






**Commissar** 


• Fearless • Inspiring • Leader •



N/A 

N/A 

N/A 

N/A 


Name	Range	Firepower	Notes
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

**References**


Fearless (TP 2.1.3)  
 Inspiring (TP 2.1.5)  
 Leader (TP 2.1.8)



*Commissars are invariably stern and uncompromising individuals, able to keep even the most anarchic regiments in line through fear, strength and power. Every regiment has one or more attached Commissars who remain with the regiment throughout its duties. Commissars are assigned to regiments by the Departmento Munitorum's Commissariat department, which provides high-ranking commanders to Imperial Guard armies. They have authority over both the soldiers and regimental officers. Commissars have both the right and duty to immediately execute any Imperial guardsman or officer who shows cowardice or incompetence in battle.*



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**Commander** 


• Commander •



15cm 


Name	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	


**References**


Commander (TP 2.1.2)



*According to the *Tactica Imperium*, regimental leaders range in rank from Colonel to Lieutenant. In practice however, the individual regiments making up the vast Imperial Guard are drawn from so many different human worlds, and in turn, many different cultures, that between different regiments the actual name given to an officer rank can vary heavily. Regimental officers hail from the same world as the troops they command, assuming officer rank at the initial formation of the regiment. Prior to this, they may have held positions of leadership within the Planetary Defence Force from which members of the regiment may have been drawn.*



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**Infantry** 





15cm 


Name	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	Special


**References**



Only one unit in every two has an autocannon. Count up the number of Imperial Guard Infantry units in the formation that can fire at the target and divide by two (rounding up) to find the number of autocannon shots you may make



*The recruitment (or conscription) and training of each Guardsman is based entirely on the customs and traditions of their native homeworld, a result of the tithe imposed on each Planetary Governor. Just as there are a million worlds in the Imperium so too are there a million ways one can become a Guardsman; for many it is considered an honour to join the Guard, or at least a way to escape a wretched existence. The result are Guardsmen as wildly different from each other as possibly, from highly-trained professional soldiers to savage gang-fighters and medieval barbarians.*



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**Ogryn** 



15cm 

Name	Range	Firepower	Notes
Ripper Guns	15cm	Smallarms	
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

**References**


Counts as two units for the purpose of being transported.

*Ogryns (*Homo sapiens gigantus*) are the largest and most physically powerful type of abhuman. Ogryns are large and bulky, standing between 2½ and 3 metres tall. Ogryns vary in appearance according to world, but all are tough and powerful. Some forms are well-muscled, while others tend more towards grotesque obesity. The most intelligent individuals among Ogryns undergo an augmentative chemical process called Biochemical Ogryn Neural Enhancement (BONE), which increases their intelligence further and makes them ideal as sergeants (or Bone'eads) of Ogryn squads.*







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### Rough Rider

• Infiltrator • Mounted • Scout •



IMAGE

20cm 

Name	Range	Firepower	Notes
Laspistols	15cm	Smallarms	
Shock Lance	bc	Assault Weapons, MW, EA(+1)	FS

### References


FS – First Strike (TP 2.2.4)  
 Infiltrator (TP 2.1.4)  
 Mounted (TP 2.1.10)  
 Scout (TP 2.1.12)

*Rough Riders are deployed on the battlefield as scouts, patrol units and for quick hit-and-run attacks; living mounts allow Rough Riders to function far from Imperial supply lines, in terrain unsuitable for mechanised warfare, and avoid detection. Though armoured no better than the average Guardsman, their speed and manoeuvrability is their true asset on the battlefield, able to charge into the enemy's flanks for devastating effect. Rough Riders are primarily trained for close combat, not ranged assault, they are often armed simply with a hunting lance and laspistol or other close-combat weapon, as well as frag and Krak grenades.*







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### Snipers

• Scout • Sniper •



IMAGE

15cm 

Name	Range	Firepower	Notes
Sniper Rifle	30cm	AP5+	

### References


Scout (TP 2.1.12)  
 Sniper (TP 2.2.14)

*Snipers are infantry soldiers trained and equipped with sniper rifles or other long-range, high-precision firearms. They often work alone or in small teams from concealed locations. As well as training in the use of sniper rifles, the most effective snipers are also trained and adept in camouflage and infiltration. The battlefield role of dedicated snipers is assassination. Their targets are usually enemy commanders and other high-profile individuals.*







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### Stormtrooper

• Scout •



IMAGE

15cm 

Name	Range	Firepower	Notes
Plasma Guns	15cm	AP5+/AT5+	


### References

Scout (TP 2.1.12)







*Storm Troopers are the elite shock troops of the Imperial Guard and Militarum Tempestus. They are trained to carry out special operations such as deep strike assaults, reconnaissance and infiltration beyond enemy lines. Storm Troopers are the very best soldiers the Guard can call upon, being trained to the peak of human perfection, their combat skills are unmatched. They are used to enact missions that the regular Guardsmen can not handle and often form an elite core entrusted with carrying out important missions such as spearheading assaults into heavily fortified positions or infiltrating behind enemy lines.*


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### Support Squad



IMAGE









15cm 


Name	Range	Firepower	Notes
2x Autocannon	45cm	AP5+/AT6+	

*Heavy weapons squads are given responsibility for their regiment's heaviest weapons and bolster the main battle line by providing close fire support. A heavy weapon squad is made up of three heavy weapons teams, each of which is composed of a gunner and loader, for six Guardsmen and three heavy weapons.*









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**Supreme Commander** 

• Supreme Commander •



IMAGE

15cm


Name	Range	Firepower	Notes
Autocannon	45cm	AP5+/AT6+	
Power Weapon	bc	Assault Weapons, MW, EA(+1)	

**References**


Supreme Commander (TP 2.1.15)

*Lord General is the highest rank available inside the General Staff of the Imperial Guard, and one with a multitude of official designations. Not much is accurately known about this position as it appears flexible in nature, with the holders taking on the responsibilities assigned to them by their commander. This position is also known as Lord Marshal, Captain-General and also Lord Castellan. It is important not to confuse the rank of Lord General with that of Lord General Militant.*









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**Sentinel** 

• Scout • Walker •



IMAGE

20cm


Name	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	


**References**

Scout (TP 2.1.12)  
Walker (TP 2.1.18)









*The Sentinel achieves movement with a pair of articulated legs, which allow for both maneuverability in dense environments and bursts of speed on open terrain. They are fitted with advanced gyro-stabilizers to improve their balance, and their powerplants include noise-reduction technology for stealthy operation. Though it can't move with the speed of the wheeled vehicle, the Sentinel can run - much like a man. The first Sentinels produced had open canopies, although modifications to up-armour the vehicle also became commonplace. These Armoured Sentinels have recoil compensators in place of additional gyro-stabilizers which allow them to fire heavier weapons, as well as Auspex arrays to assist in its hunter-killer mission.*

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**Basilisk** 



IMAGE

20cm


Name	Range	Firepower	Notes
Earthshaker	120cm	AP4+/AT4+	
	OR	1BP	Ind
Heavy Bolter	30cm	AP5+	


**References**

Ind - Indirect Fire (TP 2.2.10)









*The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire. While many regiments will have a mix of other artillery, including Manticores, Griffons and Bombards, and each one will have its own role to fill, it is the Basilisk which is the most common and most often to be called upon to bombard the enemy.*

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**Bombard** 



IMAGE

20cm

Name	Range	Firepower	Notes
Siege Mortar	45cm	2BP	IC, Ind, Slw
Heavy Bolter	30cm	AP5+	

**References**


IC - Ignore Cover (TP 2.2.5)  
Ind - Indirect Fire (TP 2.2.10)  
Slw - Slow Firing (TP 2.2.8)

*The Bombard's sole weapon is its Siege Mortar, a massive weapon used to devastate enemy defenses. The vehicle is one of the rarest mobile artillery pieces in use by the Imperial Guard. Sometimes based on a Chimera chassis, often a Leman Russ chassis will be used as this can better accommodate the heavy weight of its main weapon. They are rarely seen, except during campaigns where their firepower is required to completely flatten an enemy position.*







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### Chimera

• Transport •



IMAGE

Name	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+	
Multilaser	30cm	AP5+/AT6+	


### Transport

May transport two infantry units without Jump Packs or Mounted.







*The Chimera is the primary armoured infantry transport for the Imperial Guard. Highly durable and practical it has been used as a chassis for many other vehicles and has been in service for many thousands of years, typifying the fast moving warfare favoured by the Imperial Guard. Standard doctrine states that after the Chimera reaches its objective it lays down covering fire with its heavy weapons while the squad within disembarks and advances. The Chimera then falls back to a firing position from which it can still support the infantry and await orders to race forward and collect the squad again to reposition them.*

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### Deathstrike



IMAGE

Name	Range	Firepower	Notes
Deathstrike Missile	∞	MW2+, TK(D6)	Ind, SS
Heavy Bolter	30cm	AP5+	


### References

Ind – Indirect Fire (TP 2.2.10)  
SS – Single Shot (TP 2.2.7)







*The Deathstrike Missile Launcher is an Imperial Guard artillery vehicle based on the Chimera chassis. Its ability to fire a massive payload over extreme ranges is the Deathstrike's main advantage over other artillery systems. Only ever seeing deployment during the most vicious battles, each Deathstrike missile launcher is a force multiplier whose payload causes fear in even the most experienced enemies of the Imperium. Use of these weapons is strictly controlled, with sanction for their use controlled by Segmentum Command and the launch codes held by loyal and iron-willed Lord Commissars.*

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### Griffon



IMAGE

Name	Range	Firepower	Notes
Heavy Mortar	30cm	1BP	Ind
Heavy Bolter	30cm	AP5+	


### References

Ind – Indirect Fire (TP 2.2.10)







*The Griffon Heavy Mortar Carrier is an Imperial Guard artillery vehicle based on the Chimera chassis and a cousin to the Basilisk and Medusa. It is designed to provide close to medium-range artillery support. While the Griffon remains the most frequently-employed variant of the Chimera chassis, Imperial commanders have increasingly allowed the Griffon to become something of a relic. This is because of perceived drawbacks in the design, and so Griffon losses are not replaced, leading to the manufacturing rates of Griffons on many Forge Worlds to fall. Despite this trend towards eventual extinction, Griffons still remain a part of many regiments' inventories and still see combat on many worlds.*

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### Hellhound



IMAGE


Name	Range	Firepower	Notes
Inferno Cannon	30cm	AP3+	IC
Heavy Bolter	30cm	AP5+	


### References

IC – Ignore Cover (TP 2.2.5)




*The Hellhound is an Imperial Guard flame tank, based on the chassis of the Chimera. It is armed with a large flamer known as an Inferno Cannon, discharging lethal self-igniting chemicals to flush out infantry in dense terrain and urban combat zones. It is feared by all enemies because of its ability to cover a wide area with flames and cause horrific losses to units that cluster together. A select few Guardsmen have the foolhardy bravery (or insanity) to willingly volunteer to crew a Hellhound. Those who do take perverse pride in their reputation, claiming others simply "can't take the heat".*




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**Hydra** 



IMAGE

30cm 


Name	Range	Firepower	Notes
2x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Heavy Bolter	30cm	AP5+	

*The Hydra Flak Tank is an Imperial Guard self-propelled anti-aircraft vehicle based on the Chimera chassis. Employed when Imperial Navy assets are unavailable or air-superiority is in the balance, Hydras provide essential anti-air protection for their regiment and can also serve in a ground support role, where they are effective against infantry and light vehicles.*


*Manufactured on hundreds of Forge Worlds, the Hydra is a specialised vehicle used for mobile air defence, protecting important sites and columns from air assaults. Its Machine Spirit-assisted automated turret contains targeting and tracking equipment, including a predictive logic-engine, which allows it to lock onto and track enemy aircraft regardless of any evasive maneuvering. These control four long-barreled Autocannons firing heavy calibre, high velocity explosive rounds capable of firing six hundred rounds a minute, shredding through enemy aircraft fuselages thanks to their high rate of fire.*

*When used against infantry and light vehicles these rounds are equally devastating, allowing even a single Hydra to decimate entire formations in a heartbeat. While the use of a Hydra in this role is a breach of official regulations, Imperial commanders often overlook such infractions.*




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**Leman Russ Battletank** 


• Reinforced Armour •



IMAGE

20cm 


Name	Range	Firepower	Notes
Battlecannon	75cm	AP4+/AT4+	
Lascannon	45cm	AT5+	
2x Heavy Bolter	30cm	AP5+	

**References**


Reinforced Armour (TP 2.1.11)

*The Leman Russ is the main Battle Tank of the Imperial Guard. This rugged and dependable tank has been used for centuries and while fundamental changes in construction and appearance have occurred its capabilities have changed very little, able to operate in a variety of environments and withstand enemy fire while delivering powerful tank-killing blows. It was named after Leman Russ, the Primarch of the Space Wolves. The Leman Russ is produced in the millions on Forge Worlds and in Hive factories across the Imperium. While slow in comparison to other Guard vehicles and lacking in advanced technology, its ruggedness and reliability are the tank's defining attribute.*




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**Leman Russ Demolisher** 


• Reinforced Armour •



IMAGE

20cm 

Name	Range	Firepower	Notes
Demolisher	30cm	AP3+/AT4+	IC
Lascannon	45cm	AT5+	
2x Plasma Cannon	30cm	AP5+/AT5+	


**References**

IC – Ignore Cover (TP 2.2.5)  
Reinforced Armour (TP 2.1.11)


*The Leman Russ Demolisher is a specialist Siege Tank designed for short-range bombardment based on the Leman Russ Battle Tank chassis. It is the most common variant of the main battle tank, used typically for urban and siege warfare.*

*The primary weapon of the tank is its turret-mounted Demolisher Cannon, a powerful short-ranged cannon equally effective in destroying buildings and bunkers as it is enemy tanks and infantry. The cannon has an effective range of one kilometer and in some patterns includes a carousel automatic loader and automatic shell ejector system.*




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**Leman Russ Vanquisher** 


• Reinforced Armour •



IMAGE

20cm 

Name	Range	Firepower	Notes
Vanquisher	75cm	AP2+/AT4+	
Lascannon	45cm	AT5+	
2x Heavy Bolter	30cm	AP5+	

**References**

Reinforced Armour (TP 2.1.11)







*The Leman Russ Vanquisher is a rare and specialised variant of the Leman Russ Battle Tank used by the Imperial Guard. It mounts the significantly more powerful Vanquisher cannon, firing special Vanquisher shells which are extremely effective at penetrating armour even at great ranges, and is a favourite among tank company commanders.*


*The Vanquisher was primarily built on Forge World Tigrus until it was overrun by the Ork Warlord Arrgard the Defiler in M35, resulting in the number of remaining Vanquishers reserved only for experienced tank crews.*

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### Manticore

IMAGE

20cm 

Name	Range	Firepower	Notes
Rocket Launcher	150cm	2BP	Dis, Ind, Slw
Heavy Bolter	30cm	AP5+	

### References

Dis – Disrupt (TP 2.2.2)  
 Ind – Indirect Fire (TP 2.2.10)  
 Slw – Slow Firing (TP 2.2.8)







*The Manticore Missile Tank is an Imperial Guard mobile missile/rocket launcher platform based on the Chimera chassis. It can fulfill a number of roles from long-range bombardment to air defense, giving it greater versatility than other platforms.*  
*The Manticore is a highly sophisticated piece of equipment, with audio-modulated radio control systems, gyroscopic roll stabilisation, radar-guided targeting augers and predictive logic-engines. This advanced equipment is used to fire and control the four Manticore Missiles, which it can launch individually or, if sufficiently modified, in one great salvo.*


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### Valkyrie

• Scout • Skimmer • Transport •

IMAGE

35cm 

Name	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
2x Heavy Bolter	30cm	AP5+	
2x Rocket Pod	30cm	1BP	Dis, SS

### References

Dis – Disrupt (TP 2.2.2)  
 Scout (TP 2.1.12)  
 Skimmer (TP 2.1.13)  
 SS – Single Shot (TP 2.2.7)

### Transport

May transport two infantry units without Jump Packs or Mounted.







*The Valkyrie Airborne Assault Carrier is a heavily armed Imperial Aircraft with VTOL (Vertical Takeoff Or Landing) capabilities, used to ferry special forces such as Storm Trooper Squads and Drop Troop Regiments such as the Elysian Drop Troops and Harakoni Warhawks to and from combat zones.*  
*With advanced flight control and sensor gear, the Valkyrie contains technology comparable to those found in Space Marine Vehicles, limiting their construction to sufficiently-advanced planets such as Forge Worlds.*


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### Vulture

• Scout • Skimmer •

IMAGE

35cm 

Name	Range	Firepower	Notes
Heavy Bolter	30cm	AP5+/AT6+	
Twin Autocannon	45cm	AP4+/AT5+	
2x Hellstrike	120cm	AT2+	SS

### References


Scout (TP 2.1.12)  
 Skimmer (TP 2.1.13)  
 SS – Single Shot (TP 2.2.7)

*The Vulture Gunship is an attack gunship based upon the Valkyrie troop carrier, with similar hover and VTOL (Vertical Takeoff Or Landing) capabilities. Like the Valkyrie, the Vulture is operated by the Imperial Navy and attached to Imperial Guard units, particularly Drop Regiments lacking heavy armour and artillery support. The Vulture is operated by a crew of two, a pilot to fly the craft and a weapons operator to aim and fire its armament. A single Vulture will typically fly in support of a flight of Valkyries whose variable weapon configurations allow a variety of missions to be fulfilled: anti-tank, infantry suppression or bombing enemy strong points.*







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### Baneblade


• Reinforced Armour • 3 DC •



IMAGE

15cm 

Name	Range	Firepower	Notes
Baneblade Battlecannon	45cm	AP3+/AT3+	
Autocannon	45cm	AP5+/AT6+	
Demolisher	45cm	AP3+/AT6+	IC 
2x Lascannon	45cm	AT5+	
3x Twin Heavy Bolter	30cm	AP5+	

### Critical Hit Effect

Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

### References



IC – Ignore Cover (TP 2.2.5)  
 Reinforced Armour (TP 2.1.11)


*The Baneblade is the primary super-heavy tank used by the Imperial Guard and is one of the largest and oldest tanks used by the Imperium. These massive machines often serve as the command vehicles for entire regiments or spearhead armoured attacks, organized into their own super-heavy companies. Such is the power of a Baneblade that nothing short of another war engine, such as a Titan, would dare to face one in single combat.*  
*The STC data necessary to create an original Baneblade, including the many advanced systems unique to its construction, is a closely-guarded secret limited to Mars - from which most true Baneblades originate - and a few other favoured Forge Worlds.*








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### Shadowword

• Reinforced Armour • 3 DC •


  

  

  

  

  

  
15cm 

Name	Range	Firepower	Notes
Volcano Cannon	90cm	MW2+, TK(D3)	
2x Heavy Bolter	30cm	AP5+	

#### Critical Hit Effect

Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

#### References

Reinforced Armour (TP 2.1.11)

*The Shadowword is an Imperial Guard super-heavy vehicle based on the Baneblade chassis. While based on the same STC data as the Baneblade, the Shadowword is specifically armed and equipped to hunt and destroy enemy Titans. For this reason they are only constructed on Forge Worlds which raise Titan Legions and deployed to support forces expecting to face these war engines.*  
*The Shadowword is primarily distinguished from its sister design by its main weapon, the Volcano Cannon. This massive laser cannon can tear off a Titan's limb with a single shot and is assisted by advanced logis-engines and targeting equipment for accurate long-range fire.*

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