

IMPERIAL GUARD CAVALRY ARMY			
		MOUNTED BATTALIONS	Cost Upgrades
2+	Dragoon Battalion	Dragoon Commander + 8 Dragoons	200 HQ, Dragoons, Cuirassiers, Support Weapons
0-2	Lancer Battalion	Lancer Commander + 8 Lancers	300 Lancers
	Super Heavy Tank Battalion	3 Baneblade, Shadowsword, Stormhammer or Stormsword in any combination	500 Dragoons
		INDEPENDENT COMPANIES	(Two per Mounted Battalion)
	Recon Company	6 Lancers with Scout special rule	150
	Tachanka Company	6 Tachanka (any combination of weapons)	125
	Regimental Artillery Battery	3 Horse Limber and 3 Heavy AA Guns or 3 Howitzers	150
	Heavy Tank Company	1 Baneblade or Shadowsword	200
	Tank Company	6 Ragnarok Tanks	300
	Assault Gun Battery	6 Volos Tanks	400
		FORMATION UPGRADES	(Max one of each upgrade)
	HQ	Replace Dragoon Commander with Regimental Commander	50
	Dragoons	Add 4 Dragoons	50
	Cuirassiers	Replace up to 6 units with Cuirassiers	25 / 2 units
	Support Weapons	4 Dragoon Fire Support or 4 Dragoon Mortars	100
	Lancers	Add 4 Lancers	75
		IMPERIAL NAVY	(Maximum 1/3 of the army may be Navy/Titans)
	Thunderbolt	2 Thunderbolt Fighters	150
	Marauder Bomber	2 Marauder Bombers	250
		TITAN LEGIONS	
	Warhound Pack	2 Warhound Scout Titans	500
	Warlord Titan	1 Warlord Titan	825
		SPECIAL RULES	
	Mounted Infantry	When taking a Advance, Hold, Marshall, Overwatch or Sustained Fire action the unit may treat terrain as Infantry until next activation. When taking a Double, Engage or March action the unit treat terrain as Mounted until next activation.	
	Mounted Commissars	The army recieves 1 Commissar per 500 points. The Commissars must be assigned to Dragoon Battalions and Lancer Battalions before any other formations.	
	Battle Honours	All Mounted Battalions rides to war under the regimental banners with battle honours. This gives the formation the Leader-ability.	