

KONIG TANK REGIMENT IMPERIAL GUARD ARMY LIST V1.3

Konig Tank Regiment Imperial Guard Armies have a strategy rating of 2.

All Konig Tank Regiment Imperial Guard and Imperial Navy formations have an initiative rating of 2+

KONIG TANK REGIMENT IMPERIAL GUARD COMPANIES

FORMATION	UNITS	POINTS COST
1+ Heavy Tank Company	One Imperial Guard Command Tank and Six Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher, Leman Russ Executioner, Leman Russ Battle Tank, Leman Russ Punisher	475
	Add three Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher Tank, Leman Russ Executioner Tank, Leman Russ Battle Tank, Leman Russ Punisher	+175
Medium Tank Company	Six Imperial Guard Leman Russ Conqueror Tanks OR Six Imperial Guard Hellhounds	275
	Add three Imperial Guard Leman Russ Conqueror Tanks OR three Imperial Guard Hellhounds	+125

KONIG TANK REGIMENT IMPERIAL GUARD COMPANY UPGRADES

(Up to three company upgrades may be added to each Company)

UPGRADE	UNITS	COST
(Max. 1 per army) Supreme Commander	Add a Supreme Commander character upgrade to an Imperial Guard Command Tank	+75
Griffon Battery	Three Imperial Guard Griffons	+50
Flak	One Imperial Guard Hydra	+50
Hellhound Squadron	Three Imperial Guard Hellhounds	+125
Tank Squadron	Three Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher, Leman Russ Executioner, Leman Russ Battle Tank, Leman Russ Punisher	+175

KONIG TANK REGIMENT IMPERIAL GUARD SUPPORT FORMATIONS

(up to two for each company taken)

FORMATION	UNITS	COST
Light Artillery Support	Six Imperial Guard Griffons, or Six Wyverns	200
Heavy Artillery Battery	Three Imperial Guard Artillery units of the same type chosen from the following list: Bombard, Manticore	250
Basilisk Battery	Three Imperial Guard Basilisks	225
	Six Imperial Guard Basilisks	450
Anti Tank Support	Three Imperial Guard Leman Russ Tank Destroyers	200
Flak Support	Three Imperial Guard Hydras	150
Recon Support	Six Imperial Guard Salamander Scout Tanks	200
Assault Gun Platoon	Six Leman Russ Thunderers, or Six Armoured Medusas	275
Armoured Fist Platoon	Ten Imperial Guard Infantry units plus five Chimeras	300
Superheavy Tank Platoon	One Imperial Guard Super Heavy Tank chosen from the following list: Baneblade, Shadowsword, Stormblade, Stormsword	200

IMPERIAL NAVY SUPPORT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250
0-1 Orbital Support Any one of the following units	Lunar Class Cruiser	150
	Emperor Class Battleship	150
Thunderbolt Squadron	Two Thunderbolt Fighters	150

- Each allowed Konig Tank Regiment Imperial Guard upgrade can be taken once per Company.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy formations.

SPECIAL RULES

COMISSARS

An Imperial Guard army may include up to one free Commissar Character for each full five hundred points. 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. If you have more Commissars than formations any excess are lost. Commissars may not be attached to Imperial Navy units.

BLITZKRIEG

Imperial Guard formations containing a unit with the Blitzkrieg ability receive a +1 modifier to their action test roll when attempting a double action.

[illegible]

Baneblade	WE	15cm	4+	6+	4+	Baneblade Battlecannon Autocannon Demolisher Cannon Twin Heavy Bolters 2 × Twin Heavy Bolters 2 × Lascannons	75cm 45cm 30cm 30cm 30cm 45cm	2 x AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Ignore Cover, FF Arc AP4+, FF Arc AP4+ AT5+	Reinforced Armour DC 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 × Heavy Bolter	90cm 30cm	MW2+, TK (D3), FF Arc AP5+	Reinforced Armour. DC 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
Stormblade	WE	15cm	4+	6+	4+	Plasma Blastgun Heavy Bolter 2 × Twin Heavy Bolters 2 × Lascannon	45cm 30cm 30cm 45cm	2 x MW2+, Slow Firing, FF Arc AP5+, FF Arc AP4+ AT5+	Reinforced Armour DC 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2 × Twin Heavy Bolters 2 × Heavy Flamer and	45cm 30cm 30cm 15cm (15cm)	3BP, Disrupt, Ignore Cover, FF Arc AP5+, FF Arc AP4+ AP4+, Ignore Cover Small Arm, Ignore Cover	Reinforced Armour DC 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Thunderbolt Fighter	AC	Fighter Bc	6+	n/a	n/a	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point attack	n/a n/a	3BP, MW MW2+, TK (D3)	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	Slow and Steady – may not be used on turns one and two

Update: Stats and points changes to Baneblade, Bombard, Basilisks and Emperor Class Battleship.