

Heavy Mechanised Imperial Guard v0.812

Changes from Matty_C's v0.8 indicated in red

Heavy Mechanised Imperial Guard Armies have a strategy rating of 2.

Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

Heavy Mechanised Guard Companies		
Formation	Units	Cost
Heavy Mechanised Company	One Commander, one Infantry Platoon (see below). Must add 2 - 4 additional Company Platoons +75 pts: replace Commander with Supreme Commander (0-1 per army between Heavy Mechanised Company and Heavy Tank Company)	250 225
Heavy Tank Company [0 - 1 per full 1500 pts]	One Macharius Command Tank, one Heavy Tank Platoon (see below). Must add 2 - 4 additional Company Platoons.	250 275
Heavy Mechanised Guard Company Platoons <i>Each company must contain 3 - 5 platoons. Platoons may be taken more than once per company)</i>		
Formation	Units	Cost
Fire Support Platoon	Add six four Support Squads and one Crassus	250 +150
Heavy Tank Platoon	Add one Macharius tank	+100
Hellhound Platoon	Add three of any mix of Hellhounds, BaneWolf, Devil Dog	450 +100
Infantry Platoon	Add six Infantry and one Crassus	200 +150
Ogryn Platoon	Add three Ogryn and one Crassus	475 +125
Omega Heavy Tank platoon	Add one Macharius Omega	+125
Sky-Killer Platoon	Add one Praetor Sky-Killer. May only be taken once per company.	450 +100
Tank Platoon	Add three Leman Russ or Leman Russ Demolishers	450 +200
Heavy Mechanised Guard Support Formations <i>(Up to two may be fielded per company)</i>		
Omega Heavy Tank squadron	Two Macharius Omega May add one Macharius Omega	275 +125
Superheavy Artillery Battery	Two Praetor Assault Launchers OR Dominion Bombards Add one more artillery unit of the same type	400 350 +150
Sky-Killer Battery	Two Praetor Sky-Killers	225
Salamander Scout Squadron	Three Salamander Scout Vehicles May add one Salamander Commander	100 +25
Superheavy Tank Formation	One Baneblade or Shadowword	200
Tank Hunter Squadron	Three Leman Russ Destroyer Tank Hunters OR three Valdor Tank Hunters	200 +50
Stormtroopers	Six Stormtroopers and six Centaurs (may garrison) Replace Centaurs with Crassus (may not garrison) Replace Centaurs with three Valkyries (may garrison)	225 +0 +50
Imperial Allies <i>(Up to one third)</i>		
Thunderbolt squadron	Two Thunderbolts	150
Marauder squadron	Two Marauders	250
0 - 1 Spacecraft	Lunar Emperor	150 250
Reaver	One Reaver	650
Warhound Pack	Two Warhounds	500

0-1 Warhound	One Warhound	275
Warlord	One Warlord	825

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	EA+1, MW	Fearless, Inspiring, Leader
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	Commander
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	One unit in every 2 carries an autocannon
Ogryns	INF	15cm	3+	4+	5+	Combat Weapons	EA+1, MW		Counts for 2 spots when transported
Stormtroopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	Scout
Support Squad	INF	15cm	-	6+	5+	2x Autocannons	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon Power Weapon	30cm (bc)	AP5+/AT6+ EA+1, MW	Supreme Commander
Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	Transport (1 INF)
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport (2 INF)
Benewolf	AV	30cm	4+	6+	3+	Chemical Cannon AND Heavy Flamer AND	45cm (45cm) 45cm (45cm)	AP3+, IC EA+1, IC AP4+, IC IC	
Devil-Dog	AV	30cm	4+	6+	4+	Melta Cannon Multi-Melta AND	30cm 45cm (45cm)	AT5+, MW AT5+, MW Small Arms, MW	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, IC AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced armour
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher Lascannon 2x Plasma Cannon	30cm 45cm 30cm	AP3+/AT4+, IC AT5+ AP5+/AT5+	Reinforced armour
Destroyer-Tank Hunter	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT2+, S	Reinforced armour
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer Lascannon	60cm 45cm	MW4+ AT5+	Reinforced armour
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT2+ AT5+ AP5+	Reinforced armour

Salamander Scout	AV	35cm	6+	6+	5+	Autocannon Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	Scout
Salamander Command Vehicle	AV	35cm	6+	6+	5+	Heavy Flamer AND Heavy Bolter	15cm (15cm) AP5+	AP4+, IC IC	Commander, Leader, Scout.
Valdor Tank Hunter	AV	45cm	4+	6+	5+	Neutron Laser Projector Lascannon	60cm 45cm	MW2+, D AT5+	Reinforced Armour.
Macharius Command Tank	WE	15cm	4+	6+	4+	2x Vanquisher OR Vulcan Mega-Bolter 2x Heavy Bolter Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+/AT2+ 4x AP3+/AT5+ AP5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed. May have 2x Vanquishers OR a Vulcan Mega-Bolter, not both.
Macharius Tank	WE	15cm	4+	6+	4+	2x Battlecannons 2x Heavy Bolter Twin Heavy Stubber	75cm 30cm 30cm	AP4+/AT4+ AP5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Macharius Omega	WE	15cm	4+	6+	5+	Plasma Blastgun 2x Heavy Bolter	45cm 30cm	2x MW2+, FxF, Slw AP5+	Reinforced Armour. DC2. Critical: Reactor Blast. Destroyed. Units within 10cm of the model suffer a hit on a roll of 6+.
Crassus Assault Transport	WE	25cm	4+	6+	5+	2x Heavy Bolter Choose one of: 2x Lascannon or 2x Heavy Bolter 2x Heavy Flamer AND	30cm - 45cm 45cm 30cm 15cm (15cm)	AP5+ - AT5+ AP5+/AT6+ AP5+ AP3+, IC Small Arms, IC	Reinforced Armour, Transport (7 IN). DC2. Critical: Destroyed. Armed with 2x Heavy Bolters and either 2x Autocannons or 2x Heavy Flamers. FF improved to FF4+ if Heavy Flamers are taken. The Crassus is armed with 2x Heavy Bolter, and one of the following options: 2x Heavy Bolter, 2x Heavy Flamer, 2x Lascannon OR 2x Autocannon. A Crassus with extra Heavy Bolters or Heavy Flamers gains +1 to its FF value.
Dominus Bombard	WE	15cm	5+	6+	5+	Heavy Siege Bombard 2x Heavy Bolter	45cm 30cm	3BP, IC, Ind AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Praetor Assault Launcher	WE	15cm	5+	6+	5+	Heavy Assault Launcher 2x Heavy Bolter	150cm 30cm	3BP, D, Ind, Slw AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Praetor Sky-killer	WE	15cm	5+	6+	5+	Pilum Warheads 2x Heavy Bolter	60cm 30cm	2x AT5+/AA5+ AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	Scout, Skimmer, Transport (2INF)
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon Autocannon Demolisher 2x Lascannon 3x Twin Heavy Bolter	75cm 45cm 30cm 45cm 30cm	2x AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, FxF, IC AT5+ AP5+	Reinforced Armour. DC3. Critical: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Shadowsword	WE	15cm	4+	6+	5+	Volcano cannon 2x Heavy Bolter	90cm 30cm	MW2+, FxF, TK(D3)	Reinforced Armour. DC3. Critical: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.