman Russ itself. The mainstay of the Imperial Guard armoured companies, the Leman Russ is designed to fulfil any role on the battlefield that requires the might of an armoured vehicle. The Leman Russ's variety of weaponry makes it effective against many enemy targets. Sponson-mounted heavy bolters can cut down all but the most heavily armoured infantry. The turret-mounted battle cannon can turn to face threats from all directions and can destroy heavily armoured vehicles and infantry squads alike.

The hull-mounted lascannon is the final weapon in the Leman Russ's arsenal; the high strength and damage of this weapon make it a super tank-buster. The flexibility of the Leman Russ makes it a great choice for any Imperial Guard army, regardless of who you are fighting or what mission you have.

RESERVES

One of the special capabilities of the Imperial Guard army is its ability to hold fast, mobile, reactionary forces in reserve. These include battle tanks, Chimeras loaded with Imperial Guard troops and even artillery guns like the Basilisk and Griffon. As you have to decide which vehicles you are going to hold in reserve before you deploy your forces it is even more important that you have a clear plan for the battle.



The immediate advantage of this is that the tanks and troops you placed in reserve will always be the last to deploy on the table. In addition, if your opponent gets the first turn (and the Imperial Guard's low strategy rating usually ensures that this is the case), you can deploy your reserves after the enemy has had a complete turn of moving and shooting. Of course, you don't have to deploy your reserves on your first turn, you can deploy them at the beginning of any of your turns. You should bear in mind though, that a game of Warhammer 40,000 usually only lasts four turns, so if you leave your vehicles in reserve for too long, any benefit to be gained from your surprise attack will be lost as your reserve forces will have too little time to perform their task.

With these facts in mind, if you are going to have a large reserve force, it is important that the troops you deploy on the table at the start of the game create an opening early on in the battle, certainly before the start of your third turn. Remember – every turn that your vehicles stay in reserve is another turn that they won't be on the table destroying your foes. For the most part you will want to keep Leman Russ battle tanks and Chimeras in reserve. Both of these vehicles are highly flexible and can deal with most problems that may threaten your plans.

PROTECTION

Unfortunately tanks have two big drawbacks. The first of these is their weakness in hand-to-hand combat. Obviously tanks do not have any limbs that they can use to fight back with. This means that if enemy troopers get into contact with your tank they will be able to crawl all over it. If correctly equipped they will be dropping grenades down exhaust pipes, ripping armour plates off with power fists and shredding track links with power swords.

The second weakness is the fact that your tanks present the enemy with a single target, and an opportunity to eliminate a large chunk of your force in one fell swoop. For instance, an Imperial Guard heavy weapons squad of three heavy weapons teams consists of six individual targets, all of which must be eliminated before the squad is destroyed. A Leman Russ's firepower consists of three heavy weapons and a support weapon, yet it can be knocked out by a single shot.

In order for your battle tanks to fight effectively you have to take appropriate measures to ensure that they are properly protected.

To start with you can increase your tank's protection against close combat by equipping it with Frag Defenders. These specially designed Frag grenades explode above the tank, hitting anyone within the vicinity of the tank with shrapnel and spinning metal. In addition you can upgrade your tank with the 'Electro Hull' Vehicle card. The electro hull stops the enemy from touching your tank by electrocuting anyone who touches the hull. However, both of these upgrades will only offer limited protection: you will have to take further measures to completely protect your tanks.

SAFETY IN NUMBERS

The easiest way to protect your battle tanks is to deploy them in large numbers. Taking out a single Leman Russ is fairly easy, taking out two is more difficult, and three could be seen as an almost impossible task. Remember that bad luck always comes in threes and a squadron of Leman Russ battle tanks is three big doses of bad luck – for your opponent! By having lots of Leman Russes you'll force your opponent to make more decisions (more opportunities to make mistakes). The enemy will have to choose between taking out your Leman Russ battle tanks one by one, which will leave the others intact, or splitting his fire between all three tanks, in which case your tanks are only likely to be damaged by the enemy's diluted fire.



The easiest way to protect one of your tanks from being engaged in hand-to-hand combat is to surround it with a squad of Imperial Guardsmen. By simply placing a tactical squad around your Leman Russ, those deadly Infiltrators and Assault squads will have to attack your squad before they can get to the tank, by which time your tank will have either blasted the assault troops to pieces or moved out of charge range.

ELIMINATE

Battle tanks are so heavily armoured that they are invulnerable to a lot of weapons on the Warhammer 40,000 battlefield, which limits the amount of threats that the enemy can bring against them. Although these threats may be fairly serious – support weapon batteries, assault squads and fast attack vehicles – they are still only available in a limited number. This means you can use the serious firepower of your battle tanks to eliminate these threats. Once the enemy threats have been eliminated your tanks will have free rein of the battlefield and there will be nothing the enemy can do about it!

This is probably the most difficult way to use battle tanks: it will require every degree of your tactical skill and cunning. However, nothing can beat the reward to be gained from your battle tanks achieving total supremacy of the battlefield.

You must carefully manoeuvre your battle tanks so that you minimise the number of threats that the enemy can use against each tank, and then use your firepower to eliminate them all before moving to face new threats. Make the best use of the cover available, using auto-launchers loaded with Blind grenades to protect your tank from any remaining threats.

TIDAL WALL

This particular tactic of protecting your tanks is a variation on the Armoured Wedge tactic, used by the Space Marine side in the Heretic battle report, printed in White Dwarf 187. Although you would never need to cross the huge distances in the special Heretic scenario, in a normal game of Warhammer 40,000 the principle is still a good way of protecting a large number of tanks and armoured vehicles.

By placing the toughest, most heavily armoured tank in front of all your other tanks, the other tanks will be effectively as heavily armoured as the lead tank. The reason for this is that under the Choosing a Target rules (page 29 of the Warhammer 40,000 rulebook), all the enemy troops will have to fire at the closest vehicle. This will leave all your other vehicles completely unmolested because your opponent will have to destroy your toughest tank before he can move onto the rest.

Choose the biggest, baddest vehicle you can lay your hands on to stand against the combined firepower of the enemy army. In an Imperial Guard army the ideal candidate for this job is a Leman Russ Demolisher. This awesome battle tank not only sports the formidable frontal armour of a Leman Russ, but its enhanced side and rear armour make it ideal for sitting at the front of your army. Even if the enemy gets around the side, they will be hard pressed to penetrate its armour.

The drawback of the Leman Russ Demolisher is its limited manoeuvrability. This is not such a big problem as it may seem. I know most of you Demolisher commanders will be rather reluctant to move your tank, not because of its sluggish speed, but because you can't fire the Demolisher cannon on the move. However, do not be put off: the Demolisher still carries a devastating array of secondary weapons that can provide covering fire while it moves.

If you don't want to use a Demolisher for this task there are other alternatives. A Leman Russ on its own is still a formidable tank, and it can be made deadlier still with the addition of some upgrades from the Vehicle cards. 'Reinforced Armour' increases the armour value of all

locations by 1, but reduces the overall speed of your vehicle. 'Ablative Armour' means that you may ignore the first shot that penetrates your tank. All of these upgrades can be added to a standard Leman Russ and further increase your vehicle's survivability and therefore the survivability of all the tanks in your army. Of course, for those who want even more protection, you can always apply armour upgrades to your Demolisher!

GRIFFON BOMBARD

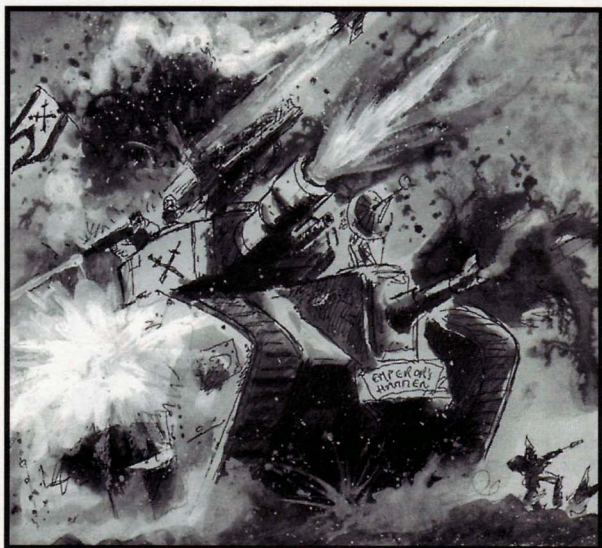
Using armoured vehicles and tanks isn't all about aggressive blitzkrieg attacks. Fortunately the large range of tanks allows Imperial Guard players to use some more subtle tactics.

This particular tactic uses the Griffon armoured support vehicle equipped with its heavy mortar and mortar weapon teams. If you are going to include any Griffons in your army, I always find it useful to attach a couple of Imperial Guard heavy weapons squads, all made up of mortar heavy weapons teams. The unique way in which mortars and heavy mortars fire means that you can deploy a small detachment where it is concealed from enemy view and bombard the enemy throughout the battle. The enemy will have to take some fairly drastic action to return fire on your mortar battery.

The advantage of taking lots of mortars and heavy mortars soon becomes apparent. Once you have got the hang of guessing ranges fairly accurately, you can really bombard a large area of the battlefield. Simply estimate how far it is to your chosen target, and then with the rest of your mortars vary the angle of the shot and the range by one or two inches for each subsequent mortar round. Even if some shots miss, against massed targets like Orks this barrage should be utterly devastating. Of course the disadvantage of this tactic is that once the enemy gets your mortar battery in his sights there is very little you can do to stop it being destroyed.

CONCLUSION

The tactics presented in this article only represent some of the ways in which you can use battle tanks in your Imperial Guard army. Once you have got the hang of keeping them protected and not getting them destroyed in the opening volley of fire you can do almost anything you want.



IMPERIAL GUARD

1,500 POINT SAMPLE ARMY

CADIAN COMMAND HQ 100 points

1 Colonel: Equipped with a laspistol, power sword (+6 points), boltgun (+3 points), carapace armour (4+ save). +9 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Colonel	4	6	6	4	4	3	6	3	9
P. Master	4	5	5	4	4	3	5	2	7
Guardsmen	4	3	3	3	3	1	3	1	7

1 Primaris Psyker Master (110 points):

Equipped with a force sword (Wargear card/+10 points) and a bolt pistol (+2 points). +12 points

2 Imperial Guard troopers: Each equipped with a melta-gun (+6 points), Frag grenades, and flak armour (6+ save). +12 points

1 Heavy Weapons team: 2 Imperial Guard troopers equipped with a missile launcher (+30 points), lasgun, Frag grenades, flak armour (6+ save). +30 points

Chimera (140 points): Includes 3 Imperial Guard crew armed with laspistols, wearing flak armour. +140 points

Equipped with Frag Defender rounds. +10 points

TOTAL: 423 points

1 IMPERIAL GUARD SQUAD 100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7

1 Sergeant: Equipped with laspistol, sword and wearing flak armour (6+ save).

6 Imperial Guardsmen: Equipped with lasgun, Frag grenades, and wearing flak armour (6+ save).

1 Imperial Guardsman: Flamer (+7 points), Frag grenades, wearing flak armour (6+ save). +7 points

1 Weapons Team: 2 Guardsmen armed with a heavy bolter (+10 points), lasguns, Frag grenades, and wearing flak armour (6+ save). +10 points

TOTAL: 117 points

1 HEAVY WEAPONS SQUAD 60 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7

1 Weapons Team: 2 Guardsmen armed with an autocannon (+16 points), lasguns, Frag grenades, and wearing flak armour (6+ save). +16 points

1 Weapons Team: 2 Guardsmen armed with an autocannon (+16 points), lasguns, Frag grenades, and wearing flak armour (6+ save). +16 points

1 Weapons Team: 2 Guardsmen armed with a heavy bolter (+10 points), lasguns, Frag grenades, and wearing flak armour (6+ save). +10 points

The Guardsmen in this squad have the *Slick Crew* Veteran ability (20 points). +20 points

TOTAL: 122 points

RATLING SNIPERS 80 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sniper	4	2	4	2	2	1	5	1	6

5 Ratling snipers armed with needle sniper rifles and wearing flak armour (6+ save). The Ratling snipers have the *Dead-Eye Shot* veteran ability (25 points). +25 points

TOTAL: 105 points

1 LEMAN RUSS 205 points

CATACHAN COMMAND SQUAD 60 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	4	1	8
Primaris	4	3	3	3	4	1	4	1	7
Guardsmen	4	3	3	3	3	1	3	1	7

1 Lieutenant: Equipped with a boltgun (+3 points), laspistol and wearing carapace armour (4+ save). +3 points

1 Weapons team: 2 Guardsmen equipped with a lascannon (+30 points), lasguns, Frag grenades and wearing flak armour (6+ save). +30 points

1 Weapons team: 2 Guardsmen equipped with a heavy bolter (+10 points), lasguns, Frag grenades and wearing flak armour (6+ save). +10 points

1 Primaris Psyker (32 points): Equipped with a sword and a force rod (Wargear card/+15 points). +47 points

TOTAL: 150 points

1 IMPERIAL GUARD SQUAD 100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7

1 Sergeant: Equipped with bolt pistol, (+2 points), Frag grenades, sword and wearing flak armour (6+ save). +2 points

1 Imperial Guardsman: Equipped with a plasma gun (+6 points), Frag grenades, flak armour (6+ save). +6 points

1 Weapons Team: 2 Guardsmen armed with a missile launcher (+30 points), lasguns, Frag grenades, and wearing flak armour (6+ save). +30 points

Chimera (140 points): Includes 3 Imperial Guard crew armed with laspistols, wearing flak armour (6+ save). . 140 points

TOTAL: 278 points

1 ROUGH RIDER SQUAD 100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Rough Rider	4	3	3	3	3	1	3	1	7
Warhorse	8	3	0	3	3	1	3	1	5

5 Rough Riders: Equipped with hunting lance, laspistol, chainsword, Frag grenades, wearing flak armour (6+ save).

IMPERIAL GUARD

LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK



EXAMPLE OF AN ASSEMBLED LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK

- A COMPLETE LEMAN RUSS DEMOLISHER
IMPERIAL SIEGE TANK CONSISTS OF:**
- 5 x LEMAN RUSS IMPERIAL BATTLE TANK PLASTIC SPRUES
 - 1 x TANK COMMANDER
 - 1 x HATCH BASE
 - 1 x CUPOLA
 - 1 x HATCH LID 1
 - 1 x HATCH LID 2
 - 1 x DEMOLISHER CANNON TOP
 - 1 x DEMOLISHER CANNON BOTTOM
 - 1 x DEMOLISHER CANNON MANTLET
 - 2 x SPONSON FRONT
 - 2 x SPONSON REAR
 - 2 x HEAVY PLASMA GUN
 - 2 x MULTI-MELTA
 - 1 x TRANSFER SHEET
 - 1 x ADHESIVE COLOUR BANNER SHEET



DEMOLISHER CANNON TOP
0450/7



TANK COMMANDER
0450/1



DEMOLISHER CANNON BOTTOM
0450/8



MULTI-MELTA
0450/12



HATCH LID 1
0450/4



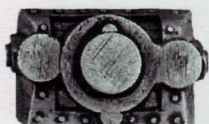
CUPOLA
0450/3



HEAVY PLASMA GUN
0450/11



HATCH LID 2
0450/5



DEMOLISHER CANNON
MANTLET
0450/6



SPONSON FRONT
0450/9



SPONSON REAR
0450/10



HATCH BASE
0450/2

IMPERIAL GUARD

IMPERIAL GRIFFON



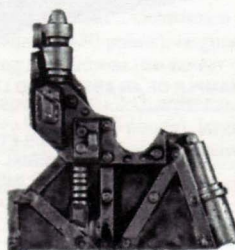
THE COMPLETED IMPERIAL GUARD GRIFFON

A COMPLETED IMPERIAL GRIFFON CONSISTS OF:

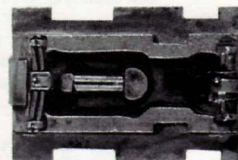
- 1 x IMPERIAL CHIMERA BODY
- 1 x PLASTIC SPRUE FRAME B
- 1 x IMPERIAL CHIMERA BODY
- 1 x PLASTIC SPRUE FRAME C
- 1 x PLASTIC TRACK SPRUE FRAME T
- 1 x PLASTIC WHEEL SPRUE FRAME W
- 1 x PLASTIC ACCESSORY SPRUE FRAME A
- 1 x MORTAR BASE
- 1 x LEFT SIDE MORTAR SUPPORT PANEL
- 1 x RIGHT SIDE MORTAR SUPPORT PANEL
- 1 x RIGHT SIDE MORTAR BARREL
- 1 x LEFT SIDE MORTAR BARREL
- 1 x MORTAR CREWMAN
- 1 x BACKPACK
- 1 x MORTAR GUNNER
- 1 x GRIFFON PLATFORM
- 1 x CUPOLA
- 1 x HATCH 1
- 1 x HATCH 2
- 1 x ADHESIVE COLOUR BANNER SHEET
- 1 x TRANSFER SHEET



CUPOLA
0450/3



LEFT SIDE MORTAR
SUPPORT PANEL
0452/6



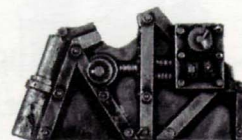
MORTAR BASE
0452/5



HATCH 2
0450/5



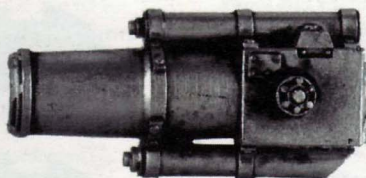
HATCH 1
0450/4



RIGHT SIDE MORTAR
SUPPORT PANEL
0452/4



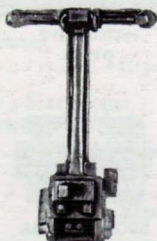
RIGHT SIDE MORTAR BARREL
0452/3



LEFT SIDE MORTAR BARREL
0452/2



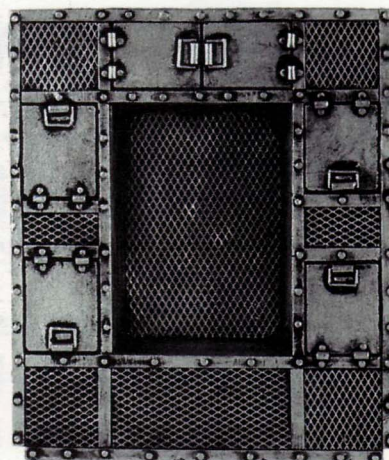
MORTAR CREWMAN
0452/9



BACKPACK
0452/8



MORTAR GUNNER
0452/7

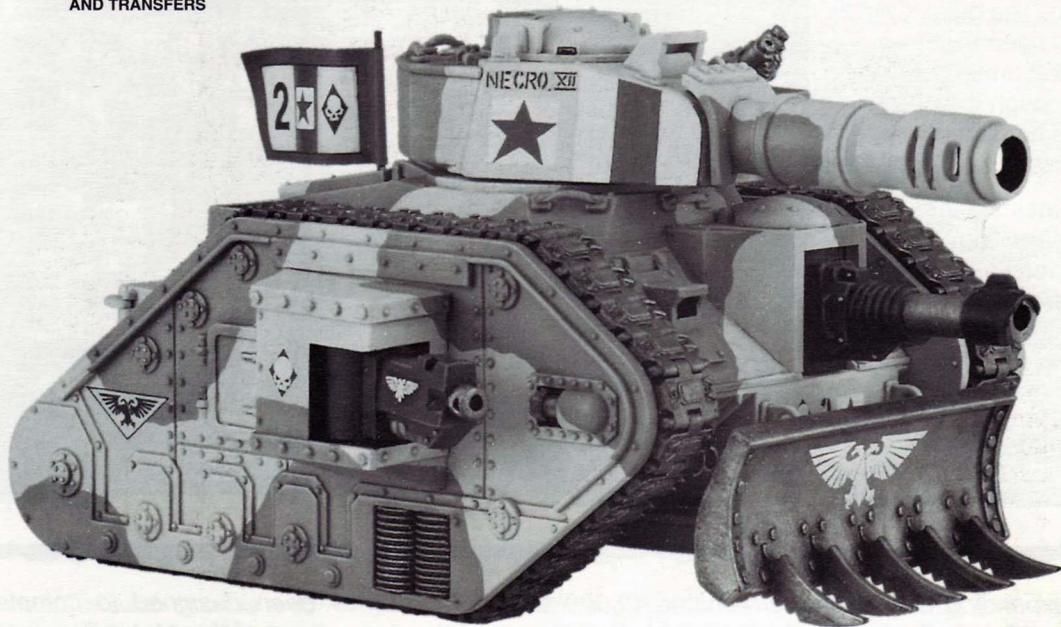


GRIFFON PLATFORM
0452/1

IMPERIAL GUARD

LEMAN RUSS IMPERIAL BATTLE TANK

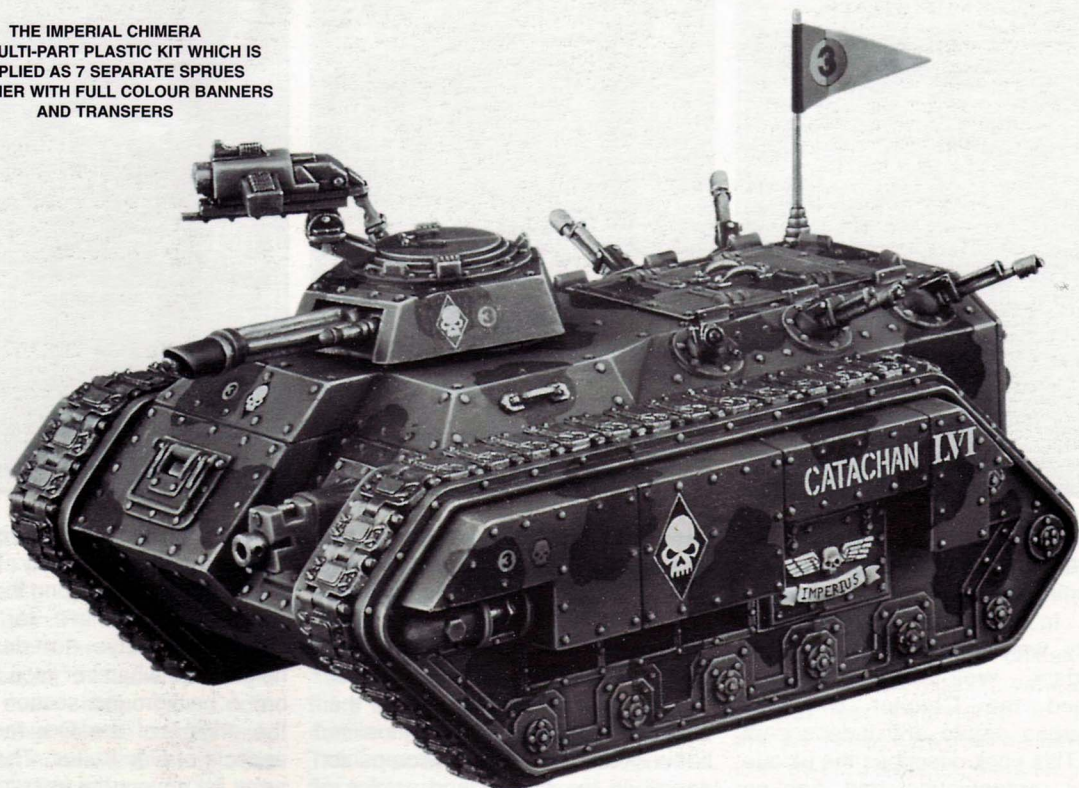
THE LEMAN RUSS IMPERIAL BATTLE TANK IS A MULTI-PART PLASTIC KIT WHICH IS SUPPLIED AS 5 SEPARATE SPRUES TOGETHER WITH FULL COLOUR BANNERS AND TRANSFERS



THE ASSEMBLED AND PAINTED LEMAN RUSS IMPERIAL BATTLE TANK

IMPERIAL CHIMERA

THE IMPERIAL CHIMERA IS A MULTI-PART PLASTIC KIT WHICH IS SUPPLIED AS 7 SEPARATE SPRUES TOGETHER WITH FULL COLOUR BANNERS AND TRANSFERS



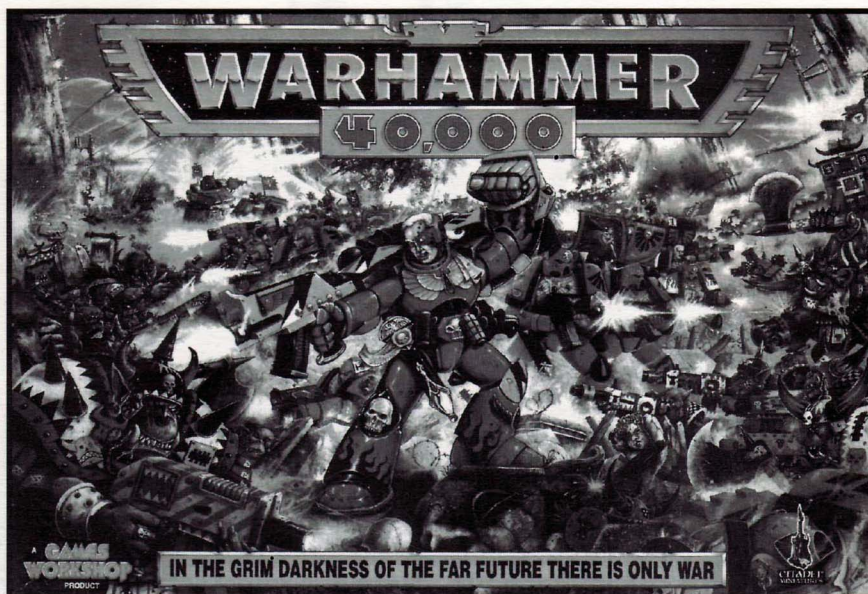
THE ASSEMBLED AND PAINTED IMPERIAL CHIMERA



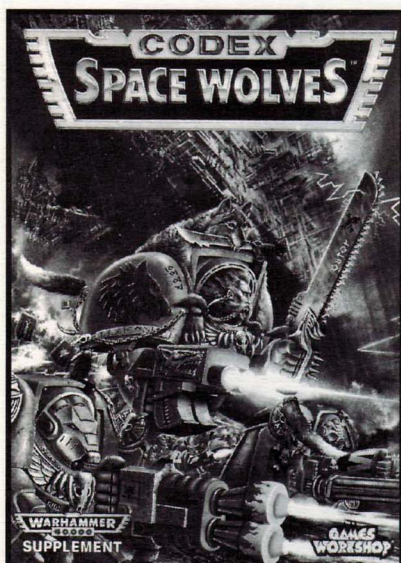
IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR...

In the nightmare future of the forty first millennium, mankind teeters on the brink of extinction. The galaxy-wide Imperium is ridden with dangers. Vast armies of Orks rampage through the heartlands, while hordes of Tyranids assault the borders.

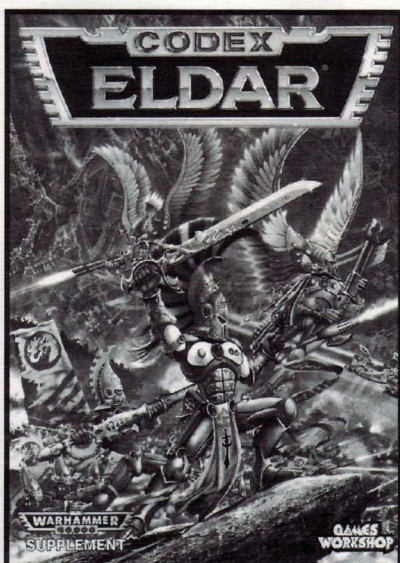
But the greatest danger lies within the warp. Here, malevolent forces of Chaos gather – their only purpose to crush mankind. Only the Emperor and his armies can protect humanity from these dire threats.



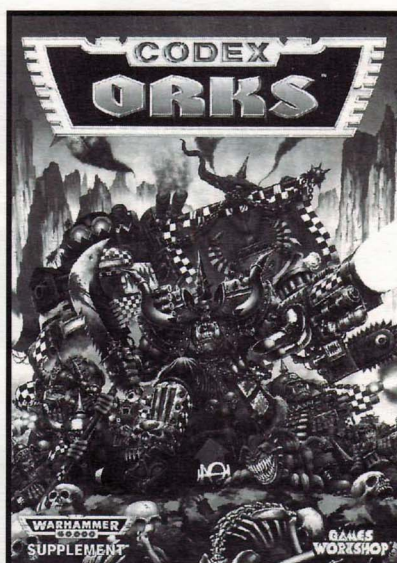
The ever-expanding series of Warhammer 40,000 Codex books has been designed to complement Warhammer 40,000. Each book deals exclusively with one of the major races of the 41st millennium, and contains extensive background and colour 'Eavy Metal' pages.



In ages past the Space Wolves Chapter of Space Marines was lead by their mighty Primarch Leman Russ. In battle his courage and ferocity were unequalled, and this legendary Wolf Lord indelibly stamped the Chapter with his headstrong nature and independent spirit. This book describes the unique history, organisation and fighting forces of the Space Wolves Chapter.



The Eldar are an ancient and sophisticated race, engulfed in a continuous battle for survival in a galaxy overrun by barbaric usurpers. Compared to the teeming Imperium and countless Ork hordes, the Eldar warriors are few, relying on their advanced weaponry and ritualised battle skills. This essential companion describes the history and armies of the Eldar in complete detail.



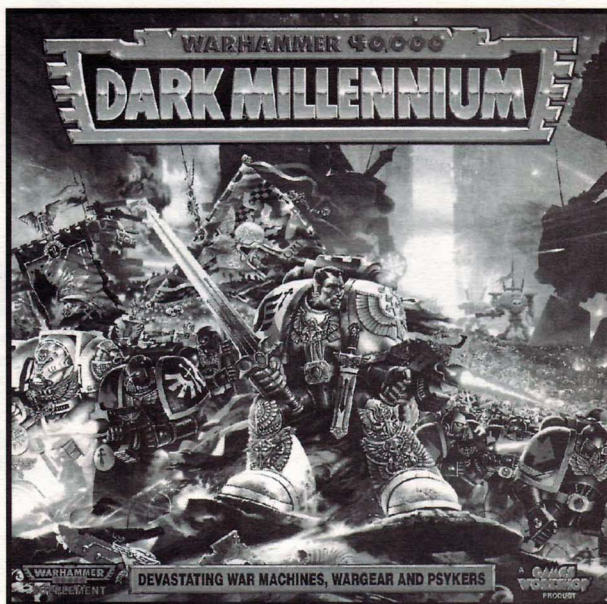
Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. Orks live for war and constantly strive to defeat their neighbours whatever race they might be! A background section describes the origins of the Ork race and all aspects of Ork 'Kultur'. The complete army list covers the vast array of Ork troop types.

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS

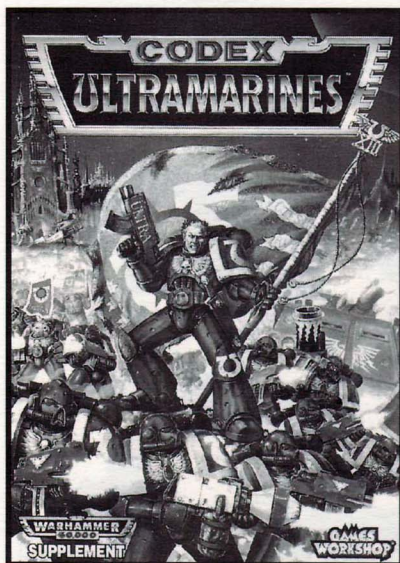
Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game. This boxed supplement contains over twenty full colour vehicle datafaxes with a new deck of custom cards to let you customise your mechanised forces.



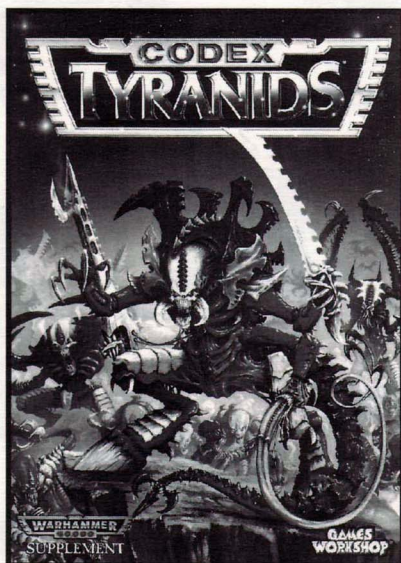
Special rules and unique psychic disciplines are supplied for the mighty defenders of the Imperium and their enemies. Dark Millennium also contains dozens more Wargear cards, two sets of new Mission cards and a deck of strategy cards that allows you to use booby traps, support barrages, ambushes and more to confound and pummel your opponent!



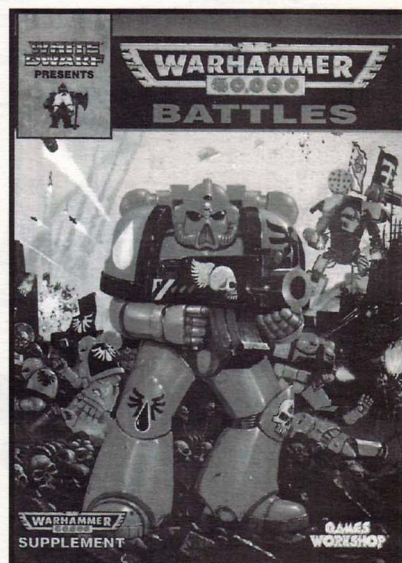
At the heart of each book is a complete army list, including a selection of special characters, enabling you to select your forces and assemble your army ready to take on any opponent. These books also contain unique information, armour, weapons, wargear and special rules unpublished in any other sources.



From the dawn of the Imperium the Ultramarines Chapter has served the Emperor with great loyalty and ferocity. Their Primarch, Roboute Guilliman, wrote the Codex Astartes, and the Chapter has exemplified its teachings ever since. The Codex army list in this volume can be used by the Ultramarines and many other Space Marine Chapters.



A vast and alien intellect has risen from the void of intergalactic space. The single monstrous entity which is the Tyranid race has found a new, rich feeding ground: the human galaxy. The Tyranids consume every living thing in their path and the galaxy is doomed unless they can be stopped. This invaluable supplement introduces the full horror of the Tyranid hordes to the Warhammer 40,000 game.



This Warhammer 40,000 compilation contains articles previously published in White Dwarf magazine up to and including issue 178.

Also included are full colour card copies of all the mission, vehicle and datafax cards featured in these articles. As well as this, we have put in three card battle bunkers for you to fight the new missions detailed in the articles.

IMPERIAL GUARD

JUNGLE FIGHTERS OF CATACHAN



JUNGLE FIGHTER
WITH LASGUN 1
0437/2



JUNGLE FIGHTER
WITH LASGUN 2
0437/3



JUNGLE FIGHTER
WITH LASGUN 3
0437/5



JUNGLE FIGHTER
WITH LASGUN 4
0437/1



JUNGLE FIGHTER
WITH FLAMER
72218/12



JUNGLE FIGHTER
WITH PLASMA GUN
72218/13

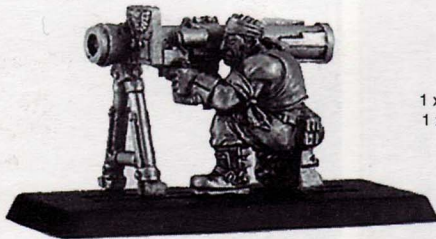


JUNGLE FIGHTER
WITH MELTA-GUN
0437/6



JUNGLE FIGHTER
SERGEANT 1
0437/4

JUNGLE FIGHTER MISSILE LAUNCHER



A COMPLETED JUNGLE FIGHTER WITH MISSILE LAUNCHER

THE COMPLETE
JUNGLE FIGHTERS OF CATACHAN
MISSILE LAUNCHER
CONSISTS OF:
1 x JUNGLE FIGHTER
MISSILE FIRER
1 x MISSILE LAUNCHER
1 x MISSILE LAUNCHER STAND
1 x JUNGLE FIGHTER LOADER



JUNGLE FIGHTER LOADER
0437/7



MISSILE
LAUNCHER STAND
0437/10



JUNGLE FIGHTER
MISSILE FIRER
0437/8



JUNGLE FIGHTER
MISSILE LAUNCHER
0437/9

JUNGLE FIGHTER LIEUTENANT



JUNGLE FIGHTER
LIEUTENANT
72201/1

IMPERIAL GUARD

JUNGLE FIGHTERS OF CATACHAN



**JUNGLE FIGHTER
SERGEANT 2**
72217/11



**JUNGLE FIGHTER
WITH LASGUN 5**
72200/26



**JUNGLE FIGHTER
WITH LASGUN 6**
72200/27



**JUNGLE FIGHTER
WITH LASGUN 7**
72200/28



**JUNGLE FIGHTER
WITH LASGUN 8**
72200/29

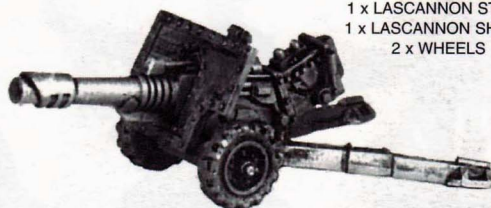
JUNGLE FIGHTER LASCANNON



**JUNGLE FIGHTER
LASCANNON OPERATOR**
72219/22



**JUNGLE FIGHTER
LASCANNON LOADER**
72219/21



A COMPLETED LASCANNON



LASCANNON
0445/9



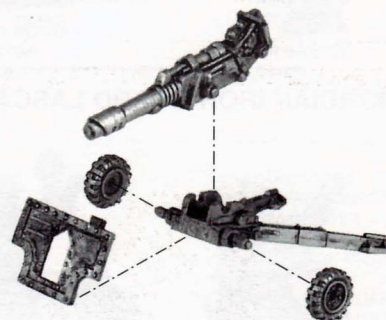
LASCANNON SHIELD
0445/10



WHEEL
0443/13



LASCANNON STAND
0445/11



**A COMPLETE JUNGLE FIGHTER
LASCANNON CONSISTS OF:**
1 x JUNGLE FIGHTER OPERATOR
1 x JUNGLE FIGHTER LOADER
1 x LASCANNON
1 x LASCANNON STAND
1 x LASCANNON SHIELD
2 x WHEELS

JUNGLE FIGHTER HEAVY BOLTER



**JUNGLE FIGHTER
GUNNER BODY**
72219/14



**JUNGLE FIGHTER
HEAVY BOLTER LOADER**
72219/16



HEAVY BOLTER
0443/12



TRAIL
0443/11



**JUNGLE FIGHTER
GUNNER LEGS**
72219/15



WHEEL
0443/13

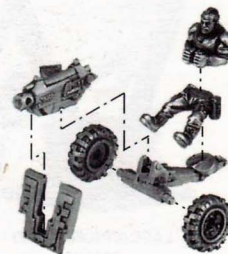


SHIELD
0443/10



A COMPLETED JUNGLE FIGHTER HEAVY BOLTER

**A COMPLETE JUNGLE FIGHTER
HEAVY BOLTER CONSISTS OF:**
1 x JUNGLE FIGHTER
GUNNER BODY
1 x JUNGLE FIGHTER
GUNNER LEGS
1 x JUNGLE FIGHTER
HEAVY BOLTER
1 x TRAIL
1 x SHIELD
2 x WHEELS



Jungle Fighters designed by Michael Perry, heavy weapons designed by Norman Swales

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IMPERIAL GUARD

MORDIAN IRON GUARD



IRON GUARD
SERGEANT 1
0445/6



IRON GUARD
WITH LASGUN 1
0445/3



IRON GUARD
WITH LASGUN 2
0445/1



IRON GUARD
WITH LASGUN 3
0445/4



IRON GUARD
WITH LASGUN 4
0445/2



IRON GUARD
WITH FLAMER
72227/19



IRON GUARD
WITH GRENADE LAUNCHER
0445/5



IRON GUARD
WITH MELTAGUN
72227/18

IRON GUARD LIEUTENANT



IRON GUARD LIEUTENANT
72208/1

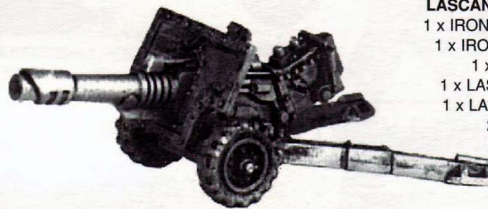
MORDIAN IRON GUARD LASCANNON



IRON GUARD
LASCANNON LOADER
0445/8

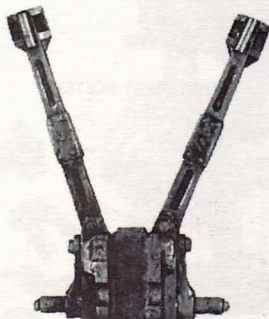


IRON GUARD
LASCANNON OPERATOR
0445/7



COMPLETED LASCANNON

A COMPLETED
MORDIAN IRON GUARD
LASCANNON CONSISTS OF:
1 x IRON GUARD OPERATOR
1 x IRON GUARD LOADER
1 x LASCANNON
1 x LASCANNON SHIELD
1 x LASCANNON STAND
2 x WHEELS



LASCANNON STAND
0445/11



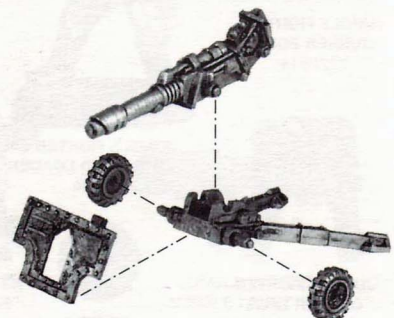
LASCANNON
0445/9



LASCANNON SHIELD
0445/10



WHEEL
0443/13



IMPERIAL GUARD

MORDIAN IRON GUARD



IRON GUARD
SERGEANT 2
72226/17



IRON GUARD
WITH LASGUN 5
72226/12



IRON GUARD
WITH LASGUN 6
72226/15



IRON GUARD
WITH LASGUN 7
72226/16



IRON GUARD
WITH LASGUN 8
72226/14

MORDIAN IRON GUARD MORTAR

A COMPLETED
MORDIAN IRON GUARD MORTAR
CONSISTS OF:

- 1 x MORTAR BARREL
- 1 x MORTAR STAND
- 1 x IRON GUARD OPERATOR
- 1 x IRON GUARD LOADER



AN ASSEMBLED MORDIAN
IRON GUARD MORTAR



IRON GUARD
MORTAR LOADER
72228/24



IRON GUARD MORTAR
OPERATOR
72228/23



MORTAR STAND
0444/10



MORTAR BARREL
0444/9

MORDIAN IRON GUARD HEAVY BOLTER



IRON GUARD
GUNNER BODY
72228/20



IRON GUARD
HEAVY BOLTER LOADER
72228/21



A COMPLETED MORDIAN IRON GUARD HEAVY BOLTER

- A COMPLETED
MORDIAN IRON GUARD
HEAVY BOLTER
CONSISTS OF:
- 1 x MORDIAN IRON GUARD
GUNNER BODY
 - 1 x MORDIAN IRON GUARD
GUNNER LOADER
 - 1 x IRON GUARD LOADER
GUNNER LEGS
 - 1 x HEAVY BOLTER
 - 1 x SHIELD
 - 1 x TRAIL
 - 2 x WHEELS



IRON GUARD
GUNNER LEGS
72228/21



HEAVY BOLTER
0443/12



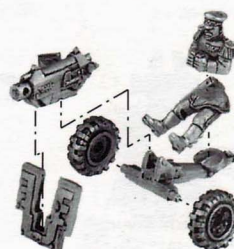
WHEEL
0443/13



SHIELD
0443/10



TRAIL
0443/11



IMPERIAL GUARD

ICE WARRIORS OF VALHALLA



ICE WARRIOR
SERGEANT 1
0444/6



ICE WARRIOR WITH
FLAMER
0444/5



ICE WARRIOR WITH
MELTAGUN
72224/16



ICE WARRIOR WITH
GRENADE LAUNCHER
72224/17



ICE WARRIOR WITH
LASGUN 1
0444/1



ICE WARRIOR WITH
LASGUN 2
0444/2



ICE WARRIOR WITH
LASGUN 3
0444/3



ICE WARRIOR WITH
LASGUN 4
0444/4

ICE WARRIOR MORTAR



ICE WARRIOR MORTAR
OPERATOR
0444/8



ICE WARRIOR
MORTAR LOADER
0444/7

ICE WARRIOR LIEUTENANT



ICE WARRIOR
LIEUTENANT
72207/1



MORTAR STAND
0444/10



MORTAR BARREL
0444/9

A COMPLETE ICE WARRIORS
OF VALHALLA MORTAR
CONSISTS OF:
1 x MORTAR BARREL
1 x MORTAR STAND
1 x ICE WARRIOR OPERATOR
1 x ICE WARRIOR LOADER



AN ASSEMBLED ICE WARRIORS OF VALHALLA MORTAR

IMPERIAL GUARD

ICE WARRIORS OF VALHALLA



ICE WARRIOR
SERGEANT 2
72223/15



ICE WARRIOR WITH
LASGUN 5
72223/13



ICE WARRIOR WITH
LASGUN 6
72223/14



ICE WARRIOR WITH
LASGUN 7
72223/16



ICE WARRIOR WITH
LASGUN 8
72223/11

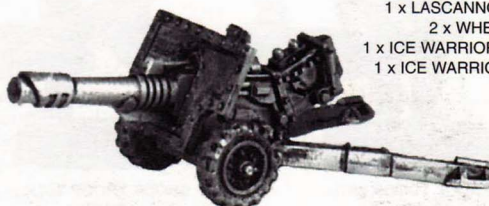
ICE WARRIORS LASCANNON



ICE WARRIOR
LASCANNON OPERATOR
72225/21



ICE WARRIOR
LASCANNON LOADER
72225/20



COMPLETED LASCANNON

A COMPLETED LASCANNON
CONSISTS OF:
1 x LASCANNON
1 x LASCANNON SHIELD
1 x LASCANNON STAND
2 x WHEELS
1 x ICE WARRIOR OPERATOR
1 x ICE WARRIOR LOADER



LASCANNON
0445/9



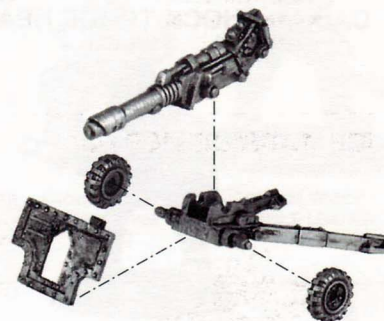
LASCANNON SHIELD
0445/10



WHEEL
0443/13



LASCANNON STAND
0445/11



ICE WARRIORS HEAVY BOLTER



ICE WARRIOR
GUNNER BODY
72225/17



WHEEL
0443/13



ICE WARRIOR LOADER
72225/19



A COMPLETED ICE WARRIORS OF
VALHALLA HEAVY BOLTER

A COMPLETED ICE
WARRIORS OF VALHALLA
HEAVY BOLTER
CONSISTS OF:
1 x ICE WARRIOR GUNNER
BODY
1 x ICE WARRIOR GUNNER
LEGS
1 x ICE WARRIOR LOADER
1 x HEAVY BOLTER
1 x SHIELD
1 x TRAIL
2 x WHEELS



ICE WARRIOR
GUNNER LEGS
72225/18



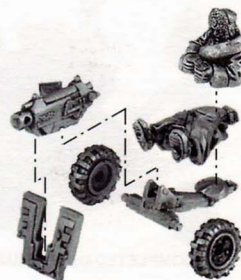
SHIELD
0443/10



TRAIL
0443/11



HEAVY BOLTER
0443/12



Designed by Alan Perry, Lascannon and heavy weapons designed by Norman Swales

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IMPERIAL GUARD

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
LASGUN 1
0443/1



SHOCK TROOP WITH
LASGUN 2
0443/4



SHOCK TROOP WITH
FLAMER
0443/6



SHOCK TROOP
SERGEANT 1
0443/5



SHOCK TROOP WITH
LASGUN 3
0443/3



SHOCK TROOP WITH
LASGUN 4
0443/2

CADIAN SHOCK TROOP LIEUTENANT



CADIAN SHOCK TROOP
LIEUTENANT
72202/1

CADIAN SHOCK TROOP HEAVY BOLTER



SHOCK TROOP LOADER
0443/7



SHOCK TROOP
GUNNER LEGS
0443/9



SHOCK TROOP
GUNNER BODY
0443/8



TRAIL
0443/11



HEAVY BOLTER
0443/12



SHIELD
0443/10

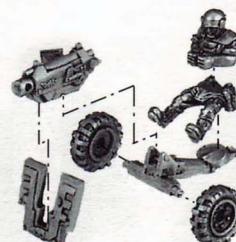


WHEEL
0443/13



A COMPLETED CADIAN SHOCK TROOP HEAVY BOLTER

A COMPLETE CADIAN SHOCK
TROOP HEAVY BOLTER
CONSISTS OF:
1 x SHOCK TROOP GUNNER BODY
1 x SHOCK TROOP GUNNER LEGS
1 x HEAVY BOLTER
1 x TRAIL
1 x SHIELD
2 x WHEELS
1 x SHOCK TROOP LOADER



IMPERIAL GUARD

CADIAN SHOCK TROOPS



SHOCK TROOP WITH
PLASMA GUN
72221/20



SHOCK TROOP WITH
LASGUN 5
72220/15



SHOCK TROOP
SERGEANT 2
72220/18



SHOCK TROOP WITH
MELTAGUN
72221/19



SHOCK TROOP WITH
LASGUN 6
72220/17



SHOCK TROOP WITH
LASGUN 7
72220/14



SHOCK TROOP WITH
LASGUN 8
72220/16

CADIAN MISSILE LAUNCHER

A COMPLETED CADIAN TROOP MISSILE LAUNCHER

CONSISTS OF:
1 x SHOCK TROOP MISSILE FIRER
1 x SHOCK TROOP MISSILE LAUNCHER
1 x MISSILE LAUNCHER STAND



A COMPLETED CADIAN SHOCK TROOPER
WITH MISSILE LAUNCHER



SHOCK TROOP
MISSILE LAUNCHER
72222/25



MISSILE LAUNCHER
STAND
0437/10



SHOCK TROOP
MISSILE FIRER
72222/24



SHOCK TROOP
MISSILE LOADER
72222/23

CADIAN SHOCK TROOP AUTOCANNON



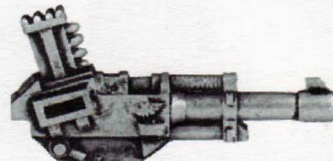
SHOCK TROOP
GUNNER BODY
0443/8



SHOCK TROOP
GUNNER LEGS
0443/9



SHIELD
0443/10



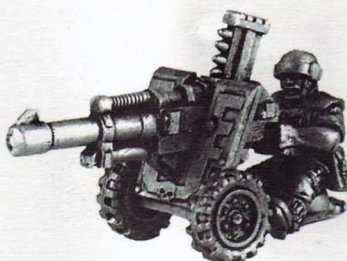
AUTOCANNON
0446/12



TRAIL
0443/11



WHEEL
0443/13



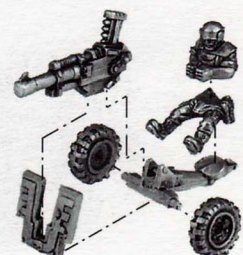
A COMPLETED CADIAN SHOCK TROOP AUTOCANNON

A COMPLETE CADIAN SHOCK TROOP AUTOCANNON

CONSISTS OF:
1 x SHOCK TROOP
GUNNER BODY
1 x SHOCK TROOP
GUNNER LEGS
1 x AUTOCANNON
1 x TRAIL
1 x SHIELD
2 x WHEELS
1 x SHOCK TROOP LOADER



SHOCK TROOP
AUTOCANNON LOADER
72222/21



IMPERIAL GUARD

TALLARN DESERT RAIDERS



DESERT RAIDER
SERGEANT 2
0446/6



DESERT RAIDER
WITH LASGUN 1
0446/4



DESERT RAIDER
WITH LASGUN 2
0446/2



DESERT RAIDER
WITH LASGUN 3
0446/5



DESERT RAIDER
WITH MELTA-GUN
0446/1



DESERT RAIDER
WITH LASGUN 4
0446/3

DESERT RAIDER LIEUTENANT



DESERT RAIDER
LIEUTENANT
72212/1

TALLARN DESERT RAIDER AUTOCANNON



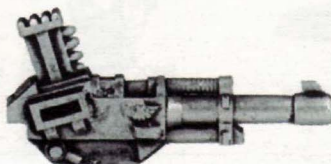
DESERT RAIDER
GUNNER BODY
0446/8



DESERT RAIDER
GUNNER LEGS
0446/9



DESERT RAIDER
AUTOCANNON LOADER
0446/7



AUTOCANNON
0446/12



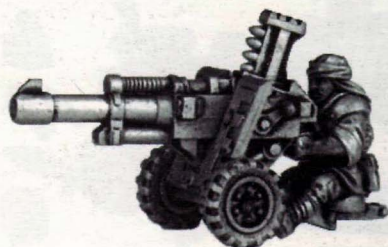
SHIELD
0443/10



TRAIL
0443/11

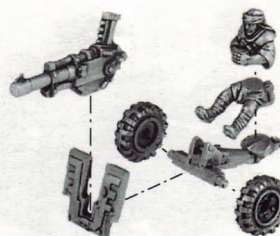


WHEEL
0443/13



A COMPLETED TALLARN DESERT RAIDER AUTOCANNON

A COMPLETE
TALLARN DESERT RAIDER
AUTOCANNON CONSISTS OF:
1 x DESERT RAIDER GUNNER BODY
1 x DESERT RAIDER GUNNER LEGS
1 x AUTOCANNON
1 x TRAIL
1 x SHIELD
2 x WHEELS
1 x DESERT RAIDER LOADER



IMPERIAL GUARD

TALLARN DESERT RAIDERS



DESERT RAIDER WITH
PLASMA GUN
72230/19



DESERT RAIDER
SERGEANT 2
72229/18



DESERT RAIDER WITH
GRENADE LAUNCHER
72230/20

TALLARN DESERT RAIDER MISSILE LAUNCHER



A COMPLETED DESERT RAIDER
WITH MISSILE LAUNCHER

A COMPLETE
TALLARN DESERT RAIDER
MISSILE LAUNCHER
CONSISTS OF:
1 x DESERT RAIDER MISSILE FIRER
1 x DESERT RAIDER MISSILE LAUNCHER
1 x DESERT RAIDER LOADER



DESERT RAIDER
MISSILE LAUNCHER
72231/22



DESERT RAIDER
MISSILE LOADER
72231/21



DESERT RAIDER
MISSILE FIRER
72231/23

Designed by Michael Perry



IMPERIAL GUARD

ROUGH RIDERS OF ATTLA



ROUGH RIDER
TORSO 1
0440/2



ROUGH RIDER
TORSO 2
0440/1



ROUGH RIDER
TORSO 3
0440/3



ROUGH RIDER LEGS 1
0440/5



ROUGH RIDER LEGS 2
0440/4



ROUGH RIDER HUNTING LANCE
0440/6



ROUGH RIDER CHAINSWORD
72421/7

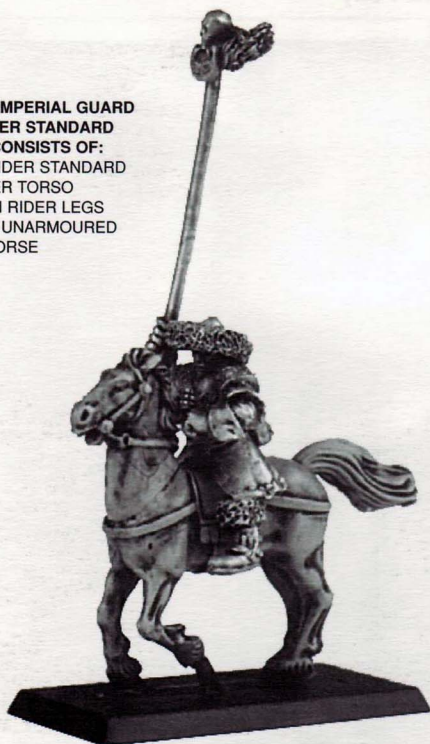


ROUGH RIDER STANDARD
BEARER TORSO
72204/1

A COMPLETE IMPERIAL GUARD ROUGH RIDER CONSISTS OF:

- 1 x ROUGH RIDER TORSO
- 1 x ROUGH RIDER LEGS
- 1 x WEAPON
- 1 x PLASTIC UNARMoured HORSE

- A COMPLETE IMPERIAL GUARD
ROUGH RIDER STANDARD
BEARER CONSISTS OF:
- 1 x ROUGH RIDER STANDARD
BEARER TORSO
 - 1 x ROUGH RIDER LEGS
 - 1 x PLASTIC UNARMoured
HORSE



A COMPLETED IMPERIAL GUARD ROUGH RIDER
STANDARD BEARER

ROUGH RIDERS OF ATTLA LIEUTENANT



ROUGH RIDER
LIEUTENANT BODY
72203/1



ROUGH RIDER
LIEUTENANT ARM
72203/2



ROUGH RIDER LIEUTENANT HUNTING LANCE
72203/3

A COMPLETE ROUGH RIDER OF ATTLA LIEUTENANT CONSISTS OF:

- 1 x ROUGH RIDER LIEUTENANT BODY
- 1 x ROUGH RIDER LIEUTENANT ARM
- 1 x ROUGH RIDER LIEUTENANT
HUNTING LANCE
- 1 x PLASTIC UNARMoured HORSE



A COMPLETED IMPERIAL GUARD ROUGH RIDER
LIEUTENANT

IMPERIAL GUARD

OGRYNS



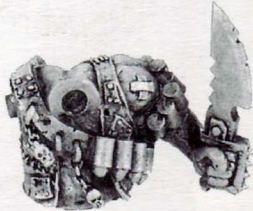
HEAD 1
72420/3



HEAD 2
72420/1



HEAD 3
72420/2



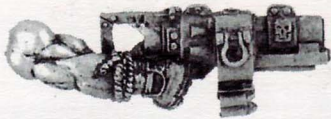
TORSO 1
72420/6



TORSO 2
72420/7



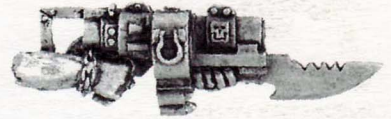
TORSO 3
72420/10



GUN 1
72420/9



GUN 2
72420/8



GUN 3
72420/11



LEGS 1
72420/4



LEGS 2
72420/5

A COMPLETED OGRYN CONSISTS OF:

- 1 x HEAD
- 1 x TORSO
- 1 x GUN
- 1 x LEGS

PLEASE NOTE TORSO 3
WILL ONLY FIT WITH GUN 3



EXAMPLES OF COMPLETED OGRYNS

Designed by Michael Perry

IMPERIAL GUARD

RATLING SNIPERS



RATLING 1
72210/3



RATLING 2
72210/5



RATLING 3
72210/2



RATLING 4
72210/4



RATLING 5
72210/6



RATLING 6
72210/1

Designed by Alan Perry

COMMISSAR YARRICK



COMMISSAR YARRICK
072195/1

YARRICK'S BANNER POLE
072195/2



Designed by Jes Goodwin



CODEx IMPERIAL GUARD™

THE IMPERIAL GUARD IS THE LARGEST AND MOST POWERFUL FORCE IN THE GALAXY. FIGHTING ACROSS A HUNDRED WAR ZONES AND UPON TEN THOUSAND PLANETS, THE ULTIMATE WAR MACHINE OF THE IMPERIUM NEVER CEASES IN THE CONSTANT STRUGGLE AGAINST MANKIND'S ENEMIES.

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The army list will enable you to assemble your Imperial Guard force, complete with command HQ, Commissars, psykers, Guardsmen, heavy weapons teams, Rough Riders, tanks and artillery. A selection of special characters includes Lord Commander Macharius, Commissar Yarrick and Nork Deddog, the Ogryn bodyguard.

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