

KILL TEAM

IMPERIAL GUARD

The soldiers of the Imperial Guard are but normal men facing a galaxy of superhuman warriors and lethal alien predators. They rely on superior numbers, disciplined training and above all else, honest human courage. Of all armies in the 41st Millennium it is the brave souls of the Imperial Guard which it is the most easy to identify with.

Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

TEAM LEADERS

Commissar – 35 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	9	5+

Wargear:

Bolt Pistol, Close Combat Weapon, Flak Armour, Frag Grenade

Special Rules:

Inspiring Presence, Stubborn

Special Rule – Summary Execution:

Rule Amendment: If a friendly Imperial Guard model within 6" of the Commissar fails a Morale test the Commissar will automatically execute it. If it is a Squad that has failed the Morale test, choose one model out of the unit to execute. The executed model is removed as a casualty. For the rest of that turn, all friendly Imperial Guard models may re-roll failed Morale tests. A Commissar can only execute one model per turn.

Special Rule – Aura of Discipline:

Rule Amendment: Any friendly model within 6" of the Commissar gains the Stubborn special rule.

Options:

- May exchange Bolt Pistol and/or Close Combat Weapon with:
 - Boltgun Free
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Power Fist 15 pts
- May also take:
 - Carapace Armour 5 pts
 - Camo Cloak 5 pts
- *May take wargear from the Imperial Guard armory including Leader and Commissar only items.*

Ministorum Priest – 30 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	2	3	2	7	5+

Wargear:

Laspistol, Close Combat Weapon, Flak Armour, Frag Grenade

Special Rules:

Inspiring Presence, Hatred

Special Rule – Righteous Fury

Rule Amendment: Any friendly model within 6" of the Ministorum Priest gains the Hatred (Everything!) special rule.

Options:

- May exchange Laspistol with:
 - Shotgun Free
- May exchange Close Combat Weapon with:
 - Eviscerator 15 pts
- *May take wargear from the Imperial Guard armory including Leader and Priest only items.*

Commander – 20 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	3	2	8	5+

Wargear:

Lasipistol, Close Combat Weapon, Flak Armour, Frag Grenade

Special Rules:

Inspiring Presence, Junior Officer

Options:

- May exchange Lasipistol and/or Close Combat Weapon with:
 - Bolt Pistol 2 pts
 - Boltgun 2 pts
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Power Fist 15 pts
- May also take:
 - Carapace Armour 5 pts
 - Camo Cloak 5 pts
- *May take wargear from the Imperial Guard armoury including Leader and Commander only items.*

CORE

Infantry Squad – 25 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+

Wargear:

Lasgun, Flak Armour, Frag Grenades

Special Rules:

Squad (5 Guardsmen)

Options:

- One model in the Infantry Squad may exchange his Lasgun with one of the following:
 - Grenade Launcher 5 pts
 - Sniper Rifle 5 pts
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

Sergeant – 5 pts

You may only take 1 Sergeant for every 2 Infantry Squads present in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	2	8	5+

Wargear:

Lasipistol, Close-combat Weapon, Flak Armour, Frag Grenade

Special Rule – Listen Up You Maggots!:

Any Imperial Guard unit within 6" of the Sergeant may use his leadership for any test that requires it.

Options:

- May exchange Lasipistol and/or Close-combat weapon for the following:
 - Bolt Pistol 2 pts
 - Plasma Pistol 10 pts
 - Power Weapon 10 pts



Veteran – 10 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	4+

Wargear:

Lasgun, Carapace Armour, Frag and Krak Grenades

Options:

- May exchange his Lasgun for the following:
- Shotgun Free

- For every 5 Veterans you take in your Kill Team, one may exchange their Lasgun with one of the following:

- Grenade Launcher	5 pts
- Sniper Rifle	5 pts
- Flamer	5 pts
- Meltagun	10 pts
- Plasma Gun	15 pts
- Heavy Flamer	20 pts



SPECIAL

Storm Trooper – 16pts

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	4+

Wargear:

Hot-shot Lasgun Hot-shot Laspistol, Close Combat Weapon, Carapace Armour, Frag & Krak Grenades

Special Rules:

Infiltrate

Special Rule – Behind Enemy Lines:

If the Storm Trooper infiltrates he may have a free round of shooting just before the first game turn starts. During this round his weapon counts as pinning.

Options:

- Up to two Storm Troopers in your Kill Team may exchange their Hot-shot Lasgun with:

- Flamer	5 pts
- Grenade Launcher	5 pts
- Meltagun	10 pts
- Plasma Gun	15 pts
- May take wargear from the Imperial Guard armory including Storm Trooper only items.



Ratling – 10 pts

WS	BS	S	T	W	I	A	Ld	Sv
2	4	2	2	1	4	1	6	5+

Wargear:

Sniper Rifle, Laspistol, Flak Armour

Special Rules:

Infiltrate, Stealth

Ogryn – 40pts

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	3	6	5+

Wargear:

Ripper Gun, Flak Armour, Frag Grenades

Special Rules:

Furious Charge, Stubborn

Special Ability – Ogryn Smash!:

Instead of attacking normally in the Assault phase, the Ogryn may make an Ogryn Smash! attack. The Ogryn leaps into the air and crashes to the ground obliterating anything underneath with his mighty bulk. Make one normal attack against each enemy in base contact.

Rough Rider – 10 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	1	3	1	7	5+

Unit Type: Cavalry**Wargear:**

Hunting Lance, Flak Armour, Frag & Krak Grenades

Options:

• Up to one Rough Rider in your Kill Team may exchange his Hunting Lance with:

- Grenade Launcher 5 pts
- Flamer 5 pts
- Meltagun 10 pts
- Plasma Gun 15 pts

Sanctioned Psyker – 15pts

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	3	1	3	1	9	5+

Wargear:

Close Combat Weapon, Flak Armour, Frag Grenades

Special Rules:

Psyker (Master Level 1)

Special Ability – Soulstorm:

The Sanctioned Psyker has the following psychic power:

Soulstorm: The psyker engulfs his enemies in a storm of warp energy. This is a Witchfire power with the following profile:

	Range	S	AP	Type
Soulstorm	24"	4	D6*	Assault 1, Blast

*Randomly determine the AP value of this power each time the power is used.

Heavy Weapons Team – 20 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	3	2	3	2	7	5+

Wargear:

Lasgun, Mortar, Flak Armour, Frag Grenade

Options:

- May exchange its Mortar with:
 - Heavy Bolter 5 pts
 - Autocannon 5 pts
 - Missile Launcher 10 pts
 - Lascannon 15 pts

Scout Sentinel – 35 pts

WS	BS	S	FA	SA	RA	HP	I	A
3	3	5	10	10	10	2	3	1

Unit Type: Vehicle (Walker, Open Topped)

Wargear:

Multi-laser

Special Rules:

Scouts, Move Through Cover, Non-flammable

Options:

- May exchange its Multi-laser with:
 - Heavy Flamer 5 pts
 - Autocannon 5 pts
 - Missile Launcher 10 pts
 - Lascannon 15 pts

- May take any of the following:

- Smoke Launchers 5 pts
- Camo Netting 10 pts



IMPERIAL GUARD ARMOURY

Duellist Honours (Leader Only) – 10 pts

The model is a master swordsman, and may re-roll any To Hit rolls of 1 when attacking with a power sword or close combat weapon.

Refractor Field (Leader Only) – 10 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

Bionic Eye (Leader Only) – 10 pts

The model has had his weak flesh and blood eye replaced with superior equipment. A model with a Bionic Eye has the Night Vision special rule and may re-roll any To Hit roll of 1 when shooting.

Antax-pattern Armour (Leader Only) – 10 pts

This is an artificer wrought set of Carapace Armour, and confers a 4+ armour save that can be re-rolled if failed.

Platoon Standard (Commander Only) – 15 pts

Rule Amendment: Any friendly models within 12" of the Commander may re-roll failed Morale and Pinning tests.

Honorifica Imperialis (Commander Only) – 15 pts

The model has received a highly coveted honour for his courage in battle. The model gains the Stubborn special rule and confers it to any friendly model within 6".

Vostroyan Shotgun (Commander Only) – 5 pts

This highly prized, ornate double-barrelled shotgun that has the following weapons profile:

	Range	S	AP	Type
Vostroyan Shotgun	12"	4	5	Assault 2, Twin-linked, Strikedown

Vox (Commander Only) – 10 pts

Any Leadership test made to see if an order from the Commander has been understood can be re-rolled if failed.

Ruthless Bastard (Commissar Only) – 15 pts

The Commissar has a reputation. When a Commissar executes someone, all models in the Imperial Guard team gain the Stubborn special rule until the end of the turn.

Rosarius (Priest Only) – 15 pts

A badge of faith incorporating a powerful conversion field that protects the wearer. Grants a 4+ invulnerable save.

Grav Chute (Storm Troopers Only) – 5 pts

The grav chute is a passive gravitic repeller that enables the wearer to float from a great height and land softly. The model takes no damage from falling.

Hot-shot Power Pack – 10 pts

The Hot-shot pack is an especially powerful version of the standard las power pack. Any shot from a Laspistol or Lasgun fired by the bearer becomes AP3 but gains the Gets Hot special rule.

Bio-scanner – 10 pts

A bio-scanner detects life signs within the proximity of the user. If any Infiltrating models set up within the model's weapon range, you may take a round of shooting at a single infiltrating model before the battle starts.

Smoke Grenade – 10 pts

A smoke grenade as the following weapons profile:

	Range	S	AP	Type
Smoke Grenade	8"	-	-	Assault 1, One Shot Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

Infra-red Goggles – 5 pts

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of his enemy. This enables the wearer to see foes who are hiding or who are partially concealed behind cover. The model may shoot at hidden models and gains the Night Vision rule.

Targeter – 5 pts

A targeter is a simple but effective optical aid to accuracy. If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.

Snare Mines – 3 pts

Used to defend a vital position, each snare mine consists of a concussion grenade and proximity detonator. The model has Defensive Grenades that may only be used in the Assault phase, but does not have the One Use rule.