1750 Pts - Imperial Guard - First Infantry Wave

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Company Command Squad	4	⊡	3	4	3	3	1	3	1/2	7	4+	197
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x4); Camo Cloak; Carapace Armour; Krak Grenades; Medi-pack; Regimental Standard; Vox Caster; Grenade Launcher (x1); Laspistol (x3); Bodyguard; Bodyguard										
Company Commander	1		4	4	3/6	3	3	3/1	3	9	4+/5(i)	[43]
			Frag Grenades; Refractor Field; Camo Cloak; Carapace Armour; Krak Grenades; Bolt Pistol; Power Fist; Senior Officer										
Bodyguard	1		4	4	3	3	1	3	2/3	7	4+	[15]
			Frag Grenades; Close Combat Weapon; Laspistol; Camo Cloak; Carapace Armour; Krak Grenades; Look out - Arghh!										
Bodyguard	1		4	4	3	3	1	3	2/3	7	4+	[15]
			Frag Grenades; Close Combat Weapon; Laspistol; Camo Cloak; Carapace Armour; Krak Grenades; Look out - Arghh!										
Lord Commisar Balryck	1	⊡	5	5	3	3	3	3	3/4	10	4+/5(i)	115
			Unit Type: Infantry; Frag Grenades; Krak Grenades; Refractor Field; Camo Cloak; Carapace Armour; Melta Bombs; Plasma Pistol; Power Weapon; Aura of Discipline; Independent Character; Summary Execution; Stubborn										

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Infantry Platoon	1	▷										513
Platoon Command Squad	4		3	3	3	3	1	3	1/2	7	5+	[85]
			Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Vox Caster; Flamer (x2); Heavy Flamer; Laspistol (x1)										
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[26]
			Flak Armour; Frag Grenades; Plasma Pistol; Power Weapon; Junior Officer										
Tac 1 Vox	9		3	3	3	3	1	3	1	7	5+	[72]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Vox Caster; Flamer (x1); Combined Squad										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[17]
			Flak Armour; Frag Grenades; Bolt Pistol; Power Weapon										
Tac 1 Krak	9		3	3	3	3	1	3	1	7	5+	[82]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Krak Grenades; Grenade Launcher (x1); Combined Squad										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[22]
			Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Bolt Pistol; Power Weapon										
Tac 2 Vox	9		3	3	3	3	1	3	1	7	5+	[72]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Vox Caster; Flamer (x1); Combined Squad										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[17]
			Flak Armour; Frag Grenades; Bolt Pistol; Power Weapon										
Tac 2 Krak	9		3	3	3	3	1	3	1	7	5+	[82]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Krak Grenades; Grenade Launcher (x1); Combined Squad										
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[22]
			Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Bolt Pistol; Power Weapon										
Mortipin One	3		3	3	3	3	2	3	2	7	5+	[60]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Mortar (x3)										
Mortipin Two	3		3	3	3	3	2	3	2	7	5+	[60]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Mortar (x3)										

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
"The Ref"	1	⊡										215
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										
"Grim Reaper"	1	⊡										215
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
Ratling Squad	3	⊡	2	4	2	2	1	4	1	6	5+	30
			Unit Type: Infantry; Flak Armour; Laspistol (x3); Sniper Rifle (x3); Infiltrate; Stealth										

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Hydra Flak Tank Battery	1	⊞										170
Hydra Flak Tank	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[85]
		Unit Type: Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Pintle Heavy Stubber										
Hydra Flak Tank	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[85]
		Unit Type: 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
"Mad Dog"	1	⊟										155
		Deep Strike; Grav Chute Insertion; Scouts										
Valkyrie	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)										
Veteran Flamexplosives One	9	▷	3	4	3	3	1	3	1	7	5+	140
		Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x3); Demolition Charge; Melta Bombs; Shotgun (x3); Flamer (x2); Heavy Flamer; Demolitions										
Veteran Sergeant	1		3	4	3	3	1	3	2	8	5+	[17]
		Flak Armour; Frag Grenades; Krak Grenades; Melta Bombs; Shotgun; Power Weapon										
										Total Cost:		1750

Option Footnotes

Doctrines

Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.

Orders

Bring It Down!	Choose one enemy unit, the weapons the ordered unit fires at this unit count as twin-linked (see C:IG, pg. 30).
Fire on my Target!	Choose one enemy unit, successful cover saves against firing by the ordered unit at this unit must be re-rolled (see C:IG, pg. 30).
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).
Get Back in the Fight!	The ordered unit immediately regroups or returns to normal. It may shoot and assault normally (see C:IG, pg. 30).
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.
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
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).
Look out - Arghh!	Bodyguards take the first Wounds against the Company Officer (see C:IG, pg. 31).
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).
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Senior Officer	The Senior Officer may issue 2 orders per turn with a 12" command radius: Bring it Down, Fire on my Target!, Get Back in the Fight!, First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 30).
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

Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: 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
Camo Cloak	Model has the Stealth USR.
Carapace Armour	Confers a 4+ Armour Save.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
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
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
Medi-pack	While the model with this is alive, the squad has Feel No Pain.
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Mortar	48" Range; S4; AP6; Heavy 1, Blast, Barrage.
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!
Power Fist	Ignores armour saves, increases strength in close combat.
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).
Regimental Standard	Counts as scoring one additional wound for purposes of close combat results. Any friendly units within 12" re-roll failed Morale and Pinning tests (see C:IG, pp. 71).
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.
Vox Caster	If an officer is attempting to issue an order to a friendly unit and both the officer's Command Squad and the chosen unit contain a model with a vox caster, the Leadership test to see if the order has been understood can be re-rolled if failed (see C:IG, pg. 71).

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: 1.7
% Fast: 8.9
% Heavy: 34.3
% HQ: 17.8
Model Count: 77
% Troops: 37.3
% Wargear: 0
Files version: 1.19
Faith Points: 0

Group	Min	Max	Used
🎮	1	2	2
✜	0	3	1
▷	2	6	2
◈	0	3	1
⚄	0	3	3