

## 1750 Pts - Imperial Guard - Nifleheim AirCav 1

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Company Command Squad (7<sup>+</sup>, 320 pts)</b>												
Valkyrie Assault Carrier Squadron	1											155
Valkyrie	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[155]
			Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)									
Company Command Squad	4		3	4	3	3	1	3	1/2	7	5+	165
			Medi-pack; Regimental Standard; Vox Caster; Heavy Flamer; Laspistol (x2); Master of Ordnance									
Company Commander	1		4	4	3/6	3	3	3/1	3	9	5+5(i)	[41]
			Power Fist									
Master of Ordnance	1		3	4	3	3	1	3	1/2	7	5+	[30]
<b>Troops: Veteran Squad (22<sup>+</sup>, 590 pts)</b>												
Valkyrie Assault Carrier Squadron	1											260
Valkyrie	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[130]
			Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Multiple Rocket Pods (x2)									
Valkyrie	1		Grp: BS: 3 FA: 12 SA: 12 RA: 10									[130]
			Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Multiple Rocket Pods (x2)									
Veteran Squad	7		3	4	3	3	1	3	1	7	5+	165
			Demolition Charge; Melta Bombs; Vox Caster; Shotgun (x4); Flamer (x2); Heavy Flamer; Demolitions									
Veteran Heavy Weapon Team	1		3	4	3	3	2	3	2	7	5+	[34]
			Lascannon									
Veteran Sergeant	1		3	4	3	3	1	3	2	8	5+	[17]
			Melta Bombs; Shotgun; Power Weapon									
Veteran Squad	7		3	4	3	3	1	3	1	7	5+	165
			Demolition Charge; Melta Bombs; Vox Caster; Shotgun (x4); Flamer (x2); Heavy Flamer; Demolitions									
Veteran Heavy Weapon Team	1		3	4	3	3	2	3	2	7	5+	[34]
			Lascannon									
Veteran Sergeant	1		3	4	3	3	1	3	2	8	5+	[17]
			Melta Bombs; Shotgun; Power Weapon									
<b>: Techpriest Engineer (7<sup>+</sup>, 695 pts)</b>												
Hydra Flak Tank Battery	1											190
Hydra Flak Tank	1		Grp: BS: 3 FA: 12 SA: 10 RA: 10									[95]
			Dozer Blade; Pintle Heavy Stubber									
Hydra Flak Tank	1		Grp: BS: 3 FA: 12 SA: 10 RA: 10									[95]
			Dozer Blade; Pintle Heavy Stubber									
Leman Russ Squadron	1											215
Leman Russ Punisher	1		Grp: BS: 3 FA: 14 SA: 13 RA: 11									[215]
			Lascannon; Dozer Blade; Pintle Heavy Stubber									
Leman Russ Squadron	1											215
Leman Russ Punisher	1		Grp: BS: 3 FA: 14 SA: 13 RA: 11									[215]
			Lascannon; Dozer Blade; Pintle Heavy Stubber									
Techpriest Engineer	1		3	3	3/8	3	1	3	1+1/2+1	8	3+	75
			Servitor Unit									
Servitor Unit	2		3	3	3/8	3	1	3	1+1	8	4+	[30]
<b>Fast Attack: Scout Sentinel Squadron (3<sup>+</sup>, 145 pts)</b>												
Scout Sentinel Squadron	1											145
Scout Sentinel	1		Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10									[50]
			Heavy Flamer; Hunter Killer Missile									
Scout Sentinel	1		Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10									[50]
			Heavy Flamer; Hunter Killer Missile									
Scout Sentinel	1		Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10									[45]
			Missile Launcher									
<b>Total Cost:</b>											<b>1750</b>	

Option Footnotes	
Doctrines	
Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.
Special Rules	
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Wargear	
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.
Flamer	Template; S4; AP5; Assault 1
Heavy Bolter Sponsons	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Hunter Killer Missile	Unlimited range, S8; AP3; Heavy 1; One use only; See Wargear, pg. 35.
Lascannon	48" Range; S9; AP2; Heavy 1
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)
Missile Launcher	Frag: 48" Range; S4; AP6; Heavy 1; Blast. Krak: 48" Range; S8; AP3; Heavy 1.
Multiple Rocket Pods	24" Range; S4; AP6; Heavy 1, Large Blast.
Pintle Heavy Stubber	36" Range; S4; AP6; Heavy 3.
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
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).
Shotgun	12" Range; S3; AP-; Assault 2
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

d-1. Formatting: Competition Output; c-1. File Version: 1.20 For Bug Reports/www.ab40k.org; 1. Guard Regiments: Imperial Guard (5th); b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 0  
 % Fast: 32  
 % Heavy: 35.4  
 % HQ: 9.4  
 Model Count: 37  
 % Troops: 18.9  
 % Wargear: 0  
 Files version: 1.19  
 Faith Points: 0

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