

## VANAHEIM AIR CAVALRY IMPERIAL GUARD COMPANIES

FORMATION	UNITS	POINTS COST
0-1 Regimental HQ	One Imperial Guard Vanaheim Supreme Commander unit, nine Imperial Guard Vanaheim Infantry units and five Imperial Guard Valkyries	450
	Replace up to two Imperial Guard Valkyries with Imperial Guard Vendettas	+0
Air Cavalry Company	One Imperial Guard Vanaheim Commander unit, nine Imperial Guard Vanaheim Infantry units and five Imperial Guard Valkyries	400
	Replace up to two Imperial Guard Valkyries with Imperial Guard Vendettas	+0

## VANAHEIM AIR CAVALRY IMPERIAL GUARD SUPPORT FORMATIONS

(Up to two for each Vanaheim Air Cavalry Imperial Guard Company taken)

FORMATION	UNITS	POINTS COST
Vulture Squadron	Four Imperial Guard Vultures <i>or</i> Four Imperial Guard Vulture Punishers	300
Tauros Squadron	6 Tauros <i>or</i> Tauros Venator units in any combination	200
Sentinel Squadron	Four Imperial Guard Light Sentinels	100
	Upgrade two Imperial Guard Light Sentinels to Imperial Guard Support Sentinels	+25
	Upgrade four Imperial Guard Light Sentinels to Imperial Guard Support Sentinels	+50
	Add two Imperial Guard Valkyries	+100
Storm Trooper Platoon	Eight Imperial Guard Storm Troopers and four Imperial Guard Valkyries	350

## VANAHEIM AIR CAVALRY IMPERIAL GUARD COMPANY UPGRADES

(Up to two may be added to each Vanaheim Air Cavalry Imperial Guard Company)

UPGRADE	UNITS	POINTS COST
Fire Support Platoon	Two Imperial Guard Vanaheim Fire Support units and one Imperial Guard Valkyrie	100 (75)
Mortar Platoon	Two Imperial Guard Mortar units and one Imperial Guard Valkyrie	75 (50)
Infantry Platoon	Two Imperial Guard Vanaheim Infantry units and one Imperial Guard Valkyrie	75 (50)
Snipers	Two Imperial Guard Sniper units and one Imperial Guard Valkyrie	100 (75)
Gunship Support	One Imperial Guard Vulture <i>or</i> Imperial Guard Vulture Punisher	75

## IMPERIAL NAVY

FORMATION	POINTS COST
Two or Three Thunderbolt Fighters	75 each
Two or Three Lightning Strike Fighters	75 each
Two or Three Avenger Strike Fighters	100 each
Two Marauder Bombers	250
Two Marauder Destroyers	250
0-1 Orbital Support: Lunar Class Cruiser <i>or</i>	150
Emperor Class Battleship	200

### USING THE ARMY LIST

- Each allowed Vanaheim Air Cavalry 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.

## CODEX IMPERIAL GUARD – VANAHEIM AIR CAVALRY

Strategy Rating: 2

Initiative: 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Imperial Guard Vanaheim Supreme Commander	Inf	15cm	5+	4+	5+	Lasguns Heavy Bolter Power Weapon	(15cm) 30cm Base Contact	Small Arms AP5+ Assault Wpn, MW, +1A	Supreme Commander
Imperial Guard Vanaheim Commander	Inf	15cm	6+	5+	5+	Lasguns Heavy Bolter Chainswords	(15cm) 30cm Base Contact	Small Arms AP5+ Assault Wpn	Commander
Imperial Guard Commissar	Ch	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Fearless, Inspiring, Leader
Imperial Guard Vanaheim Infantry	Inf	15cm	-	6+	5+	Lasguns Heavy Bolter	(15cm) 30cm	Small Arms AP5+	
Imperial Guard Vanaheim Fire Support	Inf	15cm	-	6+	4+	2 x Missile Launchers	45cm	AP5+/AT6+	
Imperial Guard Mortar Support	Inf	15cm	-	6+	6+	Mortars	30cm	2 x AP5+, Indirect Fire	
Imperial Guard Storm Troopers	Inf	15cm	5+	5+	4+	Hellguns Plasma guns	(15cm) 15cm	Small Arms AP5+/AT5+	Scout
Imperial Guard Light Sentinel	LV	20cm	6+	6+	5+	Heavy Bolter	30cm	AP5+	Scout, Walker
Imperial Guard Support Sentinel	LV	20cm	6+	6+	5+	Multi Melta <u>and</u>	15cm (15cm)	MW5+ Small Arms, MW	Scout, Walker
Imperial Guard Tauros	LV	35cm	5+	6+	4+	Heavy Flamer	15cm	AP4+, Ignore Cover	Scout
Imperial Guard Tauros Venator	LV	35cm	5+	6+	5+	Twin Multilaser	30cm	AP4+/AT6+	Scout
Imperial Guard Valkyrie	AV	35cm	5+	6+	5+	Multi Laser 2 x Heavy Bolter 2 x Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One Shot	Scout, Skimmer, Transport: up to two Storm Trooper, Vanaheim Supreme Commander, Vanaheim Commander, Vanaheim Infantry, Vanaheim Fire Support, Mortar Support, Light Sentinel or Support Sentinel units.
Imperial Guard Vendetta	AV	35cm	5+	6+	5+	3x Twin Lascannons 2x Heavy Bolter	45cm 30cm	AT4+ AP5+	Scout, Skimmer, Transport: up to two Storm Trooper, Vanaheim Supreme Commander, Vanaheim Commander, Vanaheim Infantry, Vanaheim Fire Support, Mortar Support units.
Imperial Guard Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2 x Hellstrike Missiles	30cm 45cm 120cm	AP5+ AP4+/AT5+ AT2+, One Shot	Scout, Skimmer
Imperial Guard Vulture Punisher	AV	35cm	5+	6+	4+	Heavy Bolter Twin Punisher Cannons	30cm 30cm	AP5+ 3 x AP4+	Scout, Skimmer

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Strategy Rating: 2

Initiative: Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 x Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Marauder Destroyer	AC	Bomber	4+	na	na	Twin Heavy Bolters Twin Assault Cannon 3 x Twin Autocannons 2 x Underwing Rockets	15cm 15cm 45cm 30cm	AA5+ AA4+, R Arc AP4+/AT5+, FF Arc AT4+, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	
Lightning Strike	AC	Fighter	6+	na	na	Lascannon 2 x Underwing Rockets	45cm 30cm	AT5+/AA5+, FF Arc AT4+, FF Arc	
Lightning Attack	AC	Fighter	6+	na	na	Lascannon 2 x Skystrike Rockets	45cm 30cm	AT5+/AA5+, FF Arc AA5+, FF Arc	<i>Can represent either the new Voss pattern from AI or the classic FW long barrelled autocannon one.</i>
Avenger Strike	AC	Fighter Bomber	6+	na	na	Avenger Bolt Cannon 2 x Skystrike Missiles Twin Autocannon Heavy Stubber	30cm 30cm 30cm 15cm	2 x AP3+/AT5+, FF Arc AA5+, FF Arc AP4+/AT5+, FF Arc AA6+, R Arc	<i>Having a mix of AA/ground attacks prevents Avenger being too powerful in one roll.</i>
Lunar Class Cruiser	SC	na	na	na	na	Orbital Bombardment Pin-point attack	na na	3BP, MW MW2+, TK (D3)	
Emperor Class Battleship	SC	na	na	na	na	Orbital Bombardment	na	8BP, MW	Slow and Steady – may not be used on turns one and two.

### Vanaheim Air Cavalry Special Rules

**Commissars** An Imperial Guard army may include up to one Commissar Character for each full five hundred points. The Commissar characters are a free upgrade; however they must be appropriately modelled to be included in the army.

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 Titan or Imperial Navy units.

**CAP Garrison** Rather than placing one garrison on overwatch an Air Cavalry Imperial Guard army may place one fighter formation on CAP. The Imperial Guard player may still set up as many garrisons as their army allows, but only one of these may start the game on overwatch. The aircraft follow all the rules for CAP, but are setup during the pre-game garrisoning phase.

This reference sheet is completely unofficial and in no way endorsed by Games Workshop Limited.