



IMPERIAL GUARD ARMORY



A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armory. Each model may take up to 50 points worth of wargear, but no item may be selected more than once. Wargear and weapons must be represented on the model. Full rules for wargear can be found in Codex: Imperial Guard.

VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for each vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle. Upgrades marked with an asterisk cannot be used by Sentinels.

- Armored Crew Compartment . . .20 pts
- Camo Netting1 pt
- Extra Armor5 pts
- Hunter-Killer Missile10 pts
- Mine Sweeper*5 pts
- Pintle Heavy Stubber*12 pts
- Pintle Storm Bolter*10 pts
- Rough-Terrain Modification* . .5 pts
- Searchlight1 pt
- Smoke Launchers3 pts
- Track Guards*10 pts

SINGLE-HANDED WEAPONS

- Bolt Pistol1 point
- Plasma Pistol10 points
- Power Weapon5 points
- Storm Trooper Sergeants Only*
- Close Combat Weapon1 point

WARGEAR

- Bionics5 points
- Carapace Armor5 points
- Frag Grenades1 point
- Honorifica Imperialis25 points
- No More Than One per Army*
- Krak Grenades2 points
- Master-Crafted Weapon15 points
- Medallion Crimson15 points
- Melta Bombs5 points
- Surveyor2 points

TWO-HANDED WEAPONS

- Bolter1 point
- Shotgun1 point
- Storm Bolter5 points

What I cannot crush with words I will crush with the tanks of the Imperial Guard!

Lord Commander Solar Macharius

IMPERIAL GUARD ARMORED COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	3	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet. Storm Trooper Sgt.	3	4	3	3	1	3	2	8	4+

	Armor:	Front	Side	Rear	BS
Basilisk		12	10	10	3
Chimera		12	10	10	3
Destroyer Tank Hunter		14	12	10	3
Griffon		12	10	10	3
Hellhound		12	12	10	3
Leman Russ		14	12	10	3
Leman Russ Demolisher		14	13	11	3
Leman Russ Conqueror		14	12	10	3
Leman Russ Exterminator		14	12	10	3
Leman Russ Vanquisher		14	12	10	3
Salamander Scout Vehicle		12	10	10	3

ORDNANCE	Range	Str.	AP	Type
Battle Cannon	72"	8	3	Ordnance 1/Blast
Conqueror Cannon	48"	7	4	Heavy 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker*	120"	9	3	Ordnance 1/Blast
Griffon Mortar*	G12-48"	6	4	Ordnance 1
Laser Destroyer	72"	10	2	Heavy 1/Blast
Vanquisher Battle Cannon	96"	8	3	Ordnance 1/Blast
Vanquisher AT Shell	96"	8	3	Ord. 1, 2D6 Arm. Pen.

*These weapons have additional special rules. See each vehicle's entry in the Vehicle Inventory for more details.

RANGED WEAPONS	Range	Str.	AP	Type
Autocannon	48"	7	4	Heavy 2
Boltgun	24"	4	5	Rapid fire
Bolt Pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Grenade Launcher (Frag)	24"	3	6	Assault 1 Blast*
Grenade Launcher (Krak)	24"	6	4	Assault 1*
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault 1
Hellgun	24"	3	5	Rapid fire
Hellpistol	12"	3	5	Pistol
Inferno Cannon	24"	6	4	Heavy 1/Template*
Lascannon	48"	9	1	Heavy 1
Lasgun/Autogun	24"	3	-	Rapid fire
Laspistol/Autopistol	12"	3	-	Pistol
Meltagun	12"	8	1	Assault 1*
Missile Launcher (Frag)	48"	4	6	Heavy 1 Blast*
Missile Launcher (Krak)	48"	8	3	Heavy 1*
Mortar	G48"	4	6	Heavy 1 Blast
Multi-Laser	36"	6	6	Heavy 3
Multi-Melta	24"	8	1	Heavy 1*
Plasma Cannon	36"	7	2	Heavy 1 Blast*
Plasma Gun	24"	7	2	Rapid fire*
Plasma Pistol	12"	7	2	Pistol*
Shotgun	12"	3	-	Assault 2
Storm Bolter	24"	4	5	Assault 2

*Consult the Warhammer 40,000 rulebook for more details on these weapons.

ARMORED COMPANY ARMY LIST

HQ

Command Tank100 points + vehicle

Unit Size: One vehicle. The Command Tank has a BS of 4.

Options: The Company Commander and any Commissars assigned to the detachment will ride into battle mounted in one of the following vehicles, bought at additional cost from the vehicle inventory: Leman Russ, Leman Russ Vanquisher, Leman Russ Exterminator, or Leman Russ Conqueror.

SPECIAL RULES

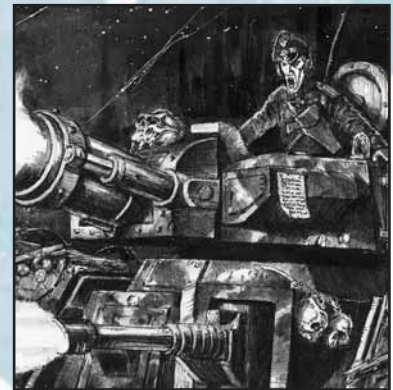
Comm-Link. Up to one Command tank may be designated as the Company Commander's vehicle, which has the Improved Comms upgrade at no additional points cost.

ELITES

Tank Ace65 points + vehicle

Unit Size: One vehicle. The Tank Ace has a BS of 4.

Options: The Tank Ace must be mounted in one of the following vehicles bought at an additional cost from the vehicle inventory: Leman Russ, Leman Russ Exterminator, Leman Russ Vanquisher, Leman Russ Conqueror, or Destroyer Tank Hunter.



Tech-Priest Engineer

Per *Codex: Imperial Guard*.

Must have a transport vehicle.

Storm Troopers

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	10	3	4	3	3	1	3	1	8	4+
Storm Trooper Sergeant	10	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	+6	3	4	3	3	1	3	2	8	4+

Number/Squad: Sergeant and between four and nine Storm Troopers.

Weapons: The Sergeant carries a hellpistol and close combat weapon. The Storm Troopers have hellguns with targeters. All squad members have frag and krak grenades.

Options: Up to two Storm Troopers may be armed with one of the following special weapons: meltagun at +10 pts, plasma gun at +10 pts, flamer at +6 pts, or grenade launcher at +8 pts. Storm Trooper squads may have meltabombs at +4 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armory.

Transport: The squad must be mounted in a Chimera transport vehicle bought from the vehicle inventory.



TROOPS

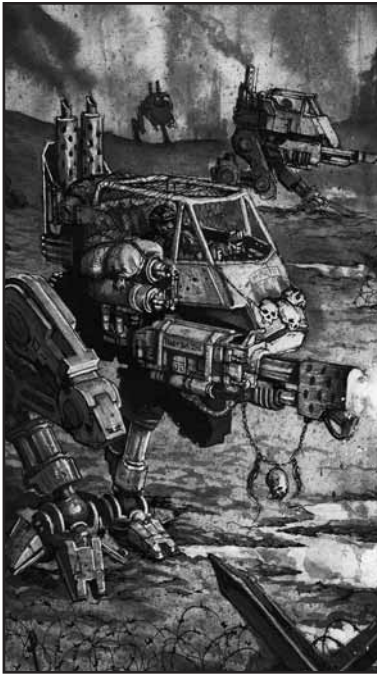
Tank Units

Number/Squad: One vehicle.

Options: For each Command Tank or Tank Ace, you may purchase 0-2 vehicles from the following list: Leman Russ, Leman Russ Exterminator, or Leman Russ Conqueror. Each vehicle chosen in this way will count as one Troops choice on the Force Organization chart.



FAST ATTACK



Sentinel Squadron

	Pts	WS	BS	S	Front Armor	Side Armor	Rear Armor	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open-topped. **Crew:** One Guardsman.

Squadron: A squadron consists of between one and three Sentinels.

Weapons: Each Sentinel in a squadron must be armed in accordance with one of the following configurations (a squadron may contain several different patterns).

- Catachan Pattern – heavy flamer (+5 pts)
- Mars Pattern – multi-laser (+10 pts)
- Cadian Pattern – autocannon (+15 pts)
- Armageddon Pattern – lascannon (+20 pts)

Options: Sentinels may be fitted with any items allowed from the Vehicle Upgrades list.

SPECIAL RULE

Scouts. Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this fact, any Sentinels in the army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. For example, if you were the Defender in a Take & Hold mission, then your Sentinels would set up at the start of battle instead of being placed in *Reserve* with the rest of the Fast Attack units. If you are playing a scenario where you can only deploy a limited number of units, then any Sentinels you deploy are not counted against the limit for the scenario. In addition, after both sides have deployed, any Sentinels may make a “free” move. The move happens before dice are rolled to determine who takes the 1st turn. All of the normal movement rules apply.



Reconnaissance Section

Unit Size: One vehicle.

Options: The Reconnaissance Section consists of one of the following vehicles bought from the vehicle inventory: Chimera, Hellhound, or Salamander Scout Vehicle.



Armored Fist Squad..... 60 pts + weapons + upgrades + transport

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	–	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+6	3	3	3	3	1	3	2	8	5+

Number/Squad: Sergeant and nine Guardsmen.

Weapons: The Sergeant may have a laspistol and close combat weapon OR a shotgun OR a lasgun. Guardsmen have lasguns.

Options: Two Guardsmen may form a single heavy weapon crew. A heavy weapon crew must be armed with one of the following weapons: lascannon at +25 pts, missile launcher at +15 pts, autocannon at +15 pts, mortar at +10 pts, or heavy bolter at +10 pts.

One Guardsman not acting as heavy weapon crew may be armed with one of the following special weapons: meltagun at +10 pts, plasma gun at +10 pts, flamer at +6 pts, or grenade launcher at +8 pts.

Any Guardsman not acting as part of a heavy weapon crew or using a special weapon may be equipped with a vox-caster at +5 pts.

The entire squad can be equipped with frag grenades at +1 pt per model or Krak grenades at +2 pts per model.

Character: The Sergeant may be upgraded to be a Veteran Sergeant for +6 pts. A Veteran Sergeant has access to the Imperial Guard Armory.

Transport: The squad must be mounted in a Chimera transport bought from the vehicle inventory.

HEAVY SUPPORT

Support Tank Cost of Vehicle

Unit Size: One vehicle.

Options: The Support Tank must be one of the following vehicles bought from the vehicle inventory: Leman Russ Demolisher, Leman Russ Conqueror, or Destroyer Tank Hunter.

Artillery Vehicle Cost of Vehicle

Unit Size: One vehicle.

Options: The Artillery Vehicle must one of the following vehicles bought from the vehicle inventory: Basilisk or Griffon.



VEHICLE UPGRADES

- Armored Crew Compartment . . .20 points
.....or 15 points for Sentinel
- Camo Netting1 point
- Extra Armor5 points
- Hunter-Killer Missile10 points
- Mine Sweeper*5 points
- Pintle Storm Bolter*10 points
- Pintle Heavy Stubber*12 points
- Rough Terrain Modification . .5 points
- Searchlight1 point
- Smoke Launchers3 points
- Track Guards*10 points

Armored Crew Compartment

These compartments may be added only to open-topped vehicles. The vehicle no longer counts as being open-topped.

Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the *Hidden Set up* rules, vehicles carrying camo netting can be set up hidden anywhere in their Deployment Zone not just in or behind appropriate terrain features.

Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see the Warhammer 40,000 rulebook). The vehicle can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from play.

Extra Armor

Vehicles equipped with extra armor count "Crew Stunned" results on the Damage Tables as "Crew Shaken" results instead.

Hunter-Killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armor as normal.

Improved Comms

These upgrades take the form of long "whip" aerials or other large aerial set ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. As such, the improved comms allow the Imperial Guard player to reroll one *Reserves* roll per turn and to reroll the dice when checking to see if an enemy unit or obstacle is hit by a *Preliminary Bombardment*.

Pintle Storm Bolter/Heavy Stubber

Pintle-mounted weapons are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. A pintle weapon can be fired when the vehicle is eligible to fire another non-ordnance weapon.

Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to reroll a failed Difficult Terrain Test.

Searchlight

Searchlights can be used in missions where the rules for *Night Fighting* are used (see p. 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guard units in range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn, because they can see the light shining in the dark.

Smoke Launchers

Smoke Launchers carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle cannot fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in his next Shooting Phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crewmen are stunned or shaken.

Track Guards

Track guards protect the vulnerable track mechanism of an armored vehicle. On a D6 roll of 4+, treat "Immobilized" results for the vehicle as "Crew Stunned" instead. This result applies even if the vehicle has extra armor.

IMPERIAL GUARD ARMORED COMPANY DOCTRINES

An Imperial Guard Armored Company does not use the Doctrines detailed in *Codex: Imperial Guard*. These Doctrines are the specialities of the Infantry Regiments that make up the majority of the Imperial Guard's fighting strength. Instead, Armored Companies have their own list of Doctrines. They function in the same way as the ones in the Codex but are only available to Armored Company armies (so don't even ask if you can use them with a conventional Codex army!)

Otherwise, the rules for selecting Doctrines for Armored Companies are the same as those detailed in the Codex. You can select up to five Doctrines for your army.

TANKS ONLY SPECIAL RULE

Most doctrines refer to tanks, which is deliberate. Thus, only tanks may use the Doctrine (so no Sentinels with *Crush and Grind* for example).

ORGANIZATIONAL DOCTRINES

Siege Regiment

The regiment is known more for its artillery than its tanks. Tank units must choose vehicles listed in the Artillery Vehicle entry rather than the Tank Unit entry. The artillery vehicle Heavy Support entry must be selected from the vehicles listed in the Tank Unit entry. Command Tanks and Tank Aces must use Chimeras instead of the stated vehicle options. May not be combined with the *Heavy Armor* Doctrine.

Heavy Armor

The regiment is disdainful of reconnaissance and trusts that it can break through any enemy position with its battle tanks. The regiment may not use any of the Fast Attack options detailed in the list or Artillery vehicles but may, however, take Tank Units as Fast Attack or Heavy Support choices. The regiment is still limited to 0-2 per Command Tank or Tank Ace. May not be combined with the *Siege Regiment* doctrine.

RARE TROOPS

The following unit entries and vehicle types are considered Rare Troops and may not be used in an Armored Company army unless a doctrine is expended for each type you wish to include.

Tech-Priest Engineeer
Salamander Scout Vehicle
Destroyer Tank Hunter
Leman Russ Vanquisher
Leman Russ Exterminator
Leman Russ Conqueror
Griffon Mortar

ACES HIGH SPECIAL RULE

Command and Ace Tanks must spend at least as many points on Doctrines as any other tank in the army.

SKILLS AND DRILLS

Evasive Driving – 10 points per tank

Tank crews from this regiment are trained to use the mass of their vehicles to deter or crush attacking infantry. If, after moving on its last turn, the tank is assaulted by infantry, then each model assaulting the tank takes a wound on a roll of 4+. Normal armor saving throws apply.

Ace Sponson Gunners – 10 points per tank

This regiment is expert at training its sponson gunners to defend tanks from enemy assaults. If the tank has been assaulted in the Assault Phase, then the tank may fire its sponson weapons (if in arc) at Initiative 10 at the enemy assaulting the tank.

Anti-Tank Rounds – 20 points per tank

The regiment is known for engaging enemy armor with battle cannons rather than lascannons. When a tank fires a battle cannon at an enemy vehicle, it may use a special anti-tank round instead of its normal shell. Range is unaffected. However, instead of firing like normal ordnance, a roll to hit is made with the BS of the vehicle. If a hit is scored, roll 2D6 and add the weapon's Strength as normal for armor penetration (add the dice together). The large Blast Marker is not used, but penetrating hits are resolved per the Ordnance Penetrating Hits Table. These rounds require precise aiming and thus cannot be fired if the vehicle has moved.

Ace Driver – 15 points per tank

The regiment does not suffer its assaults being slowed by difficult terrain. Its drivers are trained to avoid or crush obstacles with brutal efficiency. If the tank moves 6" or less through difficult terrain it does not have to take a Dangerous Terrain Test. If it moves up to 12", then it must take the test; however, if the tank has a Rough Terrain Modification, it may reroll a failed test.

Crush and Grind – 15 points per tank

When assaulting enemy infantrymen, the regiment has no compunction about crushing them under its tracks. The first unit Tank Shocked in a turn by a tank with this doctrine will take D6 S4 hits before resolving the Tank Shock as normal. Normal saving throws apply.

Ace Gunners – 25 points per tank

A tank with this doctrine acquires and engages targets with blinding speed and accuracy. Any shooting rolls of 1 may be rerolled once. Additionally, the tank may reroll the Scatter Die (i.e., not the Distance Die, just the directional die) when firing an ordnance weapon directly.

SPECIAL EQUIPMENT

Improved Sponsons – 5 points per standard Leman Russ battle tank

Each standard Leman Russ may select its sponson weapons from those available to the Leman Russ Demolisher at the points cost specified there.

Overcharged Engines – 15 points per tank

At the end of its move, a vehicle with an overcharged engine can try to go an extra 6" in a straight line. It must make a Difficult Terrain Test first, which it must pass to take the extra movement. A vehicle and any mounted passengers may not shoot in the same turn that the tank uses its overcharged engines. Passengers may not disembark at the end of the move, as the tank is traveling far too quickly for Imperial Guard troops to dismount safely.

Forge-Crafted – 20 points per tank

The tank has been built on a forge world as the proving piece of a Magos of the Adeptus Mechanicus. Once per game, the owner can force the enemy to reroll the result of a single glancing or penetrating hit. The new result must be accepted though.

Side Skirts – 15 points per tank

The crewmen have added sheets of plasteel to the sides of their tank to grant further protection against ranged attacks (Side Skirts have no effect against close combat attacks). The side armor of the tank is increased by +1 but can never be better than 13 or the tank's frontal armor.

Machine God's Blessing – 25 points per tank

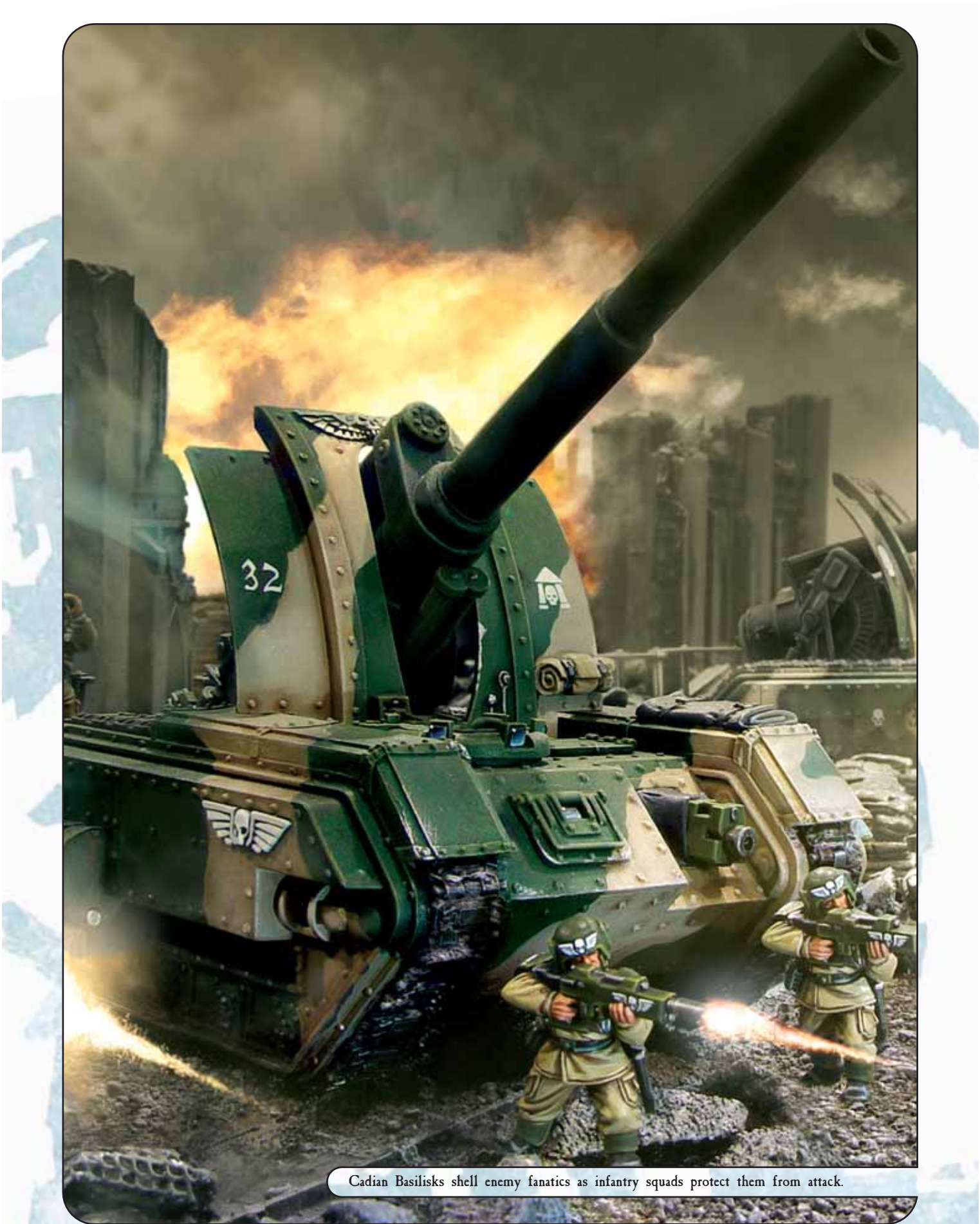
The tank has been crafted on an Adeptus Mechanicus forge world and is protected by charms and wards set by the Tech-Priests to thwart the enemies of Mankind. Attacks that specifically amend a tank's armor rating such as bright lances, dark lances, and blasters do not have any special effects against the tank and do not amend its Armor Value.

Anti-Mag – 10 points per tank

The crewmen have learned to coat their tank with antimagnetic paste. The effect is to prevent enemy grenades from sticking to the armor. Whenever a grenade (or meltabomb, or stikk bomb, etc.) causes a glancing or penetrating hit, the tank has a special saving throw of 4+ against its effects.

Reinforced Ceramite Armor – 30 points per tank

This vehicle has numerous plates of heat-reflecting ceramite, giving the tank extra protection against melta weapons. Melta weapons (including melta bombs) do not roll an extra dice for armor penetration when attacking a vehicle equipped with Reinforced Ceramite.



Cadian Basilisks shell enemy fanatics as infantry squads protect them from attack.

IMPERIAL GUARD ARMORED VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety and prefers to smash a nut with a sledgehammer if possible. This approach is reflected in the design of Guard vehicles. Tanks of the Imperial Guard are rough, rugged, and very adaptable. Below is the list of vehicles available to an Armored Company Commander.

BASILISK

	Points	Front Armor	Side Armor	Rear Armor	BS
Basilisk	100	12	10	10	3



Type: Tank, open topped. **Crew:** Imperial Guard.

Weapons: The Basilisk has an Earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armored crew compartment, camo netting, extra armor, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts.

SPECIAL RULES

Indirect Fire. The Earthshaker can fire "indirectly" at targets it can't see in the same way as a Mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (i.e., guess range) weapons with a range of 36-240" (see p. 84 of the Warhammer 40,000 rulebook). Note that the minimum "guess" for indirect fire is 36".

CHIMERA

	Points	Front Armor	Side Armor	Rear Armor	BS
Chimera	70	12	10	10	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 pts, heavy flamer at +10 pts, or heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

Options: A Chimera may have any of the following: camo netting, extra armor, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.

Transport Vehicle: A Chimera can carry up to 12 models (count Ogryns or models in Terminator armor as two models). Independent characters that join a unit with a Chimera may also travel in it.



GRIFFON

	Points	Front Armor	Side Armor	Rear Armor	BS
Griffon	75	12	10	10	3

Type: Tank, open topped. **Crew:** Imperial Guard.

Weapons: The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armored crew compartment, camo netting, extra armor, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.

A Griffon may be armed with *Siege Shells* at +5 pts.

SPECIAL RULES

Siege Shells. A Griffon may fire a *Siege Shell* instead of a normal round. *Siege Shells* use the smaller Blast Template instead of the Ordnance Template but are ordnance in all other respects. Roll 2D6+5 when rolling for armor penetration for *Siege Shells* against bunkers instead of 2D6 and picking the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, *Siege Shells* affect models inside a building on a 4+ instead of a 6.

HELLHOUND

	Points	Front Armor	Side Armor	Rear Armor	BS
Hellhound	115	12	12	10	3



Type: Tank. **Crew:** Imperial Guard.

Weapons: Turret-mounted Inferno cannon and hull-mounted heavy bolter.

Options: The tank may have any of the following: camo netting, extra armor, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and smoke launchers.

SPECIAL RULES

Inferno Cannon. The *Inferno Cannon* fires a lethal gout of flame over considerable distances. Its profile is as follows.

Range 24" Str 6 AP 4 Heavy 1, Template

When firing the *Inferno Cannon*, designate a target unit and place the normal flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and in line of sight. Roll to hit once with the Hellhound's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.

Type: Tank, open-topped, fast. **Crew:** Imperial Guard.

Weapons: The Salamander is armed with an autocannon and a hull-mounted heavy bolter.

Options: A Salamander may have any of the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and smoke launchers.

SPECIAL RULES

Souped-up Engine. Because they operate so far in front of the main units, the crews of Salamander Scout vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Imperial commanders tend to overlook such breaches of regulation, given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's *Souped-up Engines* make it a fast vehicle.

SALAMANDER SCOUT VEHICLE

	Points	Front Armor	Side Armor	Rear Armor	BS
Salamander	100	12	10	10	3



DESTROYER TANK HUNTER

	Points	Front Armor	Side Armor	Rear Armor	BS
Destroyer	170	14	12	10	3

Type: Tank. **Crew:** Imperial Guard.

Weapons: The Destroyer is armed with a hull-mounted laser destroyer (see p. 24 for statistics; fired with crew's BS; does not scatter).

Options: A Destroyer may have any of the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.



LEMAN RUSS BATTLE TANK

	Points	Front Armor	Side Armor	Rear Armor	BS
Battle Tank	140	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts or heavy bolter at +5 pts.

Options: The Lemman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The Lemman Russ may be equipped with any of the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.



LEMAN RUSS VANQUISHER

	Points	Front Armor	Side Armor	Rear Armor	BS
Vanquisher	175	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The Lemman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a coaxial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts or heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

It may be given the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, rough terrain modification, searchlight, track guards, and/or smoke launchers.



SPECIAL RULES

Vanquisher Battle Cannon. This weapon has a longer range, and against vehicles, a special anti-tank ordnance shot can be used. Instead of placing the Blast Marker, roll to hit with the crew's BS. Hits cause 2D6 + Strength for armor penetration.

Veterans. For +20 points, the crew can be upgraded to Veteran status. At the start of the game, roll for one Vehicle Battle Honor from the Warhammer 40,000 rulebook.

LEMAN RUSS EXTERMINATOR

	Points	Front Armor	Side Armor	Rear Armor	BS
Exterminator	120	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The Lemman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts or heavy bolter at +5 pts.

Options: The Lemman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts. It may be given the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.





LEMAN RUSS DEMOLISHER

	Points	Front Armor	Side Armor	Rear Armor	BS
Demolisher	140	14	13	11	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts or heavy bolter at +5 pts.

Options: The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts, multi-meltas at +30 pts, plasma cannons at +20 pts, or heavy flamers at +10 pts.

It may be given the following: camo netting, extra armor, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, and/or smoke launchers.

LEMAN RUSS CONQUEROR

	Points	Front Armor	Side Armor	Rear Armor	BS
Conqueror	145	14	12	10	3

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted conqueror cannon and a coaxial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts or heavy bolter at +5 pts.

All Conquerors have the searchlight vehicle upgrade.

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following upgrades: camo-netting, extra armor, hunter killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, track guards, and/or smoke launchers.



SPECIAL RULES

Conqueror Cannon. The Conqueror replaces the standard turret weapon with a shorter-barreled version of the battle cannon, which fires a smaller, less destructive shell. The reduced recoil allows the vehicle to fire while on the move, making this Leman Russ variant more mobile when leading an assault.

	Range	Strength	Penetration	Shots
Conqueror Cannon	48"	7	4	Heavy 1/Blast

