



Insurgency!

The Insurgency army list is intended to portray the various uprisings on Imperial worlds that happens all too frequently. Usually, these uprisings are brutally quashed before they really take off, but sometimes the rebels win a short-lived victory before the full might of the Imperium is brought to bear on the renegades.

The list is intended to be extensible with various flavours of uprisings, such as Genestealer cults, Chaos cultists etc. The core list represents a popular revolutionary leading the people against their oppressive masters, with no outside help or encouragement.

Insurgency Special Rules

Insurgent units represent the indigenous populace rising up in arms. For every **two** formations in the army that consists of only *Insurgent* or *Civilian* units, **one** formation that consists of only *Insurgent* units may start the game in reserve, and deploy using the *Teleport* rule. When insurgent units deploy using this rule, they start the turn on *Overwatch*.

Suicide represents desperate individuals making attacks that will almost certainly cost them their lives. A unit that makes a Suicide attack is also destroyed by the attack, whether the attack succeeds or not. Units removed by the Suicide rule does not cause blast markers on their formation, and are not eligible for hit allocation in assaults. If the unit is removed by other means, it causes blast markers as normal.

Civilian represents protesting civilians in the streets. Formations containing *Civilian* units may only Marshal or Double when they activate. *Civilian* units may never attack, and may never enter an enemy zone of control. If the formation is attacked, roll an initiative test; If it passes the test, replace all units in the formation with Armed Civilians. If it fails the test, remove it completely as the rabble scatters.

Insurgency units

Insurgency Characters

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Revolutionary	CH	n/a	n/a	n/a	n/a	Heavy stubber Power Weapon	30cm (contact)	AP6+ EA (+1), MW
Notes: <i>Supreme Commander, Insurgent</i>								
Rabble Rouser	CH	n/a	n/a	n/a	n/a	Heavy stubber	30cm	AP6+
Notes: <i>Inspiring, Leader, Insurgent</i>								



Insurgency Infantry

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Armed Civilians	I	15cm	n/a	6+	6+	Improvised Firearms	(15cm)	(Small arms)
<i>Notes: Insurgent</i>								
Heavy Weapons Team	I	15cm	n/a	6+	5+	Heavy Stubber	30cm	AP6+
<i>Notes: Insurgent</i>								
Mortar Team	I	15cm	n/a	6+	6+	Mortars	30cm	AP5+/AT6+ Indirect
<i>Notes: Insurgent</i>								
Rebel Soldiers	I	15cm	n/a	6+	5+	Autocannon	45cm	AP5+/AT6+
<i>Notes: None</i>								
Rocket Team	I	15cm	n/a	6+	6+	Missile Launchers	45cm	AP5+/AT6+/AA6+
<i>Notes: Insurgent</i>								
Snipers	I	15cm	n/a	6+	5+	Hunting Rifles	30cm	AP6+, Sniper
<i>Notes: Insurgent, Scout</i>								
Ogryns	I	15cm	3+	4+	5+	Ogryn Weapons Ripper Guns	(contact) (15cm)	EA (+1), MW (small arms)
<i>Notes: None</i>								
Fanatics	I	15cm	n/a	4+	6+	Bomb Belt Improvised Firearms	(contact) (15cm)	EA (+2), Suicide (Small arms)
<i>Notes: Insurgent, Fearless</i>								
Saboteurs	I	15cm	n/a	6+	6+	Sabotage	15cm	MW2+, Suicide
<i>Notes: Insurgent, Fearless. May only use Sabotage against units that have not moved previously the same turn</i>								
Irate Farmers	I	30cm	n/a	5+	6+	Farm Implements Improvised Firearms	(contact) (15cm)	First Strike (Small arms)
<i>Notes: Insurgent, Mounted, Scout</i>								
Bombmen	I	15cm	n/a	6+	6+	Improvised Firearms Improvised Explosives	(15cm) 30cm	(small arms) AT3+, One Shot, Indirect
<i>Notes: Insurgent. May only use Improvised Explosives against units that have moved previously the same turn</i>								
Protesters	I	10cm	n/a	n/a	n/a	Banners and Bullhorns	n/a	n/a
<i>Notes: Civilian</i>								

Insurgency Light Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Flatbed Technical	LV	30cm	n/a	6+	6+	Codriver with Stubber	15cm	AP6+
<i>Notes: Transport (may carry 2 Insurgency Infantry units, except Ogryns, which it may carry 1 of)</i>								
Armed Technical	LV	30cm	6+	6+	5+	2x Heavy Stubber	30cm	AP6+/AA6+
<i>Notes: None</i>								
Armed Technical	LV	30cm	6+	6+	5+	Auto-cannon	45cm	AP5+/AT6+
<i>Notes: None</i>								
Armed Technical	LV	30cm	6+	6+	5+	Multi-rocket launcher	45cm	1BP, One Shot
<i>Notes: None</i>								

Insurgency Armoured Vehicles

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Leman Russ	AV	20cm	4+	6+	4+	2x Heavy bolter Lascannon Battle Cannon	30cm 45cm 75cm	AP5+ AT5+ AP4+/AT4+
<i>Notes: Reinforced Armour</i>								
Basilisk	AV	20cm	5+	6+	5+	Heavy Bolter Earthshaker	30cm 120cm	AP5+ AP4+/AT4+ OR 1BP, Indirect
<i>Notes: May either shoot normally or fire a barrage. May only use indirect fire when firing a barrage</i>								
Hydra	AV	30cm	6+	6+	5+	Heavy Bolter 2x Hydra Autocannon	30cm 45cm	AP5+ AP4+/AT5+/AA5+
<i>Notes: None</i>								



INSURGENCY! Army List

Version DRAFT 0.4

Insurgency armies have a strategy rating of 1. Formations that include one or more *Insurgent* or *Civilian* units have an initiative rating of 3+, all other formations have an initiative rating of 2+.

Insurgent Mobs

(An Insurgency Army may contain any number of Insurgent Mobs)

MOB	CORE UNITS	COST
0-1 Revolutionary	Twenty Armed Civilians and one Revolutionary character <i>The Revolutionary mob may add up to four Specialist upgrades</i>	250 points
Insurgent Mob	Twelve Armed Civilians	125 points
Farmers Uprising	Six Irate Farmers	150 points
Rebel Militia	Eight Rebel Soldiers	150 points
Demonstration	Twelve Protesters <i>A Demonstration may not add specialist upgrades</i>	75 points

Insurgent Specialists

(Up to two upgrades may be added to each Insurgent Mob)

SPECIALIST	UNTS	COST
Heavy Weapons	Two to Four Heavy Weapons Teams	+25 points each
Mortars	One to Two Mortar Teams	+25 points each
Rockets	One to Three Rocket Teams	+25 points each
Snipers	One to Three Snipers	+25 points each
Fanatics	One to Six Fanatics	+25 points each
Saboteurs	One to Two Saboteurs	+25 points each
Bombmen	One to Two Bombmen	+25 points each
Ogryn	One to Two Ogryns	+50 points each
Captured Tanks	Three Leman Russ tanks	175 points
Improvised Transports	Enough Flatbed Technicals to transport all Infantry in the entire formation	+10 points each
Armed Cars	One to six Armed Technicals (either type)	+25 points
Rabble Rouser	Add one Rabble Rouser character to any unit in the formation	+50 points

Insurgent Supporters

(An Insurgency Army may contain one supporter formation for each Insurgent Mob)

FORMATION	UNITS	COST
Snipers	Four Snipers	100 points
Bombmen	Four Bombmen	100 points
Rebel Armour	Five Leman Russ tanks	300 points
Fanatics	Four Fanatics	100 points
Saboteurs	Two Saboteurs	100 points
Rebel Artillery	Three Basilisk	250 points
Rebel Flak	Three Hydra	100 points
Armed Cars	Three to Six Armed Technicals (either type)	25 points each



Change Log

0.2

1. Added Fanatics, Saboteurs, and Irate Farmers
2. Larger Revolutionary mob, smaller regular mobs (make the Revolutionary more likely to be BTS)
3. More flexibility in specialist numbers
4. Removed foreign allies (didn't fit theme)

0.3

1. Two variants of armed technicals. Reduced to FF5+
2. No foreign advisor (still don't fit theme)

0.4

1. Added civilians and demonstrations