



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 or engaged, roll an initiative test; If it passes the test, replace all units in the formation with Armed Civilians before resolving the attack. If it fails the test, remove it completely as the rabble scatters.

Reveal Purpose is a special action available to **Suspicious Activity** formations. If the action succeeds, remove the formation from play and immediately deploy a **Specialists** formation that is currently in reserve. The deployed formation deploys as if using the *Teleport* rule; The first unit must be placed in the location of the removed Suspicious Civilian. The deployed formation starts on *Overwatch*, and may activate normally later in the same turn.

Spontaneous Uprisings Pool represents the populace spontaneously joining the fight when they see their friends and neighbors gunned down by the oppressors. Place all destroyed Infantry units in the Spontaneous Uprisings pool. In the end phase, remove half the units in the uprisings pool from play (for this purpose, Suspicious Civilians units counts as 5 units each). From the remaining units, form as many **Insurgent Mobs** (including upgrades) and/or **Specialists** formations as possible and place them in reserve; They are available the following turn. Remove any left-over units from the game (they don't carry over to the next turn).



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>
Agitator	CH	n/a	n/a	n/a	n/a	Heavy stubber	30cm	AP6+
								Notes: <i>Commander, 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)
								Notes: <i>Insurgent</i>
Heavy Weapons Team	I	15cm	n/a	6+	5+	Heavy Stubber	30cm	AP6+
								Notes: <i>Insurgent</i>
Mortar Team	I	15cm	n/a	6+	6+	Mortars	30cm	AP5+/AT6+ Indirect
								Notes: <i>Insurgent</i>
Rebel Soldiers	I	15cm	n/a	6+	5+	Autocannon	45cm	AP5+/AT6+
								Notes: <i>None</i>
Rocket Team	I	15cm	n/a	6+	6+	Missile Launchers	45cm	AP5+/AT6+/AA6+
								Notes: <i>Insurgent</i>
Snipers	I	15cm	n/a	6+	5+	Hunting Rifles	30cm	AP6+, Sniper
								Notes: <i>Insurgent, Scout</i>
Ogryns	I	15cm	3+	4+	5+	Ogryn Weapons Ripper Guns	(contact) (15cm)	EA (+1), MW (small arms)
								Notes: <i>None</i>
Fanatics	I	15cm	n/a	4+	6+	Bomb Belt Improvised Firearms	(contact) (15cm)	EA (+2), Suicide (Small arms)
								Notes: <i>Insurgent, Fearless</i>
Saboteurs	I	15cm	n/a	6+	6+	Sabotage	15cm	MW2+, Suicide
								Notes: <i>Insurgent, Fearless. May only use Sabotage against units that have not moved previously the same turn</i>
Irate Drivers	I	30cm	n/a	5+	6+	Six-shooters	(contact)	First Strike
								Notes: <i>Insurgent, Mounted, Scout</i>
Bombmen	I	15cm	n/a	6+	6+	Improvised Firearms Improvised Explosives	(15cm) 30cm	(small arms) AT3+, One Shot, Indirect
								Notes: <i>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
								Notes: <i>Civilian</i>
Suspicious Civilians	I	15cm	n/a	n/a	n/a	Heavy Bags, Voluminous Clothes and a Shifty Demeanor	n/a	n/a
								Notes: <i>Insurgent. If the unit is attacked, it is automatically destroyed as the suspects scatter Suspicious Civilians does not have a Zone of Control, cannot contest or control objectives and may not move within 20cm of another Suspicious Civilians unit.</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+
								Notes: <i>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+
								Notes: <i>None</i>
Armed Technical	LV	30cm	6+	6+	5+	Auto-cannon	45cm	AP5+/AT6+
								Notes: <i>None</i>
Armed Technical	LV	30cm	6+	6+	6+	Multi-rocket launcher	45cm	1BP, Slow Firing
								Notes: <i>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 0.7

Insurgency armies have a strategy rating of 0. 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 Core Formations

(An Insurgency Army may contain any number of Insurgent Core Formations)

MOB	CORE UNITS	COST
0-1 Revolutionary Mob	Twenty Armed Civilians and one Revolutionary character <i>The Revolutionary may add up to four different Specialist upgrades. If taken, the Revolutionary <u>must</u> be the most expensive formation in the army.</i>	250 points
Insurgent Mob	Twelve Armed Civilians	125 points
Posse	Six Irate Drivers	150 points
Rebel Militia	Eight Rebel Soldiers	150 points

Insurgent Civilian Formations

(An Insurgency Army may contain any number of Insurgent Civilian Formations)

MOB	CORE UNITS	COST
Demonstration	Twelve Protesters	75 points
Suspicious Activity	One Suspicious Civilian <i>Suspicious Activity may take the special action Reveal Purpose.</i>	25 points

Insurgent Specialists

(Up to two different upgrades may be added to each Insurgent Core Formation)

UPGRADE	UNITS	COST
Specialists	One to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics or Bombmen in any combination	+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 each
Leadership	Add one Rabble Rouser or Agitator character to any unit in the formation	+50 points

Insurgent Supporters

(An Insurgency Army may contain one supporters formation for each Insurgent Core Formation)

FORMATION	UNITS	COST
Specialists	Four to Six Heavy Weapons Teams, Mortar Teams, Rocket Teams, Snipers, Fanatics or Bombmen in any combination	25 points each
Rebel Armour	Three to Five Leman Russ tanks	65 points each
Rebel Artillery	Three Basilisk	250 points
Rebel Flak	Three Hydra	150 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

0.5

1. Tweaked the rocket artillery technical
2. Renamed "Insurgency Mob" to "Insurgency Core Formation" to distinguish the category from the formation with the same name.
3. Added Suspicious Civilians, another sneaky deployment option.
4. Added Spontaneous Uprising Pool, to boost number of fists in the air without requiring more models
5. Simplified the purchase structure for the different specialist units.

0.6

1. Separate category for Civilians - reduces the severity of Support formation spam

0.7

1. Clarify that the Revolutionary mob can take 4 *different* upgrades.
2. Fixed Rebel Leman Russ and Hydra costs to match LatD
3. Changed strategy to 0.
4. Cowboys, not farmers :)
5. Civilians may scatter when engaged, too.
6. Added Agitator