

CATACHAN DEATHWORLD VETERANS IMPERIAL GUARD ARMY LIST v2.7

Deathworld Veterans Imperial Guard armies have a strategy rating of 2. All formations have an initiative rating of 2+.

DEATHWORLD VETERANS COMPANIES

(A Deathworld Veterans Imperial Guard army may contain any number of Companies)

COMPANY	CORE UNITS	COST
0-1 Deathworld Air Cavalry Company	1 Imperial Guard Commander unit, plus 9 Catachan Infantry units, plus 5 Catachan Valkyries (Any infantry upgrades must be equipped with Catachan Valkyries)	450 points
Deathworld Infantry Company	1 Imperial Guard Commander unit, plus 9 Catachan Infantry units	200 points
0-1 Deathworld Regimental HQ	1 Supreme Commander unit, plus 9 Catachan Infantry units	300 points

DEATHWORLD VETERANS COMPANY UPGRADES

(Up to three may be added to each Deathworld Veterans Company, once per Company)

UPGRADE	UNITS	COST
Infantry Platoon*	Add 6 Catachan Infantry units	+100 points
Fire Support Platoon*	Add 4 Support Squad units	+100 points
Missile Team*	Add 1 Catachan Missile Team unit	+25 points
Mortar Section	Add 2 Catachan Mortar Squad units	+25 points
Snipers*	Add 2 Sniper units	+50 points
Ogryns*	Add 2 Ogryn units	+50 points
Vulture Support	Add 2 Vultures	+150 points
Armor Support**	Add up to 2 Leman Russ Demolishers	+50 points each
Hellhounds**	Add up to 2 Hellhounds	+50 points each
Hydra**	Add 1 Hydra Flak Tank	+50 points

* These upgrades may include up to 3 Valkyries for +50 points each, up to minimum transport requirement.

** These upgrades may not be added to a Deathworld Air Cavalry Company

DEATHWORLD VETERANS SUPPORT FORMATIONS

(Up to two support formations may be taken for each Deathworld Veterans Company)

FORMATION	UNITS	COST
Catachan Devils (0-1 per 1000 points)	6 Catachan Devil units. (These units may be split up and added to the Regimental HQ and/or 1 or more Infantry Companies in the army, or fielded as a single formation of their own)	300 points
Deathworld Mortar Platoon	Six Catachan Mortar Squads	75 points
Ogryn Platoon (0-1 per 1000 points)	Six Ogryn units	200 points
Deathworld Sentinel Squadron	Six Catachan Sentinels	150 points
Deathworld Veterans Platoon	6 Deathworld Veterans units (May have 3 Catachan Valkyrie transport vehicles)	200 points (+100 points)
Hellhound Platoon	6 Hellhounds	250 points
Support Tank Squadron	4 Leman Russ Demolishers	275 points
Vulture Squadron	4 Vultures	300 points
Artillery Firebase	6 Earthshaker platforms (may have 6 Gun Emplacements - see Death Korps of Krieg Terrain)	325 points (free)
"Traitor's Bane" (0-1 per army)	1 Traitor's Bane Hellhammer	225 points

NAVAL SUPPORT

(Up to 1/3 of army's points may be spent on Naval Support)

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Orbital Support	<i>Choose one:</i> 1 Lunar class Cruiser 1 Emperor class Battleship	150 points 300 points

SPECIAL RULE: Oops! Sorry, sir!

Catachan Deathworld Veteran armies include one Commissar for every 1000 points. If there is a Supreme Commander present, then the first Commissar must join that formation. Subsequent Commissars can be allocated to any unit in any order, though no formation may have more than one Commissar. Any excess Commissars are lost.

CATACHAN DEATHWORLD VETERANS IMPERIAL GUARD ARMY REFERENCE v2.7									
NAME	TYPE	SPEED	ARMOR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	(Assault Weapon), MW, EA(+1)	<i>Leader, Fearless, Inspiring</i>
Catachan Devils	INF	15cm	5+	4+	4+	Catachan Knives Meltaguns	(base contact) 15cm AND (15cm)	(Assault Weapons) MW5+ (Small Arms), MW	<i>Scout, Teleport, Infiltrator, Booby Traps</i>
Deathworld Veterans	INF	15cm	6+	4+	5+	Demolition Charges Heavy Flamer	(base contact) 15cm AND (15cm)	(Assault Weapons), MW, EA(+1), One-Shot AP4+, Ignore Cover (Small Arms), Ignore Cover	<i>Scout, Infiltrator, Booby Traps</i>
Imperial Guard Commander	INF	15cm	6+	5+	5+	Chainswords Lasguns Autocannon	(base contact) (15cm) 45cm	(Assault Weapons) (Small Arms) AP5+/AT6+	<i>Commander, Booby Traps</i>
Imperial Guard Supreme Commander	INF	15cm	5+	4+	5+	Power Weapon Lasguns Autocannon	(base contact) (15cm) 45cm	(Assault Weapon), MW, EA(+1) (Small Arms) AP5+/AT6+	<i>Supreme Commander, Booby Traps</i>
Catachan Infantry	INF	15cm	-	6+	5+	Lasguns Catachan Knives Heavy Bolter	(15cm) (base contact) 30cm	(Small Arms) (Assault Weapons) AP5+	<i>Booby Traps, Heavy Bolters (One in two has a Heavy Bolter - count the non-suppressed Catachan Infantry units in the formation and divide by two, rounding up, to find the number of Heavy Bolter shots)</i>
Catachan Mortar Squad	INF	15cm	-	6+	6+	Lasguns Mortars	(15cm) 30cm	(Small Arms) 1 BP per two bases (rounding up), Indirect	<i>Mortars (Count the non-suppressed Catachan Mortar Squads in the formation and divide by two, rounding up, to find the number of Barrage Points)</i>
Catachan Missile Team	INF	15cm	-	6+	6+	Missile Launcher	45cm	AP5+/AT6+/AA5+	<i>Scout</i>
Support Squad	INF	15cm	-	6+	4+	2x Autocannon	45cm	AP5+/AT6+	
Sniper	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+, Sniper	<i>Scout</i>
Ogryns	INF	15cm	3+	4+	5+	Ogryn Weapons Ripper Guns	(base contact) (15cm)	(Assault Weapon), MW, EA(+1) (Small Arms)	
Catachan Sentinel	LV	20cm	6+	5+	5+	Chainsaw Heavy Flamer	(base contact) 15cm AND (15cm)	(Assault Weapon) AP4+, Ignore Cover (Small Arms), Ignore Cover	<i>Scout, Walker</i>
Earthshaker Platform	LV	Immobile	6+	6+	6+	Earthshaker	120cm	AP4+/AT4+ OR 1BP Indirect Fire	
Hellhound	AV	30cm	4+	6+	3+	Heavy Bolter Inferno Cannon	30cm 30cm	AP5+ AP3+, Ignore Cover	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	2x Plasma Cannon Demolisher Cannon Lascannon	30cm 30cm 45cm	AP4+/AT4+/Slow Firing AP3+/AT4+. Ignore Cover AT5+	<i>Reinforced Armor</i>
Hydra	AV	30cm	6+	6+	5+	Heavy Bolter 2x Twin Autocannon	30cm 45cm	AP5+ AP4+/AT5+/AA5+	
Catachan Valkyrie	AV	35cm	5+	6+	5+	2x Rocket Pod 2x Heavy Bolter Multilaser	30cm 30cm 30cm	1BP, Disrupt, One-Shot AP5+ AP5+/AT6+	<i>Skimmer, Scout, Transport (May carry 2 of the following units: Deathworld Veterans, Imperial Guard Commander, Catachan Infantry, Catachan Missile Team, Catachan Mortar Squad, Support Squad, Sniper; Or 1 Ogryn)</i>
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2x Hellstrike	30cm 45cm 120cm	AP5+ AP4+/AT5+ AT2+, One-Shot	<i>Skimmer, Scout</i>
Traitor's Bane Hellhammer	SH	15cm	4+	4+	2+	Hellhammer Cannon Autocannon 4x Lascannons Demolisher Cannon Twin Heavy Bolter 4x Heavy Flamers	45cm 45cm 45cm 30cm 30cm 15cm AND (15cm)	AP3+/AT3+, Ignore Cover AP5+/AT6+ AT5+ AP3+/AT4+, Ignore Cover, Fx F AP4+, Fx F AP4+, Ignore Cover (Small Arms), Ignore Cover	<i>Damage Capacity 3, Reinforced Armor, Leader, Inspiring, Fearless</i> <i>Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of a 6+.</i>
Thunderbolt Fighter-Bomber	AC	Fighter-Bomber	6+	n/a	n/a	Quad Heavy Bolters Twin Autocannons Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, Fx F AP5+/AT6+/AA5+, Fx F AT4+, Fx F	
Marauder Bomber	AC					2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15cm 15cm 45cm	AA5+ 3BP, Fx F AT4+/AA4+, Fx F	
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	- -	3BP, MW MW2+, TK(D3)	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	8BP, MW	<i>Slow and Steady (may not be used on turns 1 & 2 unless scenario states)</i>

Booby Traps: When defending during the first round of an assault, one unit in two with the Booby Traps rule gains the First Strike special rule on all weapons. Count up the units in the formation with Booby Traps and divide by two, rounding up, to find the number of units who gain the First Strike special rule.