

Mobile Forces of Catachan

“As swift as a lash mamba, as sharp as a spineleaf, as stubborn as a wild grox.” – Colonel Pannet in praise of the Catachan Warrior

Forces

The Mobile Forces of Catachan Imperial Guard Army List uses the datasheets from the Mobile Forces of Catachan Forces section and the Imperial Navy Forces section.

Using The Army List

The following army list allows you to field an Imperial Guard army based on a very mobile force of Catachan soldiers, riding into battle on Valkyries, supported by Vultures, Imperial Navy and a couple of ground assets. It can also be used as a "stand in" army list for other high-mobile Imperial Guard forces that don't stem from Catachan, like troops from Elysia.

Steel Legion formations come in two types: *companies* and *support* formations. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (i.e., a company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades unless stated otherwise. Each upgrade that is taken adds to the cost of the company/support formation, as shown on the upgrade chart. For example, if you took an Airborne Infantry Company and added an infantry platoon to it as an upgrade, then the cost of the company would be $250 + 150 = 400$ points. Note that you may take any type of upgrade for any type of company.

SPECIAL RULE

Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

SPECIAL RULE

Watch your step, Sir!

Commissars attached to Catachan armies are renowned for having "accidents". As a result of this, armies from Catachan include less Commissars than usual.

To represent this fact, remove one Commissar from your available Commissars before the game.

SPECIAL RULE

May Not Garrison

The Mobile Forces of Catachan are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a couple of advanced scout units, transmitting vital information about the area back to the main forces. The bulk of this highly mobile army will be held back in reserve where it will be ready to move quickly to any threatened sector. This allows them to hold large areas of ground without relying on dug in infantry and other garrisoned forces.

To represent these tactics, only Vultures, Sentinels and Veterans are allowed to garrison objectives in the Epic tournament game scenario.

SPECIAL RULE

The sky is ours!

The mobile tactics of this army results in a critical absence of ground based anti-air units. This is compensated by a higher degree of naval support granted to this force than usual.

To represent these tactics, a single fighter formation may be placed on "Combat Air Patrol". The player may still set up as many garrisons as their army and the special rule above allows, but only one of those may start the game on overwatch. The aircraft follow all the rules for CAP, but are setup during the pre-game garrisoning phase.

Mobile Forces of Catachan Army List

Mobile Forces of Catachan Imperial Guard armies have a strategy rating of 2. All formations have an initiative rating of 2+.

Mobile Forces of Catachan Companies		
FORMATION	UNITS	COST
Airborne Regimental HQ	7 Imperial Guard Infantry Units, 1 Imperial Guard Supreme Commander and 4 Valkyries	350 Points
Airborne Infantry Company	7 Imperial Guard Infantry Units, 1 Imperial Guard Commander and 4 Valkyries	250 Points
Airborne Ogryn Company	5 Ogryns, 1 Imperial Guard Commander, 6 Valkyries	325 Points

MOBILE FORCES OF CATACHAN UPGRADES		
<i>(Up to three company upgrades may be taken once per company.)</i>		
UPGRADE	UNITS	COST
Fire Support	Add two Fire Support Squad units and a Valkyrie	+75 Points
Mortar Support	Add two Mortar units and a Valkyrie	+75 Points
Infantry Platoon	Add six Imperial Guard Infantry units and 3 Valkyries	+150 Points
Sentinels	Add two Catachan Sentinels, Drop Sentinels or Support Sentinels in any combination	+50 Points
Ogryns	Add one Ogryn and a Valkyrie	+50 Points
	OR two Ogryns and two Valkyries	+100 Points
Snipers	Add one Sniper and a Valkyrie	+50 Points
	OR two Snipers and a Valkyrie	+75 Points
Sky Talons	Add enough Sky Talons to transport the whole formation	+25 Points each
Vendettas	Up to two Valkyries may be exchanged for Vendettas	free
Vultures	Add two Vulture Punishers	+75 Points
	OR two Vultures	+100 Points
Vulture Tornado	Up to two Vultures may be exchanged for Vulture Tornados	free

MOBILE FORCES OF CATACHAN SUPPORT FORMATIONS			
<i>(Any two support formations may be fielded per each company.)</i>			
FORMATION	UNITS	UPGRADES	COST
Sentinel Patrol	4 Catachan Sentinels, Drop Sentinels or Support Sentinels in any combination	Sentinels, Sky Talons	125 Points
Airborne Support Platoon	4 Imperial Guard Fire Support Units OR 4 Imperial Guard Mortar Units, 1 Imperial Guard Infantry Unit, 1 Imperial Guard Commander and 3 Valkyries	Infantry Platoon, Sentinels, Ogryns, Snipers, Sky Talons, Vendettas, Vultures, Vulture Tornado	225 Points
0-1 Veterans	8 Veteran Units		200 Points
Airborne Stormtroopers	8 Stormtrooper Units, 4 Valkyries		350 Points
Vulture Punishers	6 Vulture Punisher	Vultures, Vulture Tornados	300 Points
Vultures	4 Vultures	Vultures, Vulture Tornados	300 Points

IMPERIAL ALLY FORMATIONS			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
FORMATION	UNITS	COST	
Lightning Squadron	Two Lightning Strike Fighter	150 Points	
Marauder Squadron	Two Marauder Bombers	225 Points	
Thunderbolt Squadron	Any one of the following units:	Two Thunderbolt Fighters	150 Points
		Three Thunderbolt Fighters	225 Points
0-1 Orbital Support	Any one of the following units:	Lunar Class Cruiser	125 Points
		Emperor Class Battleship	200 Points

Mobile Forces of Catachan Forces

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Commissar	CH	-	-	-	-	Power Weapon	(bc)	Assault Weapons, MW, EA+1	<i>Fearless, Leader, Inspiring</i>
Fire Support Squad	INF	15cm	-	6+	5+	2x Autocannon	45cm	AP5+/AT6+	
Imperial Guard Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon.</i>
Imperial Guard Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	<i>Commander</i>
Imperial Guard Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	<i>Supreme Commander</i>
						Power Weapon	(bc)	Assault Weapons, MW, EA+1	
Mortar Team	INF	15cm	-	6+	6+	2x Mortar	30cm	AP5+/AT6+, Indirect Fire	
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns	(15cm)	Small Arms	
						Ogryn Combat Weapons	(bc)	Assault Weapons, EA+1, MW	
Sniper	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	<i>Scouts, Sniper</i>
Stormtroopers	INF	15cm	5+	5+	4+	Plasma Blastguns	15cm	AP5+/AT5+	<i>Scouts</i>
Veterans	INF	15cm	6+	5+	5+	Sniper Rifles	30cm	AP5+, Sniper	<i>Scouts, Teleport</i>
						Demolition Charges	15cm	MW5+	
							and (15cm)	Small Arms, MW	
Catachan Sentinel	LV	20cm	6+	5+	5+	Heavy Flamer	15cm	AP4+	<i>Scout, Walker</i>
							and (15cm)	Small Arms, IC	
Support Sentinel	LV	20cm	6+	6+	5+	Multi-Rocket System	45cm	2xAP5+/A6+, Indirect Fire	<i>Scout, Walker. The range is not doubled when the Multi-Rocket System is fired indirectly, nor is there a minimum range.</i>
Drop Sentinel	LV	20cm	6+	6+	5+	Multi-Melta	15cm	MW5+	<i>Scout, Walker</i>
							and (15cm)	Small Arms, MW	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Skimmer, Transport. May transport two Infantry units (Ogryns count as two units) or one Sentinel of any type</i>
						2x Heavy Bolters	30cm	AP5+	
						2x Rocket Pods	30cm	1BP, Disrupt, Single Shot	
Valkyrie Sky Talon	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Scout, Skimmer, Transport. May transport two Sentinels of any type</i>
Vendetta	AV	35cm	5+	6+	5+	3x Twin Lascannon	45cm	AT4+	<i>Scout, Skimmer, Transport. May transport two Infantry units (Ogryns count as two units) or one Sentinel of any type</i>
						2x Heavy Bolters	30cm	AP5+	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolters	30cm	AP5+	<i>Scout, Skimmer</i>
						2x Autocannons	45cm	AP5+/AT6+	
						2x Hellfire	120cm	AT2+, Single Shot	
Vulture Tornado	AV	35cm	5+	6+	5+	2x Multi-Melta	15cm	MW5+	<i>Scout, Skimmer</i>
							and (15cm)	Small Arms, MW	
						Heavy Bolters	30cm	AP5+	
Vulture Punisher	AV	35cm	5+	6+	4+	Heavy Bolter	30cm	AP5+	<i>Scout, Skimmer</i>
						2x Punisher Gatling	45cm	AP3+	

IMPERIAL NAVY FORCES

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes		
Lightning Strike Fighter	AC	Fighter	6+	-	-	Lascannon	45cm	AT5+/AA5+, FF			
						2x Underwing Rockets	30cm	AT4+, FF			
Marauder Bomber	AC	Bomber	4+	-	-	Twin Lascannon	45cm	AT4+/AA4+, FXF			
						Bomb Racks	15cm	3BP, FxF			
						2x Twin Heavy Bolter	15cm	AA5+			
Thunderbolt Fighter	AC	Fighter	6+	-	-	Storm Bolters	15cm	AP4+/AA5+, FF			
		Bomber									
		Multi Laser				30cm	AP5+/AT6+/AA5+, FF				
Lunar Class Cruiser	SC	-	-	-	-	Orbital Bombardment	-	3BP, MW			
						Pin-point attack	-	MW2+,TK (D3)			
Emperor Class Battleship	SC	-	-	-	-	Orbital Bombardment	-	8BP, MW	<i>Slow and Steady</i>		