

1850 Pts - Imperial Guard

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Primaris Psyker (1♠, 70 pts)												
Primaris Psyker	1	☠	4	4	3	3	2	3	3/4	9	5+5	70
Infantry; Independent Character; Psyker; It's For Your Own Good; Flak Armour; Frag Grenades; Refractor Field; Force Weapon; Laspistol; Lightning Arc; Nightshroud												
Elite: Storm Trooper Squad (10♠, 185 pts)												
Storm Trooper Squad	9	☠	3	4	3	3	1	3	1/2	7	4+	185
Infantry; Deep Strike; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Hot-shot Lasgun (x7); Hot-shot Laspistol (x9); Meltagun (x2); Special Operations: Before deployment select one of the following Doctrines for the unit: Airborne Assault, Behind Enemy Lines or Reconnaissance.												
Storm Trooper Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[0]
Infantry; Deep Strike; Carapace Armour; Close Combat Weapon; Frag Grenades; Krak Grenades; Bolt Pistol; Bolter												
Elite: Storm Trooper Squad (10♠, 185 pts)												
Storm Trooper Squad	9	☠	3	4	3	3	1	3	1/2	7	4+	185
Infantry; Deep Strike; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Hot-shot Lasgun (x7); Hot-shot Laspistol (x9); Meltagun (x2); Special Operations: Before deployment select one of the following Doctrines for the unit: Airborne Assault, Behind Enemy Lines or Reconnaissance.												
Storm Trooper Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[0]
Infantry; Deep Strike; Carapace Armour; Close Combat Weapon; Frag Grenades; Krak Grenades; Bolt Pistol; Bolter												
Fast Attack: Scout Sentinel Squadron (3♠, 120 pts)												
Scout Sentinel Squadron	1	Grp: ☠										120
Scouts; Move Through Cover; Scout Sentinel; Scout Sentinel												
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[40]
Vehicle (Walker, open topped); Autocannon; Move Through Cover; Scouts												
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[40]
Vehicle (Walker, open topped); Autocannon; Move Through Cover; Scouts												
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[40]
Vehicle (Walker, open topped); Autocannon; Move Through Cover; Scouts												
Heavy Support: Lemman Russ Squadron (1♠, 180 pts)												
Lemman Russ Squadron	1	Grp: ☠										180
Lemman Russ Battle Tank												
Lemman Russ Battle Tank	1	Grp: BS: 3 FA: 14 SA: 13 RA: 10										[180]
Vehicle (Tank); Lumbering Behemoth; Battle Cannon; Heavy Bolter; Searchlight; Smoke Launchers; Heavy Bolter Sponsons (x2); Hunter Killer Missile												
Heavy Support: Lemman Russ Squadron (1♠, 180 pts)												
Lemman Russ Squadron	1	Grp: ☠										180
Lemman Russ Vanquisher												
Lemman Russ Vanquisher	1	Grp: BS: 3 FA: 14 SA: 13 RA: 10										[180]
Vehicle (Tank); Lumbering Behemoth; Vanquisher Battle Cannon; Searchlight; Smoke Launchers; Lascannon; Hunter Killer Missile												
Troops: Veteran Squad (11♠, 185 pts)												
Veteran Squad	9	☠	3	4	3	3	1	3	1	7	4+	185
Infantry; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Meltagun (x3); Chimera; Grenadiers												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[7]
Infantry; Frag Grenades; Krak Grenades; Laspistol; Carapace Armour; Close Combat Weapon												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Heavy Bolter												
Troops: Veteran Squad (11♠, 185 pts)												
Veteran Squad	9	☠	3	4	3	3	1	3	1	7	4+	185
Infantry; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Meltagun (x3); Chimera; Grenadiers												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[7]
Infantry; Frag Grenades; Krak Grenades; Laspistol; Carapace Armour; Close Combat Weapon												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Heavy Bolter												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Veteran Squad (112, 185 pts)												
Veteran Squad	9	D	3	4	3	3	1	3	1	7	4+	185
Infantry; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Meltagun (x3); Chimera; Grenadiers												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[7]
Infantry; Frag Grenades; Krak Grenades; Laspistol; Carapace Armour; Close Combat Weapon												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Heavy Bolter												
Troops: Infantry Platoon (322, 375 pts)												
Infantry Platoon	1	Grp: D										375
Heavy Weapons Squad; Heavy Weapons Squad												
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[30]
Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4)												
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]
Infantry; Junior Officer; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer												
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[105]
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Meltagun (x1); Commissar												
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[45]
Infantry; Summary Execution; Flak Armour; Frag Grenades; Close Combat Weapon; Power Weapon; Stubborn												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon												
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[60]
Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Meltagun (x1)												
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon												
Heavy Weapons Squad	3		3	3	3	3	2	3	2	7	5+	[105]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Lascannon (x3)												
Heavy Weapons Squad	3		3	3	3	3	2	3	2	7	5+	[75]
Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Autocannon (x3)												
Total Cost:											1850	

Option Footnotes

Doctrines	
Airborne Assault	Re-roll scatter dice when the unit Deep Strikes (see C: IG, pg. 46).
Behind Enemy Lines	Grants the unit Infiltrate and the unit's weapons count as pinning the first time it fires (see C: IG, pg. 46).
Grenadiers	Squad replaces its Flak Armour with Carapace Armour.
Junior Officer	The Junior Officer may issue 1 order per turn with a 6" command radius: First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 36).
Reconnaissance	Grants the unit Scouts and Move Through Cover (see C: IG, pg. 46).
Orders	
First Rank, FIRE! Second Rank, FIRE!	Lasguns in the ordered unit have plus 1 shots, so 3 at up to 12" and 2 at up to 24" with normal Rapid Fire restrictions (see C:IG, pg. 36).
Incoming!	The ordered unit may immediately go to ground, with an additional +1 bonus to cover saves (see C:IG, pg. 36).
Move! Move! Move!	The ordered unit immediately runs, rolling three dice and choosing the highest (see C:IG, pg. 36).
Psychic Powers	
Lightning Arc	24" Range; S6; AP5; Assault 2D6. Psychic shooting attack (see C: IG, pg. 33).
Nightshroud	Used at the start of the Psyker's Movement Phase. On a successful Psychic test, any unit wishing to shoot at the psyker (or his unit) must first pass a Leadership test or forego their shooting phase (vehicles count as Ld 10 for this purpose). This effect lasts until the beginning of the psykers next Movement Phase (see C:IG, pg. 33).
Skills	
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
Wargear	
Autocannon	48" Range; S7; AP4; Heavy 2

Battle Cannon	72" Range; S8; AP3; Ordnance 1, Large Blast
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Carapace Armour	Confers a 4+ Armour Save.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Flak Armour	Confers a 5+ Armour Save.
Force Weapon	Ignores armour saves in close combat. If a model takes a wound but is not killed, make a psychic test; if you pass, it dies. Use against one model per combat round. (p50 WH40K 5E)
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Bolter Sponsons	36" Range; S5; AP4; Heavy 3
Hot-shot Lasgun	18" Range; S3; AP3; Rapid Fire.
Hot-shot Laspistol	6" Range; S3; AP3; Pistol.
Hunter Killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; See Wargear, pg. 35.
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Lascannon	48" Range; S9; AP2; Heavy 1
Lasgun	24" Range; S3; AP-; Rapid
Laspistol	12" Range; S3; AP-; Pistol
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect as the enemy can see the searchlight. See Wargear, pg. 36.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Turret Heavy Bolter	36" Range; S5; AP4; Heavy 3
Vanquisher Battle Cannon	72" Range; S8; AP2; Heavy 1 (see C:IG, pg. 49).

Validation Report

b-2. Apocalypse Allies: Trusted Allies only; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Apocalypse, Generic Unit, Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 20.0

% Fast: 6.5

% Heavy: 19.5

% HQ: 3.8

Model Count: 91

% Troops: 50.3

% Wargear: 0.0

Files version: 1.05

Faith Points: 0

Group	Min	Max	Used
Formation	-	0	0
Other Units	-	0	10
Legendary Units	-	0	0

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