

IMPERIAL GUARD FORCELLIST (OLD-STYLE)



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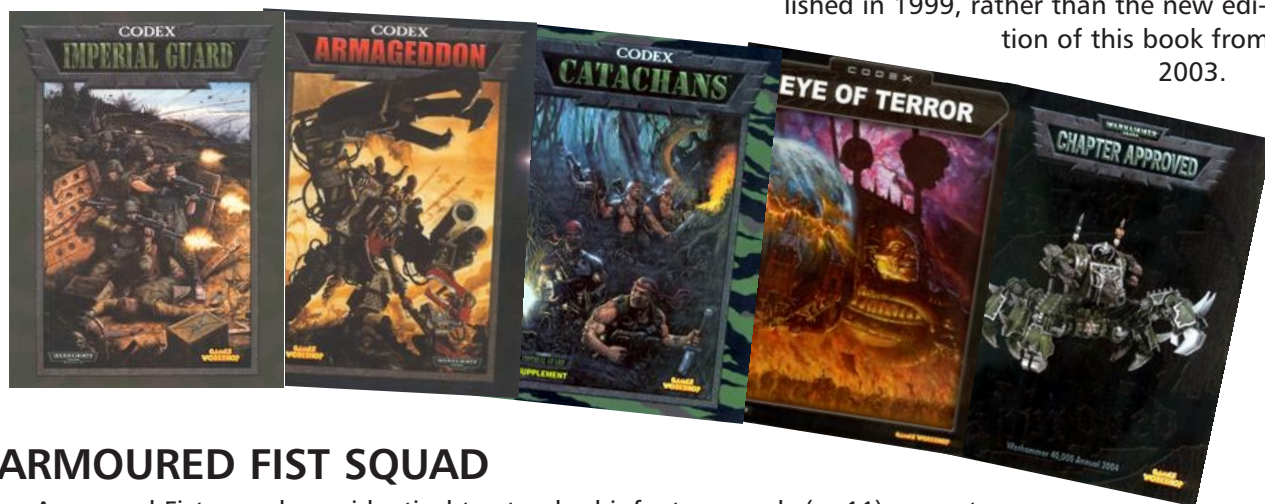
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IMPERIAL GUARD FORCELIST

This document has VOR game statistics for all Imperial Guard troops from *Codex: Imperial Guard*, *Codex: Armageddon*, *Codex: Catachans* and *Codex: Eye of Terror*, as well as additional units from *Chapter Approved*.

Note that this forcelist represents the old *Codex: Imperial Guard*, published in 1999, rather than the new edition of this book from 2003.



ARMoured FIST SQUAD

Armoured Fist squads are identical to standard infantry squads (p. 11), except as noted below.

Availability: 1 per command section

Structure: As infantry squad + 1 Chimera

BASILISK

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 5 AR: 3(2)

Point Value: 188

Type: Medium Tracked

Availability: Unlimited

Structure: Individual

Weapons: Earthshaker (90° forward firing arc), heavy bolter (90° forward firing arc)

Options:

Indirect Fire (+25 PV): With this ability, the Basilisk's Earthshaker may fire [Range: S 36-80/+1, M 240/—, L —/— Mode: indirect, blast radius 3"]. It may not fire indirectly at ranges shorter than 36", though it can still use its normal ranges to fire directly.

Vehicle Upgrades: The Basilisk may be equipped with an armoured crew compartment (+3 PV), camo netting (+4 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

CHIMERA

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 4 AR: 3(2)

Point Value: 110

Type: Medium Tracked Transport (12)

Availability: Unlimited

Structure: Individual

Weapons: Multi-laser (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Primary Weapon: The multi-laser may be replaced with a heavy bolter (+2 PV) or heavy flamer (-1 PV).

Secondary Weapon (-3 PV): The heavy bolter may be replaced with a heavy flamer.

Vehicle Upgrades: The Chimera may be equipped with camo netting (+4 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

Abilities:

Amphibious: A Chimera may move through water of any depth as if it were Broken terrain.

Firing Ports: The Chimera has three firing ports in each side of the hull for use by the passengers. Up to six models carried in the vehicle may fire their hellpistols, hellguns, lasguns or laspistols while inside the vehicle, three with a 90° left firing arc, the other three with a 90° right firing arc. The models must pay the normal MP to make these shots, and they may not be aimed.

Hulltop Hatch: Once per turn, one model carried inside the Chimera may use the hulltop hatch to use any ranged attack it has. The model is considered exposed but in hard cover until the start of its next activation, and can therefore be attacked by others.

COMMAND HQ

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 14

Availability: 1 per force; an Imperial Guard force must include a command HQ

Structure: 4 + 1 colonel or captain (not both)

Equipment: Lasgun, flak armor

Options:

Communications (+4 PV): One model may be equipped with a comm-link.

Deathworld Veterans (+14 PV per model): The command HQ may be upgraded to deathworld veterans, allowing them to use the rules on page 24. Additionally, this changes their Structure to 2-4 + *colonel or captain (not both)* and gives the guardsmen CC: 7. A deathworld veterans command HQ may not have a Chimera, standard bearer or veteran sergeant. They also cannot take a lascannon as a support weapon (see below); instead, they can take a heavy flamer at +10 PV per model.

Grenades (+5 PV per model): The entire squad may be equipped with frag grenades.

Heavy Weapons: Up to four models may replace their lasguns with a flamer (+7 PV per model), grenade launcher (+20 PV per model), meltagun (+16 PV per model) or plasma gun (+19 PV per model).

Medic (+15 PV): One model may be equipped with a medi-pack.

Standard Bearer: One model may be replaced by a standard bearer.

Support Weapons: One model in the squad may replace his lasgun with a autocannon (+28 PV), heavy bolter (+15 PV), lascannon (+50 PV), missile launcher (+50 PV) or mortar (+24 PV).

Transport (+105 PV + options): The squad may be joined by a Chimera.

Veteran: One model may be replaced by a veteran sergeant.

CAPTAIN

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 7 LIF: 2 AR: 3 SIZE: M

Point Value: 38

Availability: 1 per command HQ

Structure: A captain must be part of a command HQ and adhere to squad coherency; a command HQ must have either a captain or a colonel, but not both.

Equipment: Lasgun, flak armor

Options:

Deathworld Veteran (+13 PV): If the command HQ has been given the *Deathworld Veterans* option, the captain must be a deathworld veteran as well. This improves his CC to 8 and allows him to use the special rules on page 24.

Wargear: A captain may take equipment from the Imperial Guard armoury.

Weapons (+2 PV): May replace his lasgun by a laspistol and a close combat weapon.

Abilities:

Leadership: Any Imperial Guard unit with at least one of its members within 12 inches of a captain uses the captain's Guts statistic for all Morale and Guts Tests it is required to make.

Melee Attacks: The MP cost for a captain to make melee attacks is modified by -2 MP per attack.

COLONEL

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 3 AR: 3 SIZE: M

Point Value: 47

Availability: 1 per command HQ

Structure: Must be part of a command HQ and adhere to squad coherency; a command HQ must have either a captain or a colonel, but not both.

Equipment: Lasgun, flak armor

Options:

Deathworld Veteran (+13 PV): If the command HQ has been given the *Deathworld Veterans* option, the colonel must be a deathworld veteran as well. This improves his CC to 8 and allows him to use the special rules on page 24.

Wargear: The colonel may take equipment from the Imperial Guard armoury.

Weapons (+2 PV): A colonel may replace his lasgun by a laspistol and a close combat weapon.

Abilities:

Leadership: Any Imperial Guard unit with at least one of its members within 12 inches of a colonel uses the colonel's Guts statistic for all Morale and Guts Tests it is required to make.

Melee Attacks: The MP cost for a colonel to make melee attacks is modified by -2 MP per attack.

STANDARD BEARER

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 34

Availability: 1 per command HQ (replaces a standard guardsman)

Structure: Must be part of a command HQ and adhere to squad coherency

Equipment: Lasgun, flak armor

Options: A standard bearer may be equipped with a holy relic (+15 PV) or regimental standard (+20 PV).

Abilities:

Standard Bearer: Any Imperial Guard model within 12" of a standard bearer may re-roll any failed Morale Test. The second result must be used.

VETERAN SERGEANT

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 18

Availability: 1 per command HQ (replaces a standard guardsman)

Structure: Must be part of a command HQ and adhere to squad coherency

Equipment: Lasgun, flak armor

Options: May take equipment from the Imperial Guard armoury.

Abilities:

Melee Attacks: The MP cost for a veteran sergeant to make melee attacks is modified by -1 MP per attack.

COMMISSAR

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 2 AR: 3 SIZE: M

Point Value: 42

Availability: 5 per force

Structure: Each commissar must be attached to a squad containing a colonel, captain, lieutenant, veteran sergeant or sergeant, in that order (that is, the first commissar must be part of the squad with the highest-ranking officer in the force, the second commissar is attached to the officer with the second-highest rank, and so on); a commissar may not be attached to a hardened veterans or vehicle squad. A commissar must remain in squad coherency with the unit he is attached to.

Equipment: Laspistol, close combat weapon, flak armour

Options:

Wargear: A commissar may take equipment from the Imperial Guard armoury.

Abilities:

Devotee of the Imperial Cult: If a unit containing a commissar is Pushed Back or Broken after failing a Morale Test, the commissar will execute the squad's leader on the spot (remove the model from the table), without the need to roll any dice. This entitles the squad to another Morale Test immediately, before the results of the previous (failed) Morale Test are applied; this second Test uses the commissar's Guts statistic, and its result is used in the place of the first test's. If this second Morale Test also results in the squad being Pushed Back, the commissar is removed from the table (killed by the troops) but the rest of the squad remains, and will recover as normal; if the second Morale Test gives a Broken result, both the commissar and the squad are removed from the table.

If the squad's normal leader is killed, the commissar becomes its new squad leader, and his Guts statistic is used for any Morale and Guts tests made by any member of the squad from now on; he also gets the Leadership ability of colonels and other officers. Additionally, the squad must immediately make a Morale Test after the normal squad leader is killed (using the commissar's Guts statistic), with the same effects as for the second Morale Test described above.

Melee Attacks: The MP cost for a commissar to make melee attacks is modified by -2 MP per attack.

Oops, Sorry Sir: In a force that includes deathworld veterans, roll 1D6 for each commissar during the deployment phase of the battle. On a roll of 1, the commissar may not be deployed (but any PV spent on him is not returned).

DEATHWORLD VETERAN ASSAULT TEAM

MP: 9 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 43

Availability: 2 squads per command HQ with *Deathworld Veterans* ability

Structure: 4-7

Equipment: Lasgun, frag grenades, flak armor

Options:

Heavy Weapons: Up to three models in the squad may replace their lasguns with demolition charges (+18 PV per model), flamers (+7 PV per model), meltaguns (+16 PV per model) or plasma guns (+19 PV per model). One model may replace his lasgun with a heavy flamer (+9 PV).

Veteran Sergeant (+4 PV): One model in the squad may be upgraded to a veteran sergeant. This increases his Guts to 7, and he may take equipment from the Imperial Guard armoury. The MP cost for veteran sergeants to make melee attacks is modified by -1 MP per attack. A squad with a veteran sergeant uses the veteran sergeant's Guts statistic for all Morale and Guts Tests it is required to make.

Weapons: Any model in the squad may replace his lasgun by a laspistol and close combat weapon (+2 PV per model) or a shotgun (+3 PV per model).

Abilities:

Deathworld Veterans: The squad uses the *Deathworld Veterans* rules on page 24.

Gung Ho: Members of an assault team may re-roll any Knockdown Test or Morale Test they fail, though the second roll must be used.

DEATHWORLD VETERAN SNIPERS

MP: 5 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 27

Availability: 3 per force

Structure: Individual

Equipment: Sniper rifle, flak armor

Abilities:

Advanced Deployment: Snipers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Deathworld Toxins: A sniper may re-roll any Damage Test he causes on an enemy model. The second roll must be used.

Deathworld Veterans: Snipers use the *Deathworld Veterans* rules on page 24.

Disappear: Deathworld snipers may not move during the battle at all, though they may be rotated

(for free) to change their firing arcs during their activation. At any time during a sniper's activation, the model may be removed by the owning player at no cost, taking the sniper out of the current battle. Removed snipers are not considered killed, and so are not worth Glory Points; named snipers that are removed automatically survive the battle uninjured (p. 108, *VOR Rulebook*). Snipers are not considered when determining whether an objective has been captured in a scenario.

DEATHWORLD VETERANS PATROL

MP: 9 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 31

Availability: Unlimited

Structure: 4-6

Equipment: Lasgun, frag grenades, flak armor

Options:

Grenades (+5 PV per model): The entire squad may be given frag grenades.

Heavy Weapons: One model in the squad may replace his lasgun with a flamer (+7 PV), grenade launcher (+20 PV), meltagun (+16 PV) or plasma gun (+19 PV).

Sergeant: One model in the squad is its sergeant, who may replace his lasgun by a laspistol and close combat weapon (+2 PV).

Veteran Sergeant (+4 PV): The squad's sergeant may be upgraded to a veteran sergeant. This increases his Guts to 7, and he may take equipment from the Imperial Guard armoury. The MP cost for veteran sergeants to make melee attacks is modified by -1 MP per attack. A squad with a veteran sergeant uses the veteran sergeant's Guts statistic for all Morale and Guts Tests it is required to make.

Abilities:

Ambush: If there are any woods on the table, a deathworld veterans patrol may be secretly deployed in them during the deployment phase of the game. Before the game, assign each wood a number or name (anything that will allow the players to remember which is which will do); the Imperial Guard player must write down in which wood each patrol is hidden. A single patrol may not be split over multiple woods. Until the patrol is revealed, it may not be activated and can take no actions at all. Any time the Imperial Guard player has to activate a squad, the deathworld veterans patrol squad may be revealed—place its members in the designated wood so that it is in squad coherency—and activated. It will now participate in the battle normally.

Whenever an enemy model enters the wood in which the patrol is hidden, it must also be revealed as above. However, it counts as if it has already been activated in the current turn, but all members of the squad are considered to have held their actions.

Deathworld Veterans: The squad uses the *Deathworld Veterans* rules on page 24.

DESTROYER TANK HUNTER

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 4(2)

Point Value: 197

Type: Heavy Tracked

Availability: see *Armoured Company*, p. 22

Structure: Individual

Weapons: Laser destroyer (90° forward firing arc)

Options:

Vehicle Upgrades: The Leman Russ may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

GRIFFON

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 5 AR: 3(2)

Point Value: 134

Type: Medium Tracked

Availability: Unlimited

Structure: Individual

Weapons: Griffon mortar (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Siege Shells (+7 PV): With this option, the Griffon mortar can fire siege shells, which have [AM: -3, Mode: indirect, blast radius 2"]. In addition, if a siege shell is fired against a structure (p. 87, *VOR Rulebook*), it is considered to have [Power: 8] for purposes of working out damage to the structure.

Vehicle Upgrades: The Griffon may be equipped with an armoured crew compartment (+3 PV), camo netting (+4 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

HARDENED VETERANS

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 26

Availability: 1 squad per force

Structure: 4-9 + 1 veteran sergeant

Equipment: Lasgun, frag grenades, flak armor

Options:

Additional Weapons: Any member of the squad may have one of the following weapons in addition to the lasgun: autogun (+3 PV per model), close combat weapon and autopistol (+3 PV per model), close combat weapon and laspistol (+3 PV per model) or shotgun (+6 PV per model).

Communications (+4 PV): One member of the squad may be equipped with a comm-link.

Deathworld Veterans (+14 PV per model): Also known as Catachan devils, the squad may be upgraded to deathworld veterans, allowing them to use the rules on page 24 and increasing their CC to 7. When taking heavy weapons (see below), deathworld veterans cannot take a boltgun or plasma pistol.

Grenades (+5 PV per model): The entire squad may be equipped with Krak grenades.

Heavy Weapons: Three models in the squad may replace their lasguns with a boltgun (+2 PV per model), flamer (+7 PV per model), grenade launcher (+20 PV per model), meltagun (+16 PV per model), plasma gun (+19 PV per model) or plasma pistol (+17 PV per model).

Sniper (+8 PV): One model in the squad may be equipped with a sniper rifle in addition to the lasgun. A deathworld veterans squad cannot include a sniper.

Support Weapons: One model in the squad may replace his lasgun with a autocannon (+28 PV), heavy bolter (+15 PV), lascannon (+50 PV), missile launcher (+50 PV) or mortar (+24 PV). This option may not be taken if the squad has the *Deathworld Veterans* ability.

Transport (+105 PV + options): The squad may be joined by a Chimera.

Veteran Officer: The squad may be joined by a veteran officer.

Abilities:

Hardened Fighters: A squad of hardened veterans never suffers from negative modifiers to its Guts when making Morale Tests, regardless of what causes these modifiers.

VETERAN OFFICER

MP: 9 CC: 7 RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 8 LIF: 3 AR: 3 SIZE: M

Point Value: 50

Availability: 1 per hardened veterans squad

Structure: A veteran officer must be part of a hardened veterans squad and adhere to squad coherency

Equipment: Lasgun, frag grenades, flak armor

Options:

Deathworld Veteran (+13 PV): If the hardened veterans squad has been given the *Deathworld Veterans* option, the officer must be a deathworld veteran as well. This improves his CC to 8 and allows him to use the special rules on page 24.

Wargear: A veteran officer may take equipment from the Imperial Guard armoury.

Weapons (+2 PV): The officer may replace his lasgun by a laspistol and a close combat weapon.

Abilities:

Melee Attacks: The MP cost for a veteran officer to make melee attacks is modified by -2 MP per attack.

Squad Leader: A squad with a veteran officer uses the veteran officer's Guts statistic for all Morale and Guts Tests it is required to make.

VETERAN SERGEANT

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 29

Availability: 1 per hardened veterans squad

Structure: A veteran sergeant must be part of a hardened veterans squad and adhere to squad coherency

Equipment: Lasgun, frag grenades, flak armor

Options:

Deathworld Veteran (+14 PV): If the hardened veterans squad has been given the *Deathworld Veterans* option, the sergeant must be a deathworld veteran as well. This improves his CC to 7 and allows him to use the special rules on page 24.

Wargear: A veteran sergeant may take equipment from the Imperial Guard armoury.

Abilities:

Melee Attacks: The MP cost for a veteran sergeant to make melee attacks is modified by -1 MP per attack.

HEAVY WEAPON SQUAD

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 14

Availability: 5 per command HQ

Structure: 6

Equipment: Lasgun, flak armor

Options:

Comm-Link (+4 PV): One member of the squad may be equipped with a comm-link.

Deathworld Veterans (+84 PV): The entire squad may be upgraded to deathworld veterans, allowing them to use the rules on page 24 and increasing their CC to 7. However, this option may only be taken by fire support and mortar squads (see below).

Heavy Weapons: Each heavy weapons squad must equip three of its members with a heavy weapon in addition to their lasguns. Choose one of the squad types listed below for each heavy weapons squad, and then pick any of the weapons listed for that squad type to equip three of the squad members with, at the listed PV cost; different heavy weapons may be used in a single squad, but each model may have only one heavy weapon.

Anti-Tank Squad: Lascannon (+46 PV per model) or missile launcher (+46 PV per model).

Fire Support Squad: Autocannon (+27 PV per model) or heavy bolter (+15 PV per model).

Mortar Squad: Mortar (+24 PV per model).

Special Weapons Squad: Demolition charge (+21 PV; only one per squad), flamer (+10 PV per model), grenade launcher (+23 PV per model), meltagun (+19 PV per model), sniper rifle (+7 PV per model). Note that the special weapons *replace* the models' lasguns! The models not armed with a special weapon may replace their lasguns with a laspistol and close combat weapon (+2 PV per model). All models in the squad may be equipped with frag grenades (+5 PV per model) and/or Krak grenades (+5 PV per model). Special weapons squads may only be taken in a force of Cadian shock troops (see page 23).

Each squad type may only be taken twice per command HQ in the force.

HELLHOUND

MP: 12 TC: 2 CC: — RC: 5 POW: 7 BOD: 6 LIF: 4 AR: 3(2)

Point Value: 119

Type: Medium Tracked

Availability: Unlimited

Structure: Individual

Weapons: Inferno cannon (360° firing arc), heavy bolter (90° forward firing arc)

Options: May be equipped with camo netting (+4 PV), extra armour (+3 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

Abilities:

Fuel Tanks: For any roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*), double the damage inflicted on the Hellhound. If the weapon's damage against vehicles is increased anyway for some reason, then these are cumulative—a meltagun at short range would be considered as causing 8 damage for the roll on this table ...

Move 'n' Shoot: If a Hellhound fires its inferno cannon in the direction it moved in (that is, in the 90° forward firing arc if it moved forward, or in the 90° rear firing arc if it moved backward) after moving more than 6 inches in a turn, the range of the inferno cannon is halved, to [S 3/+1, M 6/—, L 12/–2]. Additionally, it can only hit targets in the small cone of the template, and these are only hit on a D10 roll of 5 or less; models in the large cone cannot be hit at all. Also, due to the flames washing back, the Hellhound will inflict an automatic hit on itself with the inferno cannon if any part of the template overlaps the Hellhound model (roll Armor and Damage Tests normally).

HIVE GANG MILITIA

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 3 LIF: 1 AR: 0 SIZE: M

Point Value: 5

Availability: Unlimited; hive gang militia squads may only be deployed as part of a Steel Legions planetary defence force (see p. 22)

Structure: 5-20 + 1 gang leader

Equipment: Lasgun

Options:

Guns (no change in PV): Any model in the squad may replace its lasgun by an autogun, an autopistol and close combat weapon, a lasgun, a laspistol and close combat weapon or a shotgun. None of these options change the model's PV.

Heavy Weapon: One model in the squad may replace its lasgun with a heavy bolter (+10 PV), lascannon (+40 PV), missile launcher (+40 PV) or plasma cannon (+17 PV).

Support Weapon: One member of the squad may replace his lasgun with a flamer (+4 PV), grenade launcher (+17 PV), heavy stubber (+10 PV) or meltagun (+13 PV).

GANG LEADER

MP: 9 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 2 AR: 0 SIZE: M

Point Value: 16

Availability: 1 per hive gang militia squad

Structure: A gang leader must be part of a hive gang militia squad and adhere to squad coherency

Equipment: Lasgun

Options: The gang leader may take equipment from the Imperial Guard armoury.

INFANTRY PLATOON

COMMAND SECTION

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 14

Availability: Unlimited

Structure: 4 + 1 lieutenant

Equipment: Lasgun, flak armor

Options:

Grenades (+5 PV per model): The entire command section may be given frag grenades.

Heavy Weapons: Two models may replace their lasguns with a flamer (+9 PV per model), grenade

launcher (+20 PV per model), meltagun (+16 PV per model) or plasma gun (+19 PV per model).

Support Weapons: One model may replace his lasgun with an autocannon (+24 PV), heavy bolter (+12 PV), lascannon (+44 PV), missile launcher (+44 PV) or mortar (+21 PV).

Transport (+105 PV + options): The command section may be joined by a Chimera.

Veteran Sergeant: One model may be replaced by a veteran sergeant (see *Infantry Squad*, below)

Weapons (+2 PV per model): Any member of the command section may replace their lasguns by a laspistol and a close combat weapon.

LIEUTENANT

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 19

Availability: 1 per command section

Structure: The lieutenant is part of the command section and must adhere to squad coherency.

Equipment: Laspistol, close combat weapon, flak armor

Options:

Captain (+21 PV): Provided the lieutenant has taken the *Deathworld Veterans* option (below) he may be promoted to a captain. This gives him **CC: 8, RC: 7, LIF: 2** and the MP cost for him to make melee attacks is modified by -2 MP per attack (in total; not cumulative with the -1 MPC lieutenants already get).

Deathworld Veteran (+14 PV): A lieutenant may be a deathworld veteran, which allows him to use the rules on page 24 and also increases his CC to 7. If this option is taken, the lieutenant forms the command section (above) by himself—he is *not* accompanied by four guardsmen, and may not take any of the command section's options. If a deathworld lieutenant is within 3 inches of a squad equipped with a commlink, he may use the squad's commlink as if he has one himself. All squads in the platoon must also take the *Deathworld Veterans* option if the lieutenant has.

Wargear: The lieutenant may take equipment from the Imperial Guard armoury.

Weapons (-2 PV): The lieutenant may replace his laspistol and close combat weapon by a lasgun.

Abilities:

Leadership: Any Imperial Guard unit with at least one of its members within 12 inches of a lieutenant uses the lieutenant's Guts statistic for all Morale and Guts Tests it is required to make.

Melee Attacks: The MP cost for a lieutenant to make melee attacks is modified by -1 MP per attack.

INFANTRY SQUAD

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: M

Point Value: 14

Availability: 2-5 per command section

Structure: 10

Equipment: Lasgun, flak armor

Options:

Communications (+4 PV): One member of the squad may be equipped with a comm-link.

Deathworld Veterans (+14 PV per model): The squad may be upgraded to deathworld veterans, allowing them to use the rules on page 24 and increasing their CC to 7. When taking support weapons (see below), deathworld veterans cannot take an autocannon, lascannon or mortar.

Grenades (+5 PV per model): The entire squad may be given frag grenades.

Heavy Weapons: One model may replace his lasgun with a flamer (+9 PV), grenade launcher (+20 PV), meltagun (+16 PV) or plasma gun (+19 PV).

Sergeant: One model in the squad is its sergeant; this model may replace his lasgun by a laspistol and close combat weapon (+1 PV).

Support Weapons: One model may replace his lasgun with an autocannon (+24 PV), heavy bolter (+12 PV), heavy flamer (+9 PV, only if the squad has the *Deathworld Veterans* option), lascannon (+44 PV), missile launcher (+44 PV) or mortar (+21 PV).

Veteran Sergeant (+4 PV): The sergeant may be upgraded to a veteran sergeant. This increases his Guts to 7, and he may take equipment from the Imperial Guard armoury. The MP cost for veteran sergeants to make melee attacks is modified by -1 MP per attack. A squad with a veteran sergeant uses the veteran sergeant's Guts statistic for all Morale and Guts Tests it is required to make.

KASRKIN SQUAD

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 5 SIZE: M

Point Value: 37

Availability: Unlimited; kasrkin squads may only be deployed in a force of Cadian shock troops

Structure: 4-9 + 1 veteran sergeant

Equipment: Hellgun, frag grenades, krak grenades, flak armor

Options:

Grenades (+10 PV per model): The entire squad may be equipped with melta bombs.

Heavy Weapons: Two models in the squad may replace their hellguns with a flamer (+7 PV per model), grenade launcher (+20 PV per model), meltagun (+16 PV per model) or plasma gun (+19 PV per model).

Transport (+105 PV + options): The squad may be joined by a Chimera.

Vox Operator (+4 PV): One member of the squad may be equipped with a comm-link.

VETERAN SERGEANT

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 5 SIZE: M

Point Value: 40

Availability: 1 per kasrkin squad

Structure: A veteran sergeant must be part of a hardened veterans squad and adhere to squad coherency

Equipment: Hellgun, frag grenades, krak grenades, flak armor

Options:

Wargear: A veteran sergeant may take equipment from the Imperial Guard armoury.

Abilities:

Melee Attacks: The MP cost for a veteran sergeant to make melee attacks is modified by -1 MP per attack.

LEMEN RUSS BATTLE TANK

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 4(2)

Point Value: 237

Type: Heavy Tracked

Availability: Unlimited

Structure: Individual

Weapons: Battle cannon (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Secondary Weapon (+35 PV): The heavy bolter may be replaced with a lascannon.

Sponson Guns: The vehicle may be fitted with a sponson on each side of the hull. Each carries either a double heavy bolter (+24 PV per sponson) or a double heavy flamer (+20 PV per sponson). The left-hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: The Leman Russ may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

LEMEN RUSS CONQUEROR

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 4(2)

Point Value: 197

Type: Heavy Tracked

Availability: see *Armoured Company*, p. 22

Structure: Individual

Weapons: Conqueror cannon (360° firing arc), heavy bolter (90° forward firing arc), storm bolter (360° firing arc)

Options:

Secondary Weapon (+35 PV): The heavy bolter may be replaced with a lascannon.

Sponson Guns: The vehicle may be fitted with a sponson on each side of the hull. Each carries either a double heavy bolter (+24 PV per sponson) or a double heavy flamer (+20 PV per sponson). The left-hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: The Lemman Russ may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

LEMAN RUSS DEMOLISHER

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 5(2)

Point Value: 263

Type: Heavy Tracked

Availability: Unlimited

Structure: Individual

Weapons: Demolisher cannon (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Secondary Weapon (+35 PV): The heavy bolter may be replaced with a lascannon.

Sponson Guns: The vehicle may be fitted with a sponson on each side of the hull. Each carries either a double heavy bolter (+24 PV per sponson), a double heavy flamer (+20 PV per sponson), a double multi-melta (+52 PV per sponson) or a double plasma cannon (+32 PV per sponson). The left-hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: The Lemman Russ Demolisher may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

LEMAN RUSS EXTERMINATOR

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 4(2)

Point Value: 188

Type: Heavy Tracked

Availability: Unlimited

Structure: Individual

Weapons: Twin-linked autocannon (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Secondary Weapon (+35 PV): The heavy bolter may be replaced with a lascannon.

Sponson Guns (+24 PV per sponson): The vehicle may be fitted with a sponson on each side of the hull, each carrying a double heavy bolter. The left-hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: The Lemman Russ Exterminator may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

LEMAN RUSS VANQUISHER

MP: 12 TC: 3 CC: — RC: 5 POW: 8 BOD: 6 LIF: 5 AR: 4(2)

Point Value: 262

Type: Heavy Tracked

Availability: 1 per force

Structure: Individual

Weapons: Vanquisher battle cannon (360° firing arc), storm bolter (360° firing arc), heavy bolter (90° forward firing arc)

Options:

Secondary Weapon (+35 PV): The heavy bolter may be replaced with a lascannon.

Sponson Guns: The vehicle may be fitted with a sponson on each side of the hull. Each carries either a double heavy bolter (+24 PV per sponson) or a double heavy flamer (+20 PV per sponson). The left-

hand sponson has a 90° forward/left firing arc, the right-hand sponson has a 90° forward/right firing arc.

Vehicle Upgrades: The Leman Russ Vanquisher may be equipped with camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

OGRYNS

MP: 10 CC: 7 RC: 5 POW: 5 BOD: 4 BRN: 3 GUT: 7 LIF: 3 AR: 3 SIZE: L

Point Value: 48

Availability: Unlimited (in a pure deathworld veterans force, ogryns are limited to 1 squad per force)

Structure: 3-5

Equipment: Ripper gun, flak armor

Options:

Transport (+105 PV + options): The squad may be joined by a Chimera.

Weapon: At no change in PV, the ripper gun may be replaced by an ogryn close combat weapon.

Abilities:

It's Dark in Dere: An ogryn can only enter a transport vehicle if an officer or commissar is within 12" of the ogryn model. Ogryns may start the game being carried inside a transport vehicle without restrictions, however.

Melee Attacks: The MP cost for ogryns to make melee attacks is modified by -1 MP per attack.

Transportable: Despite being of large size, an ogryn may be transported in vehicles, counting as two medium-sized models.

RATLING SNIPERS

MP: 11 CC: 3 RC: 7 POW: 2 BOD: 2 BRN: 4 GUT: 4 LIF: 1 AR: 3 SIZE: S

Point Value: 26

Availability: 1 squad per force

Structure: 3-10

Equipment: Sniper rifle, flak armor

Abilities:

Advanced Deployment: Ratlings deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

ROUGH RIDER SQUAD

MP: 12 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 3 GUT: 6 LIF: 1 AR: 3 SIZE: L

Point Value: 38

Availability: Unlimited

Structure: 5-10

Equipment: Laspistol, power weapon

Options:

Communications (+4 PV): One member of the squad may be equipped with a comm-link.

Heavy Weapon: One model may replace his lasgun with a flamer (+9 PV), grenade launcher (+20 PV), meltagun (+16 PV) or plasma gun (+19 PV).

Veteran (+4 PV): One member of the squad may be replaced by a veteran sergeant. He has Guts 7 and may take equipment from the Imperial Guard armoury. The MP cost for a veteran sergeant to make melee attacks is modified by -1 MP per attack, and a squad with a veteran sergeant uses the veteran sergeant's Guts statistic for all Morale and Guts Tests it is required to make.

Weapons: The entire squad may be equipped with frag grenades (+5 PV per model), hunting lances (+3 PV per model) and/or lasguns (+1 PV per model; these replace the normal laspistols).

Abilities:

Cavalry: The rough rider is mounted on a horse, and receives a +2 modifier to his Close Combat skill when charging instead of the normal +1.

SALAMANDER SCOUT VEHICLE

MP: 24 TC: 2 CC: — RC: 5 POW: 7
BOD: 6 LIF: 5 AR: 3(2)

Point Value: 215

Type: Medium Tracked

Availability: see *Armoured Company*, p. 22

Structure: Individual

Weapons: Autocannon (90° forward firing arc), heavy bolter (90° forward firing arc)

Options:

Vehicle Upgrades: The Salamander may be equipped with an camo netting (+4 PV), crew escape mechanism (+26 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), pintle-mounted storm bolter (+11 PV), rough terrain modification (+24 PV), searchlight (+5 PV), smoke launchers (+3 PV) and track guards (+8 PV).

SANCTIONED PSYKERS

MP: 10 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 3
GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 15

Availability: 5 per force; sanctioned psykers may only be deployed in a force of Cadian shock troops (see page 23)

Structure: One psyker must be attached to a command HQ, all others must first be assigned to infantry platoon command sections. If all command sections have a psyker, the remainder must be assigned to armoured fist squads, infantry squads and kasrkin squads; no squad may have more than one psyker attached. A sanctioned psyker must remain in squad coherency with the squad he is attached to.

Equipment: Laspistol, close combat weapon

Options:

Wargear: A psyker may take equipment from the Imperial Guard armoury.

Abilities:

It's For Your Own Good: If a psyker is attached to the same squad as a commissar, and the psyker rolls a critical miss on the Brains Test to make a psychic power work, the commissar will immediately execute the psyker—killing the psyker outright without rolling any Tests for it. He is worth Glory Points to the opposing player(s), and if a named model, may not roll on the Named Model Damage Table (p.108, *VOR Rulebook*). This rule applies in both the *Warhammer 40,000* universe and in the

Maelstrom—commissars do not generally bother to investigate the difference between a warp creature attack and more harmless psychic confusion.

Psychic Power: During the deployment phase of the battle, roll 1D6 for each psyker on the Sanctioned Psyker Power Table to determine his power. Sanction psykers may not take minor psychic powers (pp 14-16, *Warhammer 40,000 to VOR Basics*).

SANCTIONED PSYKER POWER TABLE

1D6 Power

- No Usable Power:** Note that the psyker must still be deployed, even though he is not very useful in his intended role.
- Telepathic Order:** If the psyker rolls a successful Brains Test, any officers in his squad can use their Leadership ability out to 18 inches instead of the normal 12". [MPC: 4, Uses/Turn: 1]
- Psychic Ward:** Any time the sanctioned psyker, or (a member of) the squad he is with, is the target of a psychic power or similar ability, the psyker may make a Brains Test with a +2 modifier. If this succeeds, the attacking psychic power has no effect. The psyker does not need to be activated or have a held action to use this ability. [Uses/Turn: 2]
- Lightning Arc:** The psyker rolls a Brains Test rather than a Ranged Combat Test to determine if this attack hits. [MPC: 3, Uses/Turn: 2, Range: S 6/-1, M 12/-, L 24/+1, Power: 3, AM: 0]
- Psychic Lash:** If the psyker makes a successful Brains Test, he may immediately make 1D10÷3 (round up, but re-roll on a 10) melee attacks with the following statistics: [MPC: 1, Power: POW, AM: no test]. Psychic Lash itself is [MPC: 4, Uses/Turn: 1]
- Machine Curse:** After succeeding at a Brains Test, for the remainder of the sanctioned psyker's activation, any melee attack the psyker makes against a vehicle forces a roll on the Vehicle Damage Table (p. 91, *VOR Rulebook*) even if the attack caused no damage. [MPC: 5, Uses/Turn: 1]

SENTINEL SQUADRON

MP: 12 TC: 1 CC: 5 RC: 5 POW: 5 BOD: 5 LIF: 4 AR: 3(2)

Point Value: 119

Type: Light Walker

Availability: Unlimited

Structure: 1-3

Weapons: Multi-laser (180° forward firing arc)

Options:

Cadian Sentinel (+14 PV per model): Replaces the multi-laser with an autocannon (180° forward firing arc). Cadian Sentinels may only be used in a force of Cadian shock troops.

Deathworld Sentinel (+20 PV per model): This upgrade gives all Sentinels in the squadron the rough terrain modification upgrade (p. 22) and replaces the multi-laser with a heavy flamer (180° forward firing arc). Furthermore, Deathworld Sentinels are armed with chainsaws [MPC: 4, Power: 7, AM: 0] for close combat. It also removes the *Scouts* ability (below).

Flamer (-1 PV): The multi-laser may be replaced with a heavy flamer.

Vehicle Upgrades: A Sentinel be equipped with an armoured crew compartment (+3 PV), camo netting (+4 PV), extra armour (+3 PV), hunter-killer missile (+30 PV), improved comms (+9 PV), rough terrain modification (+24 PV), searchlight (+5 PV) and smoke launchers (+3 PV).

Abilities:

Scouts: After all players have deployed, but before the first turn of the game, each Sentinel may be activated once. During this activation, it may only spend its MP on movement, following all the normal movement rules. This ability may not be used by Deathworld Sentinels.

STORM TROOPERS

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 5 SIZE: M

Point Value: 35

Availability: Unlimited

Structure: 9 + 1 storm trooper veteran sergeant

Equipment: Hellgun, frag grenades, carapace armor, targeter

Options:

Communications (+4 PV): One model may be equipped with a comm-link.

Grenades (+5 PV per model): The entire squad may be equipped with Krak grenades.

Heavy Weapons: Two models may replace their lasguns with a flamer (+10 PV per model), grenade launcher (+23 PV per model), meltagun (+19 PV per model) or plasma gun (+22 PV per model).

Transport (+105 PV + options): The squad may be joined by a Chimera.

Weapons (+2 PV per model): Any member of the squad may replace their hellguns with a hellpistol and close combat weapon.

Abilities:

Advanced Deployment: Storm troopers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

VETERAN SERGEANT

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 5 SIZE: M

Point Value: 38

Availability: 1 per storm trooper squad

Structure: Must be part of a storm trooper squad, and must adhere to squad coherency.

Equipment: Hellgun, frag grenades, carapace armor, targeter

Options: May take equipment from the Imperial Guard armoury.

Abilities:

Advanced Deployment: Storm troopers deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Melee Attacks: The MP cost for a veteran sergeant to make melee attacks is modified by -1 MP per attack.

YOUTH ARMY PLATOON

MP: 9 CC: 3 RC: 3 POW: 3 BOD: 3 BRN: 3 GUT: 3 LIF: 1 AR: 3 SIZE: M

Point Value: 5

Availability: Unlimited; kasrkin squads may only be deployed in a force of Cadian shock troops

Structure: 20, 30, 40 or 50; each youth army platoon must have 20 through 50 members, in a multiple of 10.

Equipment: Lasgun, flak armor

Options:

Heavy Weapons: One model in every ten may replace his lasgun with a flamer (+7 PV per model) or a grenade launcher (+20 PV per model).

Support Weapons: One model in every ten may replace his lasgun with an autocannon (+24 PV per model), a heavy bolter (+12 PV per model) or a missile launcher (+43 PV per model).

IMPERIAL GUARD ARSENAL

IMPERIAL GUARD ARMOURY

Some models can be given additional gear, as noted in their descriptions. This may be picked from the following list. Each model may take a maximum of 70 points of additional equipment; up to two weapons may be chosen, though only one of them may be two-handed.

ARMOR

Refractor Field

Allows the model to always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

MELEE WEAPONS

Hunting Lance

This is a one-shot weapon: after it has been used once, the model cannot use it again.

RANGED WEAPONS

Demolition Charge

Every model equipped with this weapon can only use it once per game. It may be thrown indirectly without a spotter like a grenade (p. 85, *VOR Rulebook*).

Griffon Mortar

The Griffon cannot fire at short range, which

extends to 15 inches. However, it can fire indirectly to long range.

Grenade Launcher

Can fire either frag or Krak ammo. Frag is [Power: 3, AM: 0, Mode: indirect, blast radius 2"] while Krak is [Power: 6, AM: -1, Mode: indirect, blast radius 1"]. The player decides which to fire before rolling to see if the attack hits.

Hunter-Killer Missile

This weapon may be fired only once per game for every time it has been bought.

Inferno Cannon

An inferno cannon uses the rules for blast template weapons (p. 84, *VOR Rulebook*), but uses the splash template instead of the circular blast template. After determining scatter, the splash template must be placed so that it points straight back toward the firing vehicle's turret, and the center of the curved line on the template (that is, the outer edge of the small cone) is over the target point.

Any squad which takes casualties from an inferno cannon must immediately make a Morale Test.

Meltagun

At Short range, an attack by a meltagun counts as inflicting 4 points of damage for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

Missile Launcher

Can fire either frag or krak ammo. Frag is [Power: 4, AM: 0, Mode: blast radius 3"] while krak is [Power: 8, AM: -1, Mode: blast radius 1"]. The player decides which to fire before rolling to see if the attack hits.

Multimelta

At Short and Medium ranges, an attack by a multimelta counts as inflicting 4 points of dam-

age (6 for the double variant) for purposes of the roll on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*).

Plasma Weapons

A critical failure when firing a plasma weapon will inflict 1 point of damage on the model equipped with it, unless it succeeds at an Armor Test. Plasma weapons carried on vehicles do not have this drawback.

Vanquisher Battle Cannon

Can fire either standard or anti-tank ammo. Standard is [AM: -1, Mode: blast radius 3"] while anti-tank is [AM: -4, Mode: —]. The player decides which to fire before rolling to see if the attack hits.

IMPERIAL GUARD ARMOURY

Single-Handed Weapons

Bolt Pistol (+3 PV)
Close Combat Weapon (+2 PV)
Hellpistol (+3 PV)
Laspistol (+2 PV)
Plasma Pistol (+21 PV)
Power Fist¹ (+20 PV)
Power Weapon¹ (+10 PV)

Two-Handed Weapons

Boltgun (+5 PV)
Combi-weapon¹: Boltgun-flamer (+16 PV)
Combi-weapon¹: Boltgun-grenade launcher (+29 PV)
Combi-weapon¹: Boltgun-melta-gun (+25 PV)
Combi-weapon¹: Boltgun-plasma gun (+28 PV)
Lasgun (+3 PV)
Shotgun (+2 PV)
Storm bolter¹ (+11 PV)

Wargear

Bionics (see description for PV)
Carapace armour (+15 PV)
Frag grenades (+5 PV)
Holy relic² (+15 PV)
Krak grenades (+5 PV)
Master-crafted weapon (+5 PV)
Melta bombs (+10 PV)
Refractor field (+24 PV)
Regimental standard³ (+20 PV)
Scanner (+7 PV)
Targeter (+5 PV)
Trademark item (+8 PV)

¹ Only hardened veterans sergeants, lieutenants, captains, colonels and commissars may be equipped with this item.
² Only commissars and standard bearers may be equipped with this item. A force may only have one of these items.
³ Only a standard bearers may be equipped with this item, and only if he is part of a command HQ that includes a colonel.

MELEE WEAPONS

| | MPC | Power | AM | PV | Notes |
|---------------------------|-----|-------|---------|----|-------|
| Close Combat Weapon | +2 | POW | -1 | 2 | |
| Hunting Lance | +3 | POW+2 | No test | 3 | Heavy |
| Ogryn Close Combat Weapon | +2 | POW+1 | -1 | 3 | |
| Power Fist | +3 | POW+4 | No test | 20 | Heavy |
| Power Weapon | +3 | POW+3 | -2 | 10 | Heavy |

ARMOR

| | AR | PV |
|-----------------|----|----|
| Carapace Armor | 5 | 15 |
| Flak Armor | 3 | 9 |
| Refractor Field | 3 | 24 |

OTHER EQUIPMENT

Bionics (see below for PV)

When a model with bionics is killed, do not remove it from the table. At the start of its next activation, it may roll a Body Test with a -1 modifier; if the test succeeds, the model remains in play with a Lifeforce of 1.

The Point Value of bionics is as follows:

| Model's Body | PV |
|--------------|-----|
| 1 | +1 |
| 2 | +2 |
| 3 | +4 |
| 4 | +5 |
| 5 | +7 |
| 6 | +8 |
| 7 | +10 |
| 8 | +12 |
| 9 | +13 |
| 10 | +15 |

Combi-Weapons

Models armed with combi-weapons are considered to be equipped with both the weapons in the combination. They can use both in the same turn as long as they have sufficient MP to do so.

Comm-link (+4 PV)

When a model in a command HQ or command section has a comm-link, its commander's Guts statistic may be

RANGED WEAPONS

| | MPC | Uses/Turn | Range | Power | AM | Mode | Damage | PV |
|---------------|-----|-----------|------------------------|-------|----|---------------------------|--------|----|
| Autogun | 3 | 1 | S 6/+1 M 12/— L 24/-1 | 3 | 0 | — | 1 | 3 |
| Autopistol | 3 | 1 | S 6/+2 M 12/-1 L —/— | 3 | 0 | Point-blank | 1 | 2 |
| Boltgun | 4 | 1 | S 6/+1 M 12/— L 24/-1 | 4 | 0 | — | 1 | 5 |
| Bolt Pistol | 4 | 1 | S 6/+1 M 12/— L —/— | 4 | 0 | Point-blank | 1 | 3 |
| Flamer | 5 | 1 | Splash template | 4 | 0 | Splash template | 1 | 11 |
| Frag Grenades | 5 | 1 | S 5/+1 M 10/— L —/— | 4 | 0 | Indirect, blast radius 2" | 1 | 5 |
| Heavy Stubber | 4 | 1 | S 10/+1 M 20/— L 30/-1 | 4 | 0 | Full-auto | 1 | 12 |
| Hellgun | 3 | 1 | S 6/— M 12/+1 L 24/— | 3 | -1 | — | 1 | 4 |
| Hellpistol | 3 | 1 | S 6/+1 M 12/— L —/— | 3 | -1 | Point-blank | 1 | 3 |
| Krak Grenades | 5 | 1 | S 5/+1 M 10/— L —/— | 4 | -2 | Indirect, blast radius 1" | 1 | 5 |
| Lasgun | 3 | 1 | S 6/— M 12/+1 L 24/— | 3 | 0 | — | 1 | 3 |
| Laspistol | 3 | 1 | S 6/+1 M 12/— L —/— | 3 | 0 | Point-blank | 1 | 2 |
| Mortar | 4 | 1 | S 15/— M 30/+1 L 45/— | 4 | 0 | Indirect, blast radius 3" | 1 | 25 |
| Ripper Gun | 4 | 1 | S 6/+2 M 12/-1 L —/— | 4 | 0 | — | 1 | 3 |
| Shotgun | 3 | 1 | S 6/+2 M 12/-1 L —/— | 3 | 0 | Blast radius 1" | 1 | 6 |
| Sniper Rifle | 5 | 1 | S 10/— M 20/+1 L 30/— | 5 | 0 | — | 1 | 8 |
| Storm Bolter | 4 | 1 | S 6/+1 M 12/— L 24/-1 | 4 | 0 | Full-auto | 1 | 11 |

HEAVY RANGED WEAPONS

| | MPC | Uses/Turn | Range | Power | AM | Mode | Damage | PV |
|--------------------------|-----|-----------|-------------------------|-------|---------|---------------------------|--------|-----|
| Autocannon | 7 | 1 | S 15/+1 M 30/— L 45/-1 | 7 | -1 | — | 1 | 29 |
| (twin-linked) | 7 | 1 | S 15/+1 M 30/— L 45/-1 | 7 | -1 | Full-auto | 1 | 35 |
| Battle Cannon | † | 1 | S 25/+1 M 50/— L 75/-1 | 8 | -1 | Blast radius 3" | 2 | 90 |
| Conqueror Cannon | † | 1 | S 15/+1 M 30/— L 45/-1 | 7 | -1 | Blast radius 2" | 1 | 33 |
| Demolisher Cannon | † | 1 | S 6/+1 M 12/— L 24/-1 | 8 | -2 | Blast radius 3" | 3 | 16 |
| Demolition Charge | 8 | 1 | S 2/+1 M 4/— L 6/-2 | 8 | -2 | Indirect, blast radius 3" | 2 | 22 |
| Earthshaker | † | 1 | S 40/— M 60/+1 L 120/— | 9 | -1 | Blast radius 3" | 2 | 122 |
| Grenade Launcher | 6 | 1 | S 6/+1 M 12/— L 24/-1 | * | * | * | 1 | 24 |
| Griffon Mortar | † | 1 | S —/— M 15-30/+1 L 45/— | 6 | -1 | Indirect, blast radius 3" | 2 | 45 |
| Heavy Bolter | 5 | 1 | S 10/+1 M 20/— L 30/-1 | 5 | -1 | Full-auto | 1 | 16 |
| (double) | 5 | 1 | S 10/+1 M 20/— L 30/-1 | 5 | -1 | Full-auto | 2 | 24 |
| Heavy Flamer | 5 | 1 | Splash template | 5 | -1 | Splash template | 1 | 13 |
| (double) | 5 | 1 | Splash template | 5 | -1 | Splash template | 2 | 20 |
| Hunter-Killer Missile | † | 1 | Unlimited | 8 | -1 | Blast radius 1" | 1 | 30 |
| Inferno Cannon | † | 1 | S 6/+1 M 12/— L 24/-2 | 6 | -1 | Splash template | 2 | 30 |
| Lascannon | 7 | 1 | S 15/— M 30/+1 L 45/— | 7 | -2 | — | 2 | 51 |
| Laser Destroyer | † | 1 | S 24/— M 48/+1 L 72/— | 7 | -2 | Blast radius 1" | 2 | 63 |
| Meltabombs | 6 | 1 | S 5/+1 M 10/— L —/— | 8 | No test | Indirect, blast radius 1" | 1 | 10 |
| Meltagun | 7 | 1 | S 6/+2 M 12/-1 L —/— | 6 | No test | — | 2 | 20 |
| Missile Launcher | 8 | 1 | S 15/+1 M 30/— L 45/-1 | * | * | * | 1 | 51 |
| Multi-laser | 6 | 1 | S 10/— M 20/+1 L 30/— | 6 | 0 | Full-auto | 1 | 14 |
| Multimelta | 7 | 1 | S 6/+1 M 12/— L 24/-1 | 6 | No test | — | 2 | 39 |
| (double) | 7 | 1 | S 6/+1 M 12/— L 24/-1 | 6 | No test | — | 3 | 52 |
| Plasma Cannon | 6 | 1 | S 10/+1 M 20/— L 30/-1 | 5 | -2 | — | 2 | 24 |
| (double) | 6 | 1 | S 10/+1 M 20/— L 30/-1 | 5 | -2 | — | 3 | 32 |
| Plasma Gun | 6 | 1 | S 6/+1 M 12/— L 24/-1 | 5 | -2 | — | 2 | 23 |
| Plasma Pistol | 6 | 1 | S 6/+1 M 12/— L —/— | 5 | -2 | Point-blank | 2 | 21 |
| Vanquisher Battle Cannon | † | 1 | S 25/+1 M 50/— L 75/-1 | 8 | * | * | 2 | 105 |

* See this weapon's description.

† These are vehicle-mounted weapons only, and so do not need MP costs.

used once per turn by another unit for any Morale Test the other unit is to make, provided the other unit also has a comm-link. The distance between the two squads is not important.

Holy Relic (+15 PV)

May be used once per battle, which costs its bearer all the MP it has at the start of its activation (in other words, the bearer cannot do anything in that activation except reveal the holy relic). Roll 2D6; all Imperial Guard models within the rolled number in inches of the relic bearer receive a -1 modifier to the MP cost of all melee attacks they make for the rest of the turn (the MP cost cannot go below 1 MP per attack).

Master-Crafted Weapon (+5 PV)

Any weapon except grenades can be master-crafted. If an attack with the weapon fails (except on a 10), the wielder may re-roll the die. The second roll must be used.

Medipack (+15 PV)

If an Imperial Guard model is in squad coherency with a model equipped with a medipack (usually, that means it must be within 3"), the first model may force a successful Damage Test made against it to be re-rolled. The second result must be used. Each medipack may be used only once per turn, and each use of it costs the model carrying it 5 MP (though if it has no held action, it may pay these on its next activation).

Regimental Standard (+20 PV)

All Imperial Guard models within 6 inches of a regimental standard receive a +1 modifier to their Close Combat statistics. Should the model carrying it be killed in melee combat, the standard now goes to the model that killed the standard bearer, and the +1 CC bonus now applies to all models of its force within 6" of the standard. This "changing sides" can happen any number of times in a game. There may be only one regimental standard in a force.

Scanner (+7 PV)

This can be used to detect models that have some or another ability to hide, such as always counting as being in cover, chameleon abilities, and so on (examples are eldar rangers or tau XV15 Stealth teams). The model carrying the scanner may spend 2 MP to roll 4D6; the model can attack all such "hidden" models within a number of inches equal to the roll as if they did not have their special ability to remain concealed.

Targeter (+5 PV)

Allows the model carrying it to fire at any enemy model, even if another enemy is within 12" or its unit has already fired at two other enemy units in the current turn.

Trademark Item (+8 PV)

A unit led by a model with a trademark item may re-roll failed Morale Tests; the second result must be used. If the model with the trademark item is killed, however, the unit must automatically roll a Morale Test.

VEHICLE UPGRADES

Armoured Crew Compartment (+3 PV)

This turns an open vehicle into an enclosed one, which affects the chance of a hit on carried models in a transport (see *Damaging Models in Transit*, p. 91, *VOR Rulebook*).

Camo Netting (+4 PV)

A vehicle with camo netting is always in soft cover if it remains stationary in a turn (that is, does not spend any MP on movement). This is cumulative with being in actual cover, both hard and soft.

Crew Escape Mechanism (+26 PV)

If the vehicle is destroyed, roll 1D6 ÷ 2 (round up); the result is the number of crewmembers who survive its destruction. They form a new squad which is placed within 2" of the vehicle, and have the same statistics as infantrymen. They are always considered to be below half-strength (and so must always make a Morale Test if they take casualties). The destroyed vehicle is worth only half its normal number of Glory Points, the crew are worth the other half.

On a detonation (a roll of 11+ on the *Vehicle Damage Table*, p. 91, *VOR Rulebook*), these survivors are subject to the damage from the explosion as if they were passengers, and scatter accordingly.

Extra Armour (+3 PV)

Gives the vehicle +1 AR.

Improved Comms (+9 PV)

Gives the vehicle the advantages of a comm-link as well as allowing the vehicle to make an aimed indirect attack (which is normally not possible).

Mine Sweeper

Has no effect due to the lack of mine rules in *VOR*.

Pintle-Mounted Storm Bolter (+11 PV)

Adds a storm bolter with a 360° firing arc to the vehicle.

Rough Terrain Modification (+24 PV)

Provided the vehicle does not spend more than 6 MP for movement, this allows it to move through non-Open terrain at -1 MP cost per inch. The vehicle still cannot move through Impassable terrain.

Searchlight (+5 PV)

Under reduced lighting conditions (see entries on the *Battle Terrain Table*, pp. 97-104, *VOR Rulebook*), a vehicle with a spotlight may illuminate any area 2" in radius anywhere in its LOS. This costs the vehicle 1 MP, and the spotlight is assumed to be turned off whenever the vehicle moves. The whole area illuminated, including all models in it, are not under the effects of the darkness. However, the vehicle with the spotlight itself also counts as being normally visible.

Smoke Launchers (+3 PV)

Once in each game, the vehicle may make an indirect "attack" costing 3 MP against any point within 9 inches of the vehicle; this will scatter if it misses. Once the point of impact has been determined, a 2" radius around this point is considered filled with smoke (cotton wool can be used to represent this), which will provide soft cover to any target if the LOS to it is traced through the smoke—even if the model is not within 1 inch of the smoke. After the vehicle's next activation, the smoke is removed.

Track Guards (+8 PV)

If the vehicle suffers an Immobilized or Damaged Locomotion result on the *Internal Damage Table* (p. 91, *VOR Rulebook*), roll 1D10. On a roll of 5 or less, Immobilized becomes Damaged Locomotion, while Damaged Locomotion becomes Unlucky Shot instead.

ARMAGEDDON STEEL LEGIONS

A force can be based on the Steel Legions of the Armageddon campaign by using the rules in this section. First of all, decide whether the force will be a regular Steel Legion mechanised infantry company, or a planetary defence force unit. The Steel Legions Unavailable Units Table shows which squads and other units may *not* be part of the force.

STEEL LEGIONS UNAVAILABLE UNITS TABLE

Mechanised Infantry Company

Any squad with the *Deathworld Veterans* ability

Planetary Defence Force

Leman Russ Exterminator
Leman Russ Vanquisher
Ogryns
Ratling Snipers
Rough Riders
Sentinel Squadron with *Deathworld* option

STEEL LEGION MECHANISED INFANTRY

This is a regular Imperial Guard force, for the most part using all the normal rules for Availability and Structure for the various squads described in this forcelist.

Transports

The force must include enough Chimeras (p. 4) to transport all models in the force, except Rough Rider

squads. Because of this, the limit of one vehicle per full 500 PV (p. 16, *Warhammer 40,000 to VOR Basics*) does not apply when creating a mechanised infantry company.

PLANETARY DEFENCE FORCE

This is again a normal Imperial Guard force, but with more limits on the types of squad it can deploy (see the Steel Legions Unavailable Units Table). However, a planetary defence force can deploy hive gang militia squads, and is required to equip its Basilisks, Griffons, Sentinels and other open-topped vehicles with the Armoured Crew Compartment upgrade (p. 21, +3 PV per model).

ARMoured COMPANY

An Imperial Guard force may consist of an armoured company, by using the following adjustments to the squad and vehicle stats given earlier in this forcelist. Troops or vehicles not listed below may not be deployed as part of an armoured company force, and the units below may not be used in a regular Imperial Guard force.

The normal limit of one vehicle per full 500 PV the force is worth (p. 16, *Warhammer 40,000 to VOR Basics*), does not apply to an armoured company.

Morale

Although vehicles do not normally need to make Morale Tests, special morale rules apply to an armoured company. Any time its total number of vehicles drops to or below 50% of the starting number (including vehicles that are destroyed or immobilized due to internal damage), the whole company must roll a Morale Test as described on page 88 of the *VOR Rulebook*, using a Guts statistics of 7.

The outcome of this Morale Test applies to the company as a whole, as if it were a single squad; both vehicles and accompanying infantry units are affected.

ARMOURED FIST SQUAD

As described on page 4, with the following modifications.

Availability: Unlimited

Options:

Sergeant: One model in the squad is its sergeant; this model may replace his lasgun by a laspistol and close combat weapon (+1 PV) or a shotgun (+4 PV).

ARTILLERY VEHICLE

Availability: Unlimited

Structure: Individual. An artillery vehicle must be a Basilisk or Griffon.

COMMAND TANK

Point Value: 13 + vehicle cost

Availability: 1 per force

Structure: Individual. One of the following vehicles must be chosen as the command tank:

Leman Russ Battle Tank, Leman Russ Conqueror, Leman Russ Exterminator, Leman Russ Vanquisher, or Salamander Scout Vehicle. The vehicle's RC statistic is upgraded to 7.

Abilities:

Comm-Link: The commander's vehicle has improved comms (p. 21).

RECONNAISSANCE SECTION

Availability: Unlimited

Structure: Individual. A reconnaissance section must consist of one of the following vehicle types: Chimera, Hellhound or Salamander Scout Vehicle.

SENTINEL SQUADRON

As per page 17.

Weapon: The multi-laser may be replaced with an autocannon (+15 PV), heavy flamer (-1 PV) or lascannon (+35 PV). Sentinels in a single squadron may have different armament.

STORM TROOPERS

See page 17. If the storm troopers will *not* use their Advanced Deployment ability at the start of the battle, they must take the Transport option and take a Chimera.

SUPPORT TANK

Availability: Unlimited

Structure: Individual. A support tank must be one of the following vehicle types: Destroyer Tank Hunter, Leman Russ Conqueror, or Leman Russ Demolisher.

TANK ACE

Point Value: 4 + vehicle cost

Availability: Unlimited

Structure: Individual. The tank ace must choose one of the following vehicles: Destroyer Tank Hunter, Leman Russ Battle Tank, Leman Russ Conqueror, Leman Russ Exterminator, or Leman Russ Vanquisher.

Abilities:

Ace: The tank ace's vehicle has RC: 7.

TANK UNITS

Availability: 1-2 per command tank or tank ace

Structure: Individual. A tank unit must choose one of the following vehicle types: Leman Russ Battle Tank, Leman Russ Exterminator, or Leman Russ Vanquisher.

CADIAN SHOCK TROOPS

An Imperial Guard force of Cadian shock troops uses all normal rules, except as noted in this section.

AVAILABILITY

The Cadian Shock Troops Available Units Table (p. 24) shows the squad and vehicle types that may be included in a Cadian force; any unit type not on the table may not be included. All units listed use their normal Availability, however.

SHARPSHOOTERS

Any Cadian model that rolls a critical miss when firing a ranged weapon may re-roll the die;

CADIAN SHOCK TROOPS AVAILABLE UNITS TABLE

Armoured Fist Squad
Basilisk
Command Platoon
Commissar
Hardened Veterans
Heavy Weapons Squad
Hellhound
Infantry Platoon*
Kasrkin Squad
Leman Russ
Leman Russ Demolisher
Sanctioned Psyker
Sentinel Squadron
Stormtrooper Squad
Youth Army Platoon

* Each Cadian shock troops force must contain at least one infantry platoon.

the second roll must be used. This ability may be used only once per game by each model, and does not apply when using some other ability that allows the model to make a ranged combat attack, nor when firing a sniper rifle or a plasma weapon.

DEATHWORLD VETERANS

Any Imperial Guard force may include deathworld veterans, and can also consist purely of deathworld veterans.

DEATHWORLD VETERANS ABILITY

Any model or squad with the ability *Deathworld Veteran* uses the following Advanced Deployment, Cover and Movement special rules.

Advanced Deployment

Deathworld veterans may choose to deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models, and must be set up in woods or jungle terrain.

This ability costs +5 PV per model using this deployment option, and must be taken by entire squads. Only foot troops may do this; vehicles (including bikes), any squad that includes a vehicle, and troops riding on any kind of animal cannot use advanced deployment.

Cover

Jungle and woods provide an additional -1 cover modifier to deathworld veterans—soft cover gives a -2 RC modifier, hard cover a -3 RC for attacks against them (but hard cover still only provides +1 AR). Even when subject to an attack using the full-auto template, deathworld veterans in jungle or woods get a -1 RC modifier when in soft cover.

Movement

Deathworld veterans pay 1 MP less per inch of movement through jungles and woods than would normally be the case, to a minimum of 1 MP per inch. For example, in jungle that is considered Hazardous terrain, a deathworld veteran would only pay 2 MP per inch, rather than 3 MP.

TRAPS

Any Imperial Guard force containing deathworld veterans can set traps on the battlefield using the following rules.

Before the game, secretly write down which terrain features on the table have been trapped and with which type of trap, in such a way that it is clear to all players which feature is meant (sketch a simple map if necessary). Only features placed on top of the basic game table surface can be boobytrapped; a trap cannot be placed in "empty" terrain.

Any time a model moves through or across the terrain feature (except by flying over it), or claims it as cover against enemy fire, roll 1D10. On a roll of 1, the model sets off the trap, and is subject to the appropriate effect described below. If a feature has more than one trap on it, the player owning the trap chooses which one was set off; only one roll is made per model.

A trap that has been activated remains active for the rest of the battle, so it can be set off again by another model (or the same one) later in the game.

The following types of trap are available to deathworld veterans, at the Point Values shown.

Plasma Charge (30 PV each)

The model setting off this trap is automatically hit, without the need to roll. Test for armor and damage as normal, though. [Power: 7, AM: -2]

Shredder Mine (8 PV each)

When this mine is set off, roll a scatter die (p. 84, *VOR Rulebook*), using the triggering

model as the point of "aim". Halve the result of the die roll, then place the splash template so that its tip is at the rolled "impact" point and the triggering model is completely covered by the template. All models that end up under the template this way take a [Power: 3, AM: -1] hit.

Spring Mine (16 PV each)

Roll for scatter (p. 84, *VOR Rulebook*) using

the triggering model as the starting point. Spring mines cause [Power: 4, AM: 0, Mode: blast radius 3"] damage centered on the eventual scatter point.

Trap (11 PV each)

This mine causes [Power: 3, AM: 0, Mode: blast radius 2"] centered on the model that triggers it.

COLONEL 'IRON HAND' STRAKEN

MP: 10 CC: 7 RC: 5 POW: 3 BOD: 4 BRN: 4 GUT: 9 LIF: 3 AR: 3 SIZE: M

Point Value: 82

Availability: 1 per force; Colonel Straken may only be deployed in a force of which at least 50% of the models have the *Deathworld Veterans* ability or option.

Structure: Colonel Straken must be assigned to a command HQ, becoming its officer, and must adhere to squad coherency.

Equipment: Plasma pistol, shotgun, power fist, bionics, flak armour

Abilities:

Deathworld Veteran: Colonel Straken uses the Deathworld Veterans rules on page 24.

Gung Ho: Colonel Straken and any friendly Imperial Guard models within 6" of him may re-roll any Knockdown Test or Morale Test they fail, though the second roll must be used.

Unique Bionics: If Colonel Straken succeeds at the Body Test for using his bionics (see p. 19), he may not use his power fist for the remainder of the current battle.

COMMISSAR YARRICK

MP: 10 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 4 GUT: 9 LIF: 3 AR: 5 SIZE: M

Point Value: 202

Availability: 1 per force; Yarrick may only be used in an Imperial Guard force of 950 PV or more. He does not count against the limit of 5 commissars per force.

Structure: Individual (unlike other commissars, Yarrick is not assigned to an officer or sergeant)

Equipment: Storm bolter (mastercrafted), laspistol (mastercrafted), power fist, carapace armour

Abilities:

Bale Eye: In melee combat, Yarrick may make an [MPC: 4, Uses/Turn: 1, Power: 4, AM: 0] attack that automatically hits, without the need to roll. This attack cannot score a critical hit.

Force Field: Whenever Yarrick is hit by an attack which his armor does not stop, roll 1D6 and subtract the roll from the attack's Power (it can be reduced to 0 or less this way).

Iron Will: When Yarrick is reduced to 0 Lifeforce, he is not removed from the table, but *is* incapable of taking any action, though he may not be attacked. At the start of his next activation, roll a Body Test with a +1 modifier; if successful, Yarrick is restored to a Lifeforce of 1 and may act normally. If the Body Test fails, Yarrick is removed from play as normal.

Melee Attacks: The MP cost for Yarrick to make melee attacks is modified by -2 MP per attack. This reduction does not apply to his Bale Eye ability.

LORD CASTELLAN URSARKAR E. CREED

MP: 9 CC: 5 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 3 AR: 5 SIZE: M

Point Value: 64

Availability: 1 per force; lord Creed may only be deployed in a force of Cadian shock troops.

Structure: Individual

Equipment: Hellpistol [Uses/Turn: 2], trademark item, carapace armour

Abilities:

Master Strategist: The player controlling the force which includes Ursarkar Creed may always choose which deployment zone to set up in (provided the battle allows the players a choice in the matter), or to re-roll all players' initiative rolls in the first turn of the battle. A player may not choose to do both these things in the same game, however.

Melee Attacks: The MP cost for Creed to make melee attacks is modified by -2 MP per attack.

COLOUR SERGEANT JARRAN KELL

MP: 12 CC: 8 RC: 8 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 3 AR: 5 SIZE: M

Point Value: 145

Availability: 1 per force; if Lord Castellan Ursarkar E. Creed is deployed, colour sergeant Kell must also be used in the same battle.

Structure: Individual; Kell does not need to maintain squad coherency with lord Creed.

Equipment: Power fist, power weapon, regimental banner, carapace armour

Abilities:

Bodyguard: If Kell is within 2 inches of lord Creed, the two may trade places, even if one or both are in base-to-base contact with enemy models. This ability does not cost Creed any MP, but it does to Kell.

[MPC: 3, Uses/Turn: 1]

Medallion Crimson: The first time in a battle in which Kell is wounded by an attack that would kill him, he instead takes only 1 Lifeforce damage. (If this would still bring him to 0 Lifeforce, he remains at 1 instead.)

Melee Attacks: The MP cost for Kell to make melee attacks is modified by -2 MP per attack.

NORK DEDDOG

MP: 10 CC: 8 RC: 7 POW: 5 BOD: 4 BRN: 4 GUT: 8 LIF: 3 AR: 5 SIZE: L

Point Value: 76

Availability: 1 per force

Structure: Nork Deddogg must be part of a command HQ and adhere to squad coherency

Equipment: Ripper gun, frag grenades, carapace armour

Abilities:

Bodyguard: If the officer to whom Nork is assigned, is attacked in melee combat, the officer and Nork may instantly change places at no MP cost and without requiring a die roll, provided Nork is within 2" of the officer. Nork is then the actual target of the attack, and must take any damage resulting from a hit. [Uses/Turn: 2]

Melee Attacks: The MP cost for Nork to make melee attacks is modified by -1 MP per attack.

Very Loyal: Nork must be assigned to the highest-ranking officer in the Imperial Guard force, and remain within 2 inches of this officer at all times. He is considered to be out of squad coherency if he is further than 2" away from the officer at the end of his squad's activation.

SCHAEFFER'S LAST CHANCERS

Point Value: As a squad, Schaeffer's Last Chancers have a Point Value of 672.

Availability: 1 per force; Schaeffer's Last Chancers are considered hardened veterans and so if they are present in a force, no other hardened veterans may be included. All members of the squad must be included if the Last Chancers are deployed.

Structure: 12

Options: The squad may be joined by a Chimera (+105 PV + options).

Abilities:

Last Chance: If colonel Schaeffer is killed, the entire unit must be removed from the campaign roster.

COLONEL SCHAEFFER

MP: 12 CC: 7 RC: 7 POW: 3 BOD: 4 BRN: 4 GUT: 8 LIF: 3 AR: 5 SIZE: M

Point Value: 117

Equipment: Plasma pistol, power weapon, heavy flak armor

Abilities:

Close Combat Fighter: Schaeffer's opponents in melee combat have a -1 modifier to their Close Combat statistic when attacking him. Additionally, the MP cost for colonel Schaeffer himself to make melee attacks is modified by -2 MP per attack.

Harsh Discipline: As long as colonel Schaeffer is alive, members of Schaeffer's Last Chancers use his Guts statistic for all Morale and Guts Tests they are required to make.

ANIMAL

MP: 12 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 6 GUT: 7 LIF: 2 AR: 3 SIZE: M

Point Value: 83

Equipment: Meltagun, close combat weapon

Abilities:

Lightning Reflexes: Animal may attempt a Dodge Test against any attack, whether it normally allows one or not, as described on page 87 of the *VOR Rulebook*.

Melee Attacks: The MP cost for Animal to make melee attacks is modified by -1 MP per attack.

BRAINS

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 34

Equipment: Lasgun, flak armor

Abilities:

Ox's Buddy: If Brains is killed, Ox will double his Power and Body for the rest of the game, and forces Ox to move toward the closest enemy at all times in order to engage him in melee combat.

DEMOLITION MAN

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 41

Equipment: Lasgun, demolition charge, flak armor

FINGERS

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 34

Equipment: Lasgun, flak armor

Abilities:

Ammo Supplier: Once per game, if Fingers is within 3" of Rocket Girl, Rocket Girl may fire a krak missile that has [AM: no test].

GREASE MONKEY

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 40

Equipment: Bolt pistol, flak armor

Abilities:

Excellent Driver: Broken and hazardous terrain count as one type lower to a vehicle controlled by Grease Monkey (i.e., he can drive a wheeled vehicle through broken terrain, a tracked one through hazardous, etc.).

Mechanic: If Grease Monkey enters an immobilized vehicle, he can repair it by spending 4 MP and making a successful Brains test. He may make multiple attempts per turn, as long as he has sufficient MP to do so. After such a repair, the vehicle is considered to have only damaged locomotion (its MP is reduced by half, rounding down) for as long as Grease Monkey remains aboard.

HERO

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 37

Equipment: Lasgun, close combat weapon, flak armor

Abilities:

Heroism: If Hero takes enough damage to kill him, he is not removed from the game immediately. Instead, he will remain in play until the end of his next activation (that is, in the next turn). During this time, he cannot be killed in any way and will automatically succeed at any Guts, Morale and Knockdown Tests he is required to make.

OX

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 50

Equipment: Heavy bolter, flak armor

Abilities:

Big Guy: Can fire his heavy bolter for an MP cost of only 3.

ROCKET GIRL

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 79

Equipment: Missile launcher, flak armor

Abilities:

Good Shot: If a vehicle under attack by Rocket Girl's missile launcher rolls 1-6 on the *Vehicle Damage Table* (p. 91, *VOR Rulebook*), it must re-roll. The second result must be used.

SCOPE

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 50

Equipment: Sniper rifle, flak armor

Abilities:

Pick a Target: Scope is not required to attack the closest enemy in ranged combat; he may fire at any enemy model within range and LOS.

SHIV

MP: 12 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 70

Equipment: Plasma pistol, flak armor, monofilament knife [MPC: 6, Power: POW+2, AM: -2]

WARRIOR WOMAN

MP: 9 CC: 5 RC: 7 POW: 3 BOD: 3 BRN: 3 GUT: 7 LIF: 1 AR: 3 SIZE: M

Point Value: 37

Equipment: Lasgun, close combat weapon, flak armor

Abilities:

Leap into Combat: When charging into close combat, Warrior Woman gets a +2 modifier to her Close Combat skill rather than the normal +1, and her melee attacks against anyone she charged in the current turn cost only 2 MP.

SLY MARBO

MP: 10 CC: 7 RC: 5 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 3 AR: 3 SIZE: M

Point Value: 110

Availability: 1 per force; Sly Marbo may only be deployed in a force of which at least 50% of the models have the *Deathworld Veterans* ability or option.

Structure: Individual

Equipment: Ripper pistol [MPC: 4, Uses/Turn: 1, Range: S 6/+1, M 12/-1, L —/—, Power: 4, AM: 0,

Mode: point-blank, may re-roll failed Damage Tests (second roll must be used)], envenomed blade

[MPC: 4, Power: 6, AM: -2, **Mode:** may re-roll failed Damage Tests (second roll must be used)], demoli-

tion charge, frag grenades, Krak grenades, flak armour

Abilities:

Deathworld Veteran: Sly Marbo uses the Deathworld Veterans rules on page 24.

Hide & Sneak: At any time during Sly's activation, he may be removed by the owning player at no cost, taking him out of the current battle. If there are any woods on the table, Sly may now be secretly deployed in one that is at least partly within 12" of his last location. Before the game, assign each wood a number or name (anything that will allow the players to remember which is which will do); the Imperial Guard player must write down in which wood Sly is hidden. Until he is revealed, he may not be activated and can take no actions at all. Any time the Imperial Guard player has to activate a squad in a turn after the one in which Sly was removed from play, Sly may be revealed— place him in the designated wood —and activated. He will now participate in the battle normally.

Whenever an enemy model enters the wood in which Sly is hidden, he must also be revealed as above. However, he counts as if he has already been activated in the current turn, but is considered to have held his action.

If Sly Marbo has not been killed and is not on the table at the end of a battle, he is not considered a casualty and so is not worth Glory Points. Sly is also not considered when determining whether an objective has been captured in a scenario.

Melee Attacks: The MP cost for Sly Marbo to make melee attacks is modified by -2 MP per attack. This has already been taken into account in the MPC for his envenomed blade.

SOLAR MACHARIUS

MP: 9 CC: 5* RC: 7 POW: 3 BOD: 3 BRN: 4 GUT: 9 LIF: 4 AR: 7 SIZE: M

Point Value: 124

Availability: 1 per force; Solar Macharius may only be used in an Imperial Guard force of 950 PV or more.

Structure: Individual; when he is included in a force, Solar Macharius is considered the highest-ranking imperial officer on the table, though he is not part of a command HQ (and a command HQ may be deployed as well)

Equipment: Bolt pistol (mastercrafted), power weapon (mastercrafted), carapace armour, trademark item

Abilities:

Commanding Presence: Any Imperial Guard unit with at least one of its members within 12 inches of Solar Macharius uses his Guts statistic for all Morale and Guts Tests it is required to make.

Ferocious Charge: When Macharius charges into melee combat, roll 1D10÷3 (round up, but re-roll on a 10). The result is the modifier he receives for charging, in place of the normal +1.

Helm of Macharius: Allows Solar Macharius to may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Master Strategist: If Macharius is on the table, do not roll for Initiative at the start of each turn; instead, the player controlling Macharius may choose whether to go first or second each turn. In games with more than two players, the others roll for initiative, and immediately after all have rolled, the player controlling Macharius decides at which point in the turn he or she wants to go (in effect, the player gets to choose, rather than roll, Initiative).

Old War Wounds: Before the start of the game, roll 1D10÷3 (round up, re-roll on a 10) and add the result to Macharius' CC statistic. Then make a similar roll, and reduce the MP cost for Macharius to make melee attacks is modified by the result. For example, if the first D10÷3 rolls 2, then his CC is 7; while if the second roll is 1, subtract 1 MP from all melee attack MP costs.