

## HEAVY MECHANISED IMPERIAL GUARD ARMY LIST V0.7

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 IMPERIAL GUARD COMPANIES

FORMATION	UNITS	COST
1+ Heavy Mechanised Company	One Commander unit, one Infantry Platoon (with Crassus) and one to three additional Company Platoons purchased below.	200 Points
	Replace the Crassus Assault Transport with three Chimeras	+25 points
	Replace the Commander unit with a Supreme Commander unit (max 1 Supreme Commander per army).	+100 Points
Heavy Tank Company	One Macharius Command Tank, one Heavy Tank Platoon and one to three additional Company Platoons purchased below.	250 points
	add the Supreme Commander ability to one Macharius Command Tank (max 1 Supreme Commander per army).	+100 Points

### HEAVY MECHANISED IMPERIAL GUARD COMPANY PLATOONS

(A company includes two to four platoons. A platoon may be taken more than once per company.)

UPGRADE	UNITS	COST
Fire Support Platoon	Add six Support Squad units and one Crassus Assault Transport	+200 points
	Replace the Crassus Assault Transport with three Chimeras	+25 points
Heavy Tank Platoon	Add one Macharius Tank	+75 points
Infantry Platoon	Add six Infantry units and one Crassus Assault Transport	+150 points
	Replace the Crassus Assault Transport with three Chimeras	+25 points
Hellhound Platoon	Add three Hellhounds	+50 points each
Ogryn Platoon	Add three Ogryn units and one Crassus Assault Transport	+125 points
	Replace the Crassus Assault Transport with three Chimeras	+25 points
Omega Heavy Tank Platoon	Add one Macharius Omega	+125 points
Sky-Killer Platoon	Add one Praetor Sky-Killer	+125 points
Tank Platoon	Add three Leman Russ or Leman Russ Demolishers	+150 points

### HEAVY MECHANISED IMPERIAL GUARD SUPPORT FORMATIONS

(any two support formations may be fielded for each company)

FORMATION	UNITS	COST
Superheavy Artillery Battery	Two Praetor Assault Launchers OR Dominus Bombards	300 points
	May add one Praetor Assault Launcher OR Dominus Bombard	+150 points
Omega Heavy Tank Squadron	Two Macharius Omegas	275 points
	May add one Macharius Omega	+125 points
Sky-Killer Battery	Two Praetor Sky-Killers	200 points
Salamander Scout Squadron	Three Salamander Scout Vehicles	100 points
	May add one Salamander Command Vehicle	+25 points
Tempestus Scions	Six Stormtroopers and one Crassus Assault Transport (may not garrison)	200 points
	Replace the Crassus Assault Transport with six Centaurs (may garrison)	+25 points
	Replace the Crassus Assault Transport with three Valkyries (may garrison)	+75 points
Superheavy Tank Formation	One Baneblade or Shadowword	200 points
Tank Hunter Squadron	Three Leman Russ Destroyer Tank Hunters OR	200 points
	Three Valdor Tank Hunters	250 points
Tank Squadron	Six Leman Russ Tanks	400 points
	Upgrade one to a Leman Russ Vanquisher OR	+25 Points
	Upgrade one to a Leman Russ Executioner	Free

### IMPERIAL ALLY FORMATIONS

(up to a third of the points available may be spent on these formations)

#### IMPERIAL NAVY SUPPORT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
0-1 Orbital Support	Any one of the following units: Lunar Class Cruiser	150 points
	Emperor Class Battleship	200 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

#### TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound Pack	Two Warhound Class Titans	500 points
0-1 Warhound Titan	One Warhound Class Titan	275 points
Warlord	One Warlord Class Titan	825 points

## HEAVY MECHANISED IMPERIAL GUARD REFERENCE SHEET

### IMPERIAL GUARD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapons	(bc)	Assault Weapons, 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 two has an autocannon.
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns Ogryn Combat Weapons	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	Count as two units each for the purposes of being transported.
Stormtroopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	Scout.
Support Squad	INF	15cm	-	6+	5+	2x Autocannon	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon Power Weapon	45cm (bc)	AP5+/AT6+ Assault Weapons, 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).
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
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.
Leman Russ Destroyer Tank Hunter	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT3+, MW	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 Command Vehicle	AV	35cm	6+	6+	5+	Heavy Flamer AND Heavy Bolter	15cm (15cm) 30cm	AP4+, IC Small Arms, IC AP5+	Commander, Leader, Scout.
Salamander Scout Vehicle	AV	35cm	6+	6+	5+	Autocannon Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	Scout.
Valdor Tank Hunter	AV	15cm	4+	6+	5+	Lascannon Neutron Laser Projector	45cm 60cm	AT5+ MW3+,D	Reinforced Armour.
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	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, FxF, IC AT5+ AP4+	Reinforced Armour. DC3. Critical: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Crassus Assault Transport	WE	25cm	4+	6+	4+	2x Heavy Bolter 2x Lascannon 2x Autocannon 2x Heavy Bolter 2x Heavy Flamer	30cm 45cm 45cm 30cm 15cm	AP5+ AT5+ AP5+/AT6+ AP5+ AP3+, IC	Reinforced Armour, Transport(7 INF). DC2. Critical: Destroyed. 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.
Dominus Bombard	WE	15cm	4+	6+	5+	Heavy Siege Bombard 2x Heavy Bolter	45cm 30cm	3BP, IC, Ind AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Macharius Command Tank	WE	15cm	4+	6+	4+	2x Vanquishers 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 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+.
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.
Praetor Assault Launcher	WE	15cm	4+	6+	5+	Heavy Assault Launcher 2x Heavy Bolter	150cm 30cm	2BP, D, Ind AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Praetor Sky-Killer	WE	15cm	4+	6+	5+	Pilum Warheads 2x Heavy Bolter	60cm 30cm	2x AT5+/AA4+ AP5+	Reinforced Armour. DC2. Critical: Destroyed.
Shadowword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, FxF, TK(D3) AP5+	Reinforced Armour. DC3. Critical: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

## IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC Bomber	4+	n/a	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2x Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter Bomber	AC Fighter-	6+	n/a	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	2x Orbital Bombardment	n/a	8BP, MW	<i>Slow and Steady.</i>
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

## TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2x Turbo-Laser Destructor	60cm	4xAP5+/AT3+, FwA	<i>Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each</i>
						Rocket Launcher	60cm	3xBP, FwA	
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun	45cm	2x MW2+, FwA	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. All units it moves into or over suffer a hit on a roll of 6+.</i>
						Turbolaser Destructor	60cm	4x AP5+/AT3+, FwA	
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon	90cm	MW2+, FwA, TK(D3)	<i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, on a 4-6 the breach has been repaired. Any Breach not repaired causes one point of damage.</i>
						Gatling Blaster	60cm	4xAP4+/AT4+, FwA	
						2x Turbo-Laser Destructor	60cm	4xAP5+/AT3+, FxF	

## Special Rules

### 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 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.

### Imperial Void Shields

Imperial Titans are protected by Void Shield Generators. The number of void shields each Titan has is noted on the Titan's datasheet. Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate blast markers. Once all of the shields have been knocked down, the titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan. Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

### War Engine Transports

In the grand tournament scenario Crassus Assault Transports attached to Heavy Mechanised formations may only transport units from their own formation (i.e. the rules for War Engine transports do not apply to Heavy Mechanised formations when using the army list in the grand tournament scenario).

Formations containing one or more Crassus Assault Transports may not garrison in the tournament scenario even if they meet the criteria specified in the garrison rules of the scenario.

Changelog.

- 0.7 Put Salamanders and Centaurs back in. Removed Sentinels. Changed companies to be made up of platoons rather than fixed format.
- 0.6 Changed Salamanders to Sentinels. Changed Stormtrooper Centaurs to Valkyries. Changed Praetor and Omega sizes to 2-3 and Macharius to 3-4. Added Omega as upgrade.
- 0.5 Changed 2x Crassus Heavy Bolters to Lascannons. Changed warhound loadout to plasma+laser.
- 0.4 Changed Crassus to 50 points. Increased Sky-Killer platoon to 2 Sky-Killers. Increased Support platoon to 6. Moved Macharius to Core. Removed RHQ and added SC Upgrade. Added Infantry Platoon upgrade. Changed Pilum Warhead stats. Increased Heavy Siege Bombard to 3BP. Added Ogryns. Removed footsloggers. Added Tank Hunter Platoon. Combined Praetor and Dominus entries into Superheavy Artillery battery. Added single warhound titan.
- 0.3 Added Leman Russ Executioner. Increased Heavy Siege Bombard range to 45cm. Changed Sky-Killer weapon stats. Merged Mechanised and Infantry company entries.
- 0.2 Added reactor blast to Omega critical. Added Praetor Sky-Killer. Added chimera option to Inf Co. Tank Squadron Upgrade from 175 to 150. Added Centaur options to Stormtroopers. Added Centaur and Chimera to Reference Sheet. Removed Hydra Battery. Added Baneblade and Shadowsword Platoon.