

IMPERIAL GUARD SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Heroic Senior Officer	4	4	3	3	3	4	3	9	5+
Senior Officer	4	4	3	3	2	4	3	8	5+
Junior Officer	4	4	3	3	1	3	2	8	5+
Platoon Commander	3	3	3	3	1	3	2	8	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Conscript	2	2	3	3	1	3	1	5	5+
Commissar	4	4	3	3	2	4	2	10	5+
Sanctioned Psyker	2	2	3	3	1	3	1	8	5+
Priest	4	4	3	3	2	4	2	8	-
Tech-Priest Engineeer	3	3	3	3	1	3	1	8	3+
Hardened Vet. Sgt.	3	4	3	3	1	3	2	8	5+
Hardened Veteran	3	4	3	3	1	3	1	8	5+
Storm Trooper Vet. Sgt.	3	4	3	3	1	3	2	8	4+
Storm Trooper	3	4	3	3	1	3	1	8	4+
Ogryn	4	3	5	4	3	3	2	8	5+
Ogryn Bone 'ead	4	3	5	4	3	3	3	9	5+
Ratling	2	4	2	2	1	4	1	6	5+

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

	Front Armour	Side Armour	Rear Armour	BS
Basilisk	12	10	10	3
Chimera	12	10	10	3
Hellhound	13	12	10	3
Leman Russ	14	12	10	3
Demolisher	14	13	11	3

ORDNANCE WEAPONS	Range	Str.	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast

Five Doctrines may be bought from the following list. Full details and costs are to be found on pages 55-57

RESTRICTED TROOPS

One Doctrine must be used to allow use of each of the following units: Heavy Weapon Platoons, Priests, Storm Trooper Squads, Techpriest Engineeer, Ratling Squads, Sanctioned Psyker, Ogryn Squads, Special Weapon Squads, Conscript Platoons, Rough Rider Squadrans,

ALTERNATE ORGANISATION

DROP TROOPS

Any Guard Infantry unit (without a transport) or Sentinel Squadron may Deep Strike.

GRENADIERS

0-3 Storm Trooper squads may be included as Troops. These may not Deep Strike or infiltrate.

MECHANISED

All Guard Infantry units must take a Chimera transport whether they normally have the option or not.

SKILLS AND DRILLS.

CLOSE ORDER DRILL

+1 Leadership and +1 Initiative for units in close order.

DIE-HARDS

Units ignore negative morale modifiers for being outnumbered in close combat.

HARDENED FIGHTERS

Guard Infantry units gain +1 WS. Sentinels gain +1WS and +1 A.

INDEPENDENT COMMISSARS

1-3 Commissars, counting as independent characters, may be bought as an Elites choice, costing +10 points.

IRON DISCIPLINE

Unit using Ld of an Officer with Iron Discipline for a Morale or Pinning test ignores modifier for being under half strength and may regroup even if below half strength.

VETERANS

The normal 0-1 limit on Hardened Veteran units does not apply to this regiment.

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
Heavy stubber	36"	4	6	Heavy 3
Hellpistol	12"	3	5	Pistol
Hellgun	24"	3	5	Rapid fire
Inferno cannon	24"	6	4	Heavy 1*
Lasgun	24"	3	-	Rapid fire
Laspistol	12"	3	-	Pistol
Lascannon	48"	9	2	Heavy 1
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*
Ripper gun	12"	4	6	Assault 2
Shotgun	12"	3	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1*
Storm bolter	24"	4	5	Assault 2

*These weapons have additional special rules. See the Weapons section in the Warhammer 40,000 rulebook or the relevant entry in this book for more details.

JUNGLE FIGHTERS

- See 12" through forest or jungle terrain;
- 4+ cover save, move at full speed in wooded terrain;
- May infiltrate into wooded terrain'
- Infantry platoon squad may buy heavy flamer instead of heavy weapon.
- Jungle fighter units may never include lascannons.
- All units reduce armour save to 6+.

LIGHT INFANTRY

Guard Infantry without transport may:

- Roll additional dice for moving through difficult terrain.
- Infiltrate.
- Infantry platoon squad may buy sniper rifle instead of heavy weapon.

SHARPSHOOTERS

Guard Infantry model with BS of 3 may make a single re-roll of a shooting to hit roll of 1. The Sharpshooter ability has no effect on plasma weapons or sniper rifles.

XENOS-FIGHTERS

Against either Orks, Eldar (including Dark Eldar), or Tyranids, Guard Infantry unit or Sentinel squadron in close combat with enemy of that race hit on 3+. Does not apply if enemy is a Tyranid monstrous creature, monstrous creature or independent character.

SPECIAL EQUIPMENT

Each item uses up one Doctrine choice.

Chem-inhaler. Unit always tests morale, leadership or pinning with no negative modifiers. If they fail a morale test for 25% shooting casualties they will be pinned rather than falling back.

Cameleoline. +1 to all cover saves.

Carapace armour. 4+ Armour save.

Cyber-enhancement. 6+ Invulnerable save.

Warrior Weapons. Any model normally armed with a lasgun without access to the armoury replaces it with a laspistol and close combat weapon or a pair of close combat weapons.

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