

## 1750 Pts - Imperial Guard - Guard Duty, Third platoon, 8th company, Niflheim 13th

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Hydra Flak Tank	1											170
TAMBORA	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									
VATNAJÖKUL	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
Lord Commissar Balryck	1		5	5	3	3	3	3	3/4	10	5+5(i)	85
			Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Refractor Field; Bolt Pistol; Melta Bombs; Power Weapon; Aura of Discipline; Independent Character; Summary Execution; Stubborn									
Third Platoon	1											469
Three Niner	2		3	3	3	3	1	3	1	7	5+	[62]
			Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x2); Lasgun (x1); Krak Grenades; Vox Caster; Grenade Launcher (x1)									
Fox One	1		3	3	3	3	2	3	2	7	5+	[25]
			Missile Launcher; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Krak Grenades									
Lt. Billoy Kaboz	1		4	4	3	3	1	3	2	8	5+	[8]
			Flak Armour; Frag Grenades; Close Combat Weapon; Krak Grenades; Bolter; Junior Officer									
Three One	7		3	3	3	3	1	3	1	7	5+	[72]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Vox Caster; Grenade Launcher (x1); Combined Squad									
Boltgun Golf	1		3	3	3	3	2	3	2	7	5+	[20]
			Heavy Bolter; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)									
Sarge Alloy	1		3	3	3	3	1	3	2/3	8	5+	[7]
			Flak Armour; Frag Grenades; Close Combat Weapon; Bolt Pistol									
Three Two	7		3	3	3	3	1	3	1	7	5+	[65]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Grenade Launcher (x1); Combined Squad									
Boltgun Hotel	1		3	3	3	3	2	3	2	7	5+	[20]
			Heavy Bolter; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)									
Sarge Gedwan	1		3	3	3	3	1	3	2/3	8	5+	[5]
			Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon									
Mortar 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)									
Mortar 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)									
Autocannon One	3		3	3	3	3	2	3	2	7	5+	[75]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Autocannon (x3)									
Autocannon Two	3		3	3	3	3	2	3	2	7	5+	[75]
			Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Autocannon (x3)									
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Godsmack	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
Aircav 1	1											155
			Deep Strike; Grav Chute Insertion; Scouts									
Valkyrie "Mad Dog"	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 Squad "Mad Dogs"	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 Mitch Hunter	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
Aircav 2	1											130
Deep Strike; Grav Chute Insertion; Scouts												
Valkyrie "Lucky Liz"	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)												
Veteran Squad "Lucky 7"	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 Philip "Lucky" Slevinco	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
Leman Russ Squadron	1											215
Leman Russ Punisher "The Ref"	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
Leman Russ Squadron	1											215
Leman Russ Punisher "Grim Reaper"	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												
											<b>Total Cost:</b>	<b>1749</b>

Option Footnotes	
Doctrines	
Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.
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.
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).
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).
Autocannon	48" Range; S7; AP4; Heavy 2
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
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
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
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.
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.
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).

### Roster Notes

The Regiment:

The "Niflheim 13th" was created from what was left in the battered regiments that participated in the Hel Segundo Campaign.

During the fight to liberate the moon Nifleheim from the Ork menace warboss Red Skullz, Cadian, Catachan and Vostroyan Regiments were reduced to scraps. Combined into one new regiment, they were baptized after the moon that caused their cooperation combined with a number designating their new assignment to the 13th Crusade.

The Third Patrol:






8th Company, Third Platoon have been assigned to protect the two Hydra Flak Tanks "TAMBORA" and "VATNAJÖKULL" in the outer perimeters of any battlefield. Their role is to secure vital objectives and keep crossroads open for the main effort to pass through, and they are also occasionally sent on support missions requested by fellow crusaders. To act as their eyes and ears they have been assigned three ratling scouts, callsign "GODSMACK".

### 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: 16.3  
% Heavy: 34.3  
% HQ: 4.9  
Model Count: 64  
% Troops: 42.8  
% Wargear: 0  
Files version: 1.19  
Faith Points: 0

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