

## 1750 Pts - Imperial Guard - Aircav and Tanks plus Techpriest bodyguard

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>"Mad Dog"</b>	1	☒										155
Deep Strike; Grav Chute Insertion; Scouts												
<b>Valkyrie</b>	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[155]
Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)												
<b>Lord Commissar Balryck</b>	1	☒	5	5	3	3	3	3	3/4	10	5+5(i)	80
<b>Unit Type:</b> Infantry; Flak Armour; Frag Grenades; Krak Grenades; Refractor Field; Bolt Pistol; Power Weapon; Aura of Discipline; Independent Character; Summary Execution; Stubborn												
<b>"Mad Dogs" (Vets,Demo,FI)</b>	9	☒	3	4	3	3	1	3	1	7	5+	140
<b>Unit Type:</b> Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x3); Demolition Charge; Melta Bombs; Shotgun (x3); Flamer (x2); Heavy Flamer; Demolitions												
<b>Veteran Sergeant</b>	1		3	4	3	3	1	3	2	8	5+	[17]
Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Shotgun; Power Weapon												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>"Lucky Liz"</b>	1	☒										130
Deep Strike; Grav Chute Insertion; Scouts												
<b>Valkyrie</b>	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[130]
Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Multilaser; Multiple Rocket Pods (x2)												
<b>"Lucky 7" (Vets,Demo,FI)</b>	9	☒	3	4	3	3	1	3	1	7	5+	140
<b>Unit Type:</b> Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x3); Demolition Charge; Melta Bombs; Shotgun (x3); Flamer (x2); Heavy Flamer; Demolitions												
<b>Veteran Sergeant</b>	1		3	4	3	3	1	3	2	8	5+	[17]
Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Shotgun; Power Weapon												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>"Betty Sue"</b>	1	☒										130
Deep Strike; Grav Chute Insertion; Scouts												
<b>Valkyrie</b>	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[130]
Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Multilaser; Multiple Rocket Pods (x2)												
<b>Storm Trooper Squad</b>	4	☒	3	4	3	3	1	3	1/2	7	4+	105
<b>Unit Type:</b> Infantry; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x4); Hot-shot Lasgun (x2); Hot-shot Laspistol (x4); Flamer (x1); Grenade Launcher (x1); Special Operations: Before deployment select one of the following Doctrines for the unit: Airborne Assault, Behind Enemy Lines or Reconnaissance.												
<b>Storm Trooper Sergeant</b>	1		3	4	3	3	1	3	2/3	8	4+	[10]
Carapace Armour; Close Combat Weapon; Frag Grenades; Hot-shot Laspistol (x1); Krak Grenades; Power Weapon												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Ratling Squad</b>	3	☒	2	4	2	2	1	4	1	6	5+	30
<b>Unit Type:</b> Infantry; Flak Armour; Laspistol (x3); Sniper Rifle (x3); Infiltrate; Stealth												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Hydra Flak Tank Battery</b>	1	☒										170
<b>Hydra Flak Tank</b>	1		Grp: BS: 3 FA: 12 SA: 10 RA: 10									[85]
<b>Unit Type:</b> Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Pintle Heavy Stubber												
<b>Hydra Flak Tank</b>	1		Grp: BS: 3 FA: 12 SA: 10 RA: 10									[85]
<b>Unit Type:</b> Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Pintle Heavy Stubber												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Techpriest Engineer</b>	1	■	3	3	3/8	3	1	3	1+1/2+1	8	3+	45
<b>Unit Type:</b> Infantry; Frag Grenades; Krak Grenades; Power Armour; Servo Arm: Extra Close Combat attack made at Strength 8 and Initiative 1, ignoring Armour Saves.; Laspistol; Power Weapon; Blessing of the Omnissiah												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Leman Russ Squadron	1											415
Leman Russ Demolisher	1	Grp: BS: 3 FA: 14 SA: 13 RA: 11										[200]
		Unit Type: Vehicle (Tank); Demolisher Siege Cannon; Searchlight; Smoke Launchers; Lascannon; Dozer Blade; Pintle Heavy Stubber; Lumbering Behemoth										
Leman Russ Punisher	1	Grp: BS: 3 FA: 14 SA: 13 RA: 11										[215]
		Unit Type: Vehicle (Tank); Punisher Gatling Cannon; Searchlight; Smoke Launchers; Lascannon; Dozer Blade; Pintle Heavy Stubber; Lumbering Behemoth										
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Infantry Platoon	1											210
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[100]
		Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Krak Grenades; Flamer (x2); Heavy Flamer; Plasmagun (x1)										
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[26]
		Flak Armour; Frag Grenades; Krak Grenades; Plasma Pistol; Power Weapon; Junior Officer										
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[55]
		Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x7); Combined Squad										
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[15]
		Mortar (x1); Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
		Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon										
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[55]
		Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x7); Combined Squad										
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[15]
		Mortar (x1); Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
		Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon										
<b>Total Cost:</b>											<b>1750</b>	

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).
Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.
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).
Special Rules	
Aura of Discipline	Friendly units within 6" may use the Lord Commissar's Ld for Morale, Pinning and Orders tests.
Blessing of the Ommissiah	If in base contact with a damage vehicle during the Shooting phase, may attempt to repair it instead of firing.
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Grav Chute Insertion	Special passenger deployment (see C:IG, pg. 56).
Independent Character	(See WH40k, pg. 50.)
Infiltrate	Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)
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).
Lumbering Behemoth	Vehicle may fire it's main weapon when moving at Combat speed, but only moves 6+D6" when at Cruising speed (see C: IG, pg. 48).
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)
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
Summary Execution	If Morale if failed, remove the highest Ld model, other than the Commissar, and re-roll (see C: IG, pg. 32).
Unit Type	
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
<b>Unit Type:</b> Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Wargear	
Auto-targeting System	Skimmers cannot claim the cover save from moving flat out against shots fired by the Hydra. Bikes cannot claim the cover save due to turbo-boosting against shots fired by the Hydra (see C:IG, pg. 51).
Bolt Pistol	12" Range; S4; AP5; Pistol
Carapace Armour	Confers a 4+ Armour Save.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Demolisher Siege Cannon	24" Range; S10; AP2; Ordnance 1, Large Blast.
Demolition Charge	6" Range; S8; AP2; Assault 1, Large Blast, One Shot Only.
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain. See C:IG, pg. 70.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
Flak Armour	Confers a 5+ Armour Save.
Flamer	Template; S4; AP5; Assault 1
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Grenade Launcher	Frag: 24" Range; S3; AP6; Assault 1; Blast. Krak: 24" Range; S6; AP4; Assault 1.
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Bolter Sponsons	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Hot-shot Lasgun	18" Range; S3; AP3; Rapid Fire.
Hot-shot Laspistol	6" Range; S3; AP3; Pistol.
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
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Mortar	48" Range; S4; AP6; Heavy 1, Blast, Barrage.
Multilaser	36" Range; S6; AP6; Heavy 3
Multiple Rocket Pods	24" Range; S4; AP6; Heavy 1, Large Blast.
Pintle Heavy Stubber	36" Range; S4; AP6; Heavy 3.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Plasmagun	24" Range; S7; AP2; Rapid Fire; Gets Hot!






Power Armour	Confers a 3+ Armour Save.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Punisher Gatling Cannon	24" Range; S5; AP-; Heavy 20.
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit 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.
Shotgun	12" Range; S3; AP-; Assault 2
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).
Sniper Rifle	36" Range; SX; AP6; Heavy 1; Sniper; Pinning
Twin-Linked Hydra Autocannons	72" Range; S7; AP4; Heavy 2, Twin-linked.

### Validation Report

c-1. File Version: 1.20 For Bug Reports/www.ab40k.org; 1. Guard Regiments: Imperial Guard (5th); a-1. Scenario: Normal Mission  
Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 7.7  
 % Fast: 23.7  
 % Heavy: 33.4  
 % HQ: 4.6  
 Model Count: 60  
 % Troops: 28  
 % Wargear: 0  
 Files version: 1.19  
 Faith Points: 0

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	3
	0	3	3
	0	3	2