



# ARMoured COMPANY ARMY LIST



## HQ

### SPECIAL RULES

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

**Command Tank** . . . . .100 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, Leman Russ Conqueror.

## ELITES



**Tank Ace** . . . . .65 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, Destroyer Tank Hunter.

**Tech Priest Engineeer**

(As Codex: Imperial Guard)

**Transport:** The Engineeer must be mounted in 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; 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 Armoury.

**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, Leman Russ Conqueror. Each vehicle chosen in this way will count as one Troops choice on the Force Organisation chart.

**FAST ATTACK**

**Sentinel Squadron**

	Pts	WS	BS	S	Front Armour	Side Armour	Rear Armour	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.

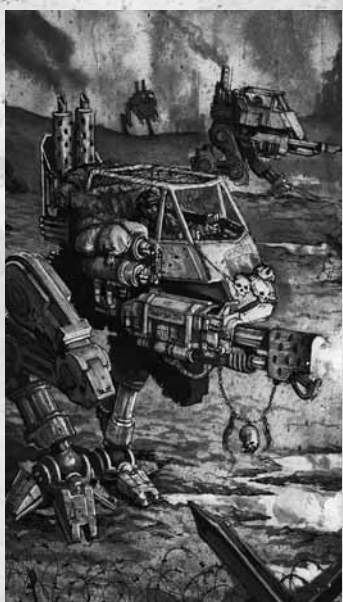
**Weapons:** Each Sentinel in a squadron must be armed in accordance with one of the following configurations. (A squadron may contain several different patterns):

- 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 opposite.

**Special Rule**

**Scouts:** Sentinels are used to scout ahead and are always in the vanguard of the army. To represent this, all Sentinels in the army follow the Scouts rules detailed in the Universal Special Rules section of the Warhammer 40,000 rulebook.



**Reconnaissance Section**

**Unit Size:** One vehicle.

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



**Armoured 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; 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 at +6 pts. A Veteran Sergeant has access to the Imperial Guard Armoury.

**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; Destroyer Tank Hunter.

### Artillery Vehicle . . . . . Cost of vehicle

**Unit Size:** One vehicle.

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

## VEHICLE UPGRADES

Armoured crew compartment . . . . .	20 points
.....(15 points for Sentinel)	
Camo netting . . . . .	1 point
Extra armour . . . . .	5 points
Hunter-killer missile . . . . .	10 points
Mine sweeper* . . . . .	5 points
Pintle storm bolter* . . . . .	10 points
Pintle heavy stubber* . . . . .	12 points
Rough terrain modification . . . . .	5 points
Searchlight . . . . .	1 point
Smoke launchers . . . . .	3 points
Track guards* . . . . .	10 points

### NOTES

Pintle heavy stubber profile is range 36", Strength 4, AP6, Heavy 3. It may be fired in the same way as a pintle storm bolter. Upgrades marked with a \* cannot be used by Sentinels.

### Armoured Crew Compartment

These may only be added 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). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from the game.

### Extra Armour

Vehicles equipped with extra armour count Crew Stunned results on the Damage tables as Crew Shaken results instead.

### Hunter-killer Missile

These missiles are one-shot weapons commonly mounted upon Imperial Vehicles. They 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 armour 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. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll 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 re-roll a failed Difficult Terrain test.

### Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 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; they can see the light shining in the dark.

### Smoke Launchers

These 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 their 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 crew are stunned or shaken.

### Track Guards

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats 'Immobilised' results as 'Crew Stunned' instead on a D6 roll of 4+. This result applies even if the vehicle has extra armour as well.



## IMPERIAL GUARD ARMoured COMPANY DOCTRINES

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

Other than this, the rules for selecting doctrines for Armoured Companies are the same as those detailed in Codex: Imperial Guard. You can select up to five doctrines for your army.

### TANKS ONLY SPECIAL RULE

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

### RARE TROOPS

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

- Techpriest Engineer
- Salamander Scout vehicle
- Destroyer Tank Hunter
- Leman Russ Vanquisher
- Leman Russ Exterminator
- Leman Russ Conqueror
- Griffon Mortar

### ORGANISATIONAL 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 Armour doctrine.

### Heavy Armour

The regiment is disdainful of reconnaissance, trusting that they can break through any enemy position with the might of their battle tanks. They may not use any of the Fast Attack options detailed in the list, nor may they make use of any Artillery vehicles. They may, however, take Tank Units as Fast Attack or Heavy Support choices. They are still limited to 0-2 per Command tank or Tank Ace. May not be combined with the Siege Regiment doctrine.

### SKILLS AND DRILLS

#### ACES HIGH SPECIAL-RULE

Command and Ace tanks must have at least as many points spent on Doctrines as any other tank in the army.

#### Evasive Driving – 10 points per tank

Tanks from this regiment are trained to use their vehicles to crush attacking infantry. If the tank is assaulted by infantry having moved on its last turn then each model assaulting the tank takes a wound on a roll of 4+. Normal Armour Saving throws apply.

#### Ace sponson gunners – 10 points per tank

This regiment is expert at training its sponson gunners to defend their 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 the enemy assaulting the tank at Initiative 10.

#### Anti-tank rounds – 20 points per tank

The regiment is known for engaging enemy armour 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 but, instead of firing like normal ordnance, a roll to hit is made using the BS of the vehicle. If a hit is scored, roll 2D6 and add the weapon's Strength as normal for armour penetration, adding the dice together. The large Blast marker is not used, but penetrating hits are resolved using the Ordnance Penetrating Hits table. These rounds require precise aiming so cannot be fired if the vehicle has moved.

#### Ace driver – 15 points per tank

The regiment does not suffer 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 but if it has rough terrain modification it may re-roll a failed test.

#### Crush and Grind – 15 points per tank

When assaulting enemy infantry 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 using this doctrine engages targets with blinding speed and accuracy. Any shooting rolls of 1 may be re-rolled once. Additionally it may re-roll the Scatter dice (not the Distance dice, just the Directional dice) when firing an ordnance weapon.

### 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 Leman Russ Demolishers 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 it uses overcharged engines. Passengers may not disembark at the end of the move as it is travelling far too quickly to disembark.

#### Forge-crafted – 20 points per tank

The tank has been built on an Adeptus Mechanicus forge world. Once per game, the owner can force the enemy to re-roll the result of a single glancing or penetrating hit. The new result must be accepted though.

#### Side Skirts – 15 points per tank

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

#### 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 Techpriests to thwart the enemies of Mankind. Attacks that specifically amend a tank's armour rating such as bright lances, dark lances and blasters do not have any special effect against the tank and do not amend its Armour Value.

#### Anti-mag – 10 points per tank

The crew have learned to coat their tank with anti-magnetic paste. The effect is to prevent enemy grenades sticking to the armour. Whenever a grenade (or meltabomb, stikk bomb etc) causes a glancing or penetrating hit the tank has a Saving throw of 4+ against its effects.

#### Reinforced Ceramite Armour – 30 points per tank

This vehicle has numerous plates of heat-reflecting ceramite, giving it extra protection against melta weapons. Melta weapons (including melta bombs) do not roll an extra dice for armour penetration.



# IMPERIAL GUARD ARMOURY



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 Armoury. Each model may take up to 50 points worth of wargear but no item 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 the 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 \* cannot be used by Sentinels.

- Armoured crew compartment . . . . .20 pts
- Camo netting . . . . .1 pt
- Extra armour . . . . .5 pts
- Hunter-killer missile . . . . .10 pts
- Mine sweeper \* . . . . .5 pts
- Pintle heavy stubber \* . . . . .12 pts
- Pintle storm bolter \* . . . . .10 pts
- Rough terrain modification \* . . . . .5 pts
- Searchlight . . . . .1 pt
- Smoke launchers . . . . .3 pts
- Track guards \* . . . . .10 pts

## SINGLE-HANDED WEAPONS

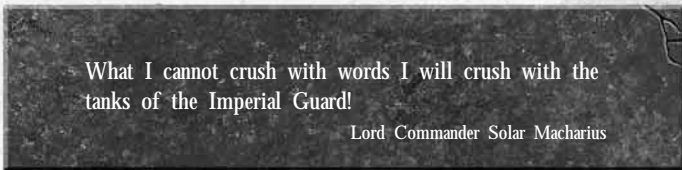
- Bolt pistol . . . . .1 pt
- Plasma pistol . . . . .10 pts
- Power weapon . . . . .5 pts  
*(Storm Trooper Sergeants only)*
- Close combat weapon . . . . .1 pt

## TWO-HANDED WEAPONS

- Bolter . . . . .1 pt
- Shotgun . . . . .1 pt
- Storm bolter . . . . .5 pt

## WARGEAR

- Bionics . . . . .5 pts
- Carapace armour . . . . .5 pts
- Frag grenades . . . . .1 pt
- Honorifica Imperialis . . . . .25 pts  
*(No more than one per army)*
- Krak grenades . . . . .2 pts
- Master-crafted weapon . . . . .15 pts
- Medallion Crimson . . . . .15 pts
- Melta bombs . . . . .5 pts
- Surveyor . . . . .2 pts



## IMPERIAL GUARD ARMOURED COMPANY SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Guardisman	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+

	Armour:	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 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 the 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.