

KILL TEAM

IMPERIAL GUARD

Codex: Imperial Guard

This team list uses the special rules and wargear found in Codex: Imperial Guard. If a rule differs from the Codex, it will be clearly stated.

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

Team Commander

15 points

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

Wargear:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag Grenade

Special Rules:

- Inspiring Presence
- Junior Officer

Options:

- May replace any weapon with:
 - Bolt Pistol 2 pts
 - Boltgun 2 pts
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Power Fist 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Carapace Armour 4 pts
 - Camo Cloak 4 pts
 - Melta Bomb 5 pts
- May take wargear from the Imperial Guard armoury including Leader and Commander only items.

Commissar

35 points

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

Wargear:

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

Special Rules:

- Inspiring Presence
- Stubborn
- Summary Execution*
- Aura of Discipline*

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.

Aura of Discipline:

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

Options:

- May replace any weapon with:
 - Boltgun Free
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
 - Power Fist 15 pts
- May take any of the following:
 - Krak Grenade 1 pts
 - Carapace Armour 4 pts
 - Camo Cloak 4 pts
 - Melta Bomb 5 pts
- May take wargear from the Imperial Guard armoury including Leader and Commissar only items.

Ministorum Priest

20 points

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

Righteous Fury:

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

Wargear:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag Grenade

Special Rules:

- Inspiring Presence
- Hatred
- Righteous Fury*

Options:

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

CORE**Infantry Squad**

25 points

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

Wargear:

- Flak Armour
- Lasgun
- Close Combat Weapon
- 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
- The entire Squad may have Krak Grenades for 5 points.

Sergeant

5 points

You may only take one Sergeant for every two 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:

- Flak Armour
- Laspistol
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Listen Up You Maggots!*

Listen Up You Maggots!:

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

Upgrade:

May upgrade to a Veteran Sergeant for 5 points gaining a +1 bonus to BS, Carapace Armour and a Krak Grenade.

Options:

- May replace any weapon with:
 - Shotgun Free
 - Bolt Pistol 2 pts
 - Plasma Pistol 10 pts
 - Power Weapon 10 pts
- May take the following:
 - Krak Grenade 1 pt
 - Melta Bomb 5 pts

Conscript Squad

20 points

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

Wargear:

- Flak Armour
- Lasgun
- Close Combat Weapon

Special Rules:

- Squad (5 Conscripts)

Veteran

10 points

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

Wargear:

- Carapace Armour
- Lasgun
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- None

Options:

- Any Veteran may replace its Lasgun with:
 - Laspistol Free
 - Shotgun Free
- For every five Veterans you take in your team, one model may replace 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

Penal Legionnaire

8 points

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

Wargear:

- Flak Armour
- Lasgun
- Close Combat Weapon

Special Rules:

- Scouts
- Stubborn
- Desperadoes*

Desperadoes:

Rule Amendment: Before deployment, roll a single D6 and consult the table on page 41 of Codex: Imperial Guard - all Penal Legionnaires in your team receive the same benefit.

SPECIAL**Storm Trooper**

16 points

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

Wargear:

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

Special Rules:

- Infiltrate

Options:

- For every two Storm Troopers in your team, one model may replace its 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 armoury.*

Medic

20 points

You may only ever take one Medic in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	7	5+

Wargear:

- Flak Armour
- Lasgun
- Close Combat Weapon
- Frag Grenades
- Medi-pack*

Special Rules:

- None

Medi-pack:

The Medic and all friendly models within 6" gain the Feel No Pain special rule.

Options:

- May replace Lasgun with:
 - Laspistol Free
- May take any of the following:
 - Krak Grenade 1 pts
 - Carapace Armour 4 pts
 - Camo Cloak 4 pts
- *May take wargear from the Imperial Guard armoury.*

Techpriest Engineer

45 points

You may only ever take one Techpriest Engineer in your Kill Team.

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

Wargear:

- Power Armour
- Laspistol
- Power Weapon
- Servo-arm
- Frag & Krak Grenades

Special Rules:

- Blessings of the Omnissiah

Options:

- May take the following:
 - Melta Bomb 5 pts
- May take wargear from the Imperial Guard armoury.

**Ratling**

10 points

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

Wargear:

- Flak Armour
- Sniper Rifle
- Laspistol

Special Rules:

- Infiltrate
- Stealth

Ogryn

40 points

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

Wargear:

- Flak Armour
- Ripper Gun
- Frag Grenades

Special Rules:

- Furious Charge
- Stubborn
- Bulky

Ogryn Bone 'ead

50 points

You may only ever take one Ogryn Bone 'ead in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	5	5	3	2	4	7	5+

Wargear:

- Flak Armour
- Ripper Gun
- Frag Grenades

Special Rules:

- Furious Charge
- Stubborn
- Bulky

Sanctioned Psyker

10 points

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

Wargear:

- Flak Armour
- Laspistol
- Close Combat Weapon

Special Rules:

- Psyker (Master Level 1)
- Weaken Resolve
- Soulstorm*

**Soulstorm:**

Rule Amendment: The Sanctioned Psyker has the following Soulstorm psychic power. Soulstorm is a Witchfire power with the following profile:

Range	Strength	AP	Type
36"	2*	D6*	Assault 1, Large Blast, Psychic Choir*

*Psychic Choir: Once the Psychic Test has been passed, if there are any friendly models with the Psyker special rule within 6" of the firing model they can choose to spend a Warp Charge in order to augment this Soulstorm. For each Warp Charge spent to augment it, the Strength of the Soulstorm is improved by 1. Randomly determine the AP value of this power each time the power is used.

Rough Rider

10 points

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

Wargear:

- Flak Armour
- Hunting Lance
- Laspistol
- Frag & Krak Grenades

Unit Type: Cavalry**Special Rules:**

- None

Options:

- For every two Rough Riders in your team, one model may replace its Hunting Lance with:
 - Grenade Launcher 5 pts
 - Flamer 5 pts
 - Meltagun 10 pts
 - Plasma Gun 15 pts

Rough Rider Sergeant

15 points

You may only ever take one Rough Rider Sergeant in your Kill Team.

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

Wargear:

- Flak Armour
- Hunting Lance
- Laspistol
- Frag & Krak Grenades

Unit Type: Cavalry**Special Rules:**

- None

Options:

- May replace Laspistol with:
 - Power Weapon 10 pts
 - Plasma Pistol 10 pts
- May take the following:
 - Melta Bomb 5 pts
- *May take wargear from the Imperial Guard armoury.*

Heavy Weapons Team

20 points

You may only take a maximum of three Heavy Weapons Teams in your Kill Team.

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

Wargear:

- Flak Armour
- Lasgun
- Mortar
- Frag Grenades

Special Rules:

- None

Options:

- May replace Mortar with:
 - Heavy Bolter 5 pts
 - Autocannon 5 pts
 - Missile Launcher 10 pts
 - Lascannon 15 pts
- May take the following:
 - Krak Grenade 1 pt

Scout Sentinel

35 points

You may only take a maximum of two Scout Sentinels in your Kill Team.

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

Unit Type: Vehicle
(Walker, Open Topped)**Wargear:**

- Multi-laser

Special Rules:

- Scouts
- Move Through Cover
- Non-Flammable
- Non-Learning

Options:

- May replace its Multi-laser with:
 - Heavy Flamer 5 pts
 - Autocannon 5 pts
 - Missile Launcher 10 pts
 - Lascannon 15 pts
- May take any of the following:
 - Searchlight 1 pt
 - Smoke Launchers 5 pts
 - Camo Netting 10 pts

ARMOURY

Refractor Field (Leader Only) – 15 pts

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

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.

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.

Bionics (Leader Only) – 5 pts

Once the model loses his final wound and is about to be taken off the table as a casualty the bearer may make a dice roll. On a 6 the model is left with a single wound.

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".

Macharian Cross (Commander Only) – 10 pts

The Macharian Cross is a reward for successful and intelligent application of the Tactica Imperialis in battle. The Machrian Cross Increases the model's Inspiring Presence radius from 6" to 12".

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 also gain the Stubborn special rule until the end of the turn.

Rosarius (Priest Only) – 25 pts

A badge of faith incorporating a powerful 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.

Honoured Standard – 15 pts

Maximum of one per Kill Team.

Any friendly models within 12" of the model with the Honoured Standard may re-roll failed Morale and Pinning tests.

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 Grenades – 10 pts

A smoke grenade has the following 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.

Chem-inhaler – 5 pts

Chem-inhalers are combat-drug dispensing rebreathers. The model gains the Feel No Pain (6+) special rule.

Targeter – 5 pts

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.