

1850 Pts - Imperial Guard - Brett Perkins's Imperial Guard 9th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Company Command Squad (6⁺, 145 pts)												
Company Command Squad	4		3	4	3	3	1	3	1	7	5+	145
Company	1		4	4	3	3	3	3	3/4	9	5+/5	[26]
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Meltagun (x4) Flak Armour; Frag Grenades; Refractor Field; Laspistol; Close Combat Weapon; Senior Officer												
Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle												
HQ: Lord Commissar (1⁺, 90 pts)												
Lord Commissar	1		5	5	3	3	3	3	3/4	10	5+/5	90
Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Refractor Field; Close Combat Weapon; Camo Cloak; Power Weapon; Aura of Discipline; Independent Character; Summary Execution; Stubborn												
Elite: Psyker Battle Squad (10⁺, 155 pts)												
Psyker Battle Squad	8		2	3	2	3	1	3	1/2	9	5+	155
Overseer	1		3	3	3	3	1	3	2/3	9	5+	[20]
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
Unit Type: Psyker (Santioned Psykers Only); Infantry; Flak Armour; Close Combat Weapon (x8); Laspistol (x8); Psychic Choir; Ultimate Sanction; Soulstorm; Weaken Resolve Flak Armour; Close Combat Weapon; Laspistol												
Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle												
Troops: Veteran Squad (10⁺, 100 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	5+	100
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[7]
Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x9); Demolition Charge; Melta Bombs; Demolitions Flak Armour; Frag Grenades; Krak Grenades; Laspistol; Close Combat Weapon; Melta Bombs												
Troops: Veteran Squad (11⁺, 155 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	5+	155
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[7]
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Meltagun (x3) Flak Armour; Frag Grenades; Krak Grenades; Laspistol; Close Combat Weapon												
Unit Type: Vehicle (Tank); Searchlight; Smoke Launchers; Turret Multi-Laser; Heavy Flamer; Amphibious; Mobile Command Vehicle												
Troops: Veteran Squad (11⁺, 155 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	5+	155
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[7]
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Meltagun (x3) Flak Armour; Frag Grenades; Krak Grenades; Laspistol; Close Combat Weapon												
Unit Type: Vehicle (Tank); Searchlight; Smoke Launchers; Turret Multi-Laser; Heavy Flamer; Amphibious; Mobile Command Vehicle												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Infantry Platoon (25⁺, 185 pts)												
Infantry Platoon	1											185
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[45]
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[70]
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[70]
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Fast Attack: Vendetta Gunship Squadron (1⁺, 130 pts)												
Vendetta Gunship Squadron	1											130
Vendetta	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10						[130]
Extra Armor; Searchlight; Twin-linked Lascannon (x3)												
Fast Attack: Vendetta Gunship Squadron (1⁺, 130 pts)												
Vendetta Gunship Squadron	1											130
Vendetta	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10						[130]
Extra Armor; Searchlight; Twin-linked Lascannon (x3)												
Fast Attack: Vendetta Gunship Squadron (1⁺, 130 pts)												
Vendetta Gunship Squadron	1											130
Vendetta	1	Grp:	BS: 3	FA: 12	SA: 12	RA: 10						[130]
Extra Armor; Searchlight; Twin-linked Lascannon (x3)												
Heavy Support: Manticore Rocket Launcher (1⁺, 160 pts)												
Manticore Rocket Launcher	1	Grp:		BS: 3	FA: 12	SA: 10	RA: 10					160
Unit Type: Vehicle (Tank); Storm Eagle Rockets; Searchlight; Smoke Launchers; Heavy Flamer; Limited Ammunition												
Heavy Support: Hydra Flak Tank Battery (2⁺, 150 pts)												
Hydra Flak Tank Battery	1											150
Hydra Flak Tank	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[75]
Hydra Flak Tank	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[75]
Unit Type: Vehicle (Tank); Auto-targeting System; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Heavy Flamer												
Heavy Support: Leman Russ Squadron (1⁺, 165 pts)												
Leman Russ Squadron	1											165
Leman Russ Demolisher	1	Grp:	BS: 3	FA: 14	SA: 13	RA: 11						[165]
Unit Type: Vehicle (Tank); Demolisher Siege Cannon; Heavy Bolter; Searchlight; Smoke Launchers; Lumbering Behemoth												
Army Builder Error should be 165pts												
Total Cost:											1850	

Option Footnotes	
Doctrines	
Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.
Orders	
Bring It Down!	Choose one enemy unit, the weapons the ordered unit fires at this unit count as twin-linked (see C:IG, pg. 30).
Fire on my Target!	Choose one enemy unit, successful cover saves against firing by the ordered unit at this unit must be re-rolled (see C:IG, pg. 30).
First Rank, FIRE! Second Rank, FIRE!	Lasguns in the ordered unit have plus 1 shots, so 3 at up to 12" and 2 at up to 24" with normal Rapid Fire restrictions (see C:IG, pg. 36).
Get Back in the Fight!	The ordered unit immediately regroups or returns to normal. It may shoot and assault normally (see C:IG, pg. 30).
Incoming!	The ordered unit may immediately go to ground, with an additional +1 bonus to cover saves (see C:IG, pg. 36).
Move! Move! Move!	The ordered unit immediately runs, rolling three dice and choosing the highest (see C:IG, pg. 36).
Psychic Powers	
Soulstorm	36" Range; S*; APD6; Assault 1, Large Blast. Psychic shooting attack (see C:IG, pg. 47).
Weaken Resolve	Used during the Psyker Battle Squad's Shooting phase. Choose one enemy unit within 36" and in LOS. For the remainder of the turn, the enemy unit's Ld is reduced by the number of Sanctioned Psykers in the unit (to a minimum of 2) (see C:IG, pg. 47).
Special Rules	
Amphibious	Ignores water features (see C: IG, pg. 39).
Aura of Discipline	Friendly units within 6" may use the Lord Commissar's Ld for Morale, Pinning and Orders tests.
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Grav Chute Insertion	Special passenger deployment (see C:IG, pg. 56).
Independent Character	(See WH40k, pg. 50.)
Junior Officer	The Junior Officer may issue 1 order per turn with a 6" command radius: First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 36).
Limited Ammunition	May only fire four times (see C: IG, pg. 54).
Lumbering Behemoth	Vehicle may fire it's main weapon when moving at Combat speed, but only moves 6+D6" when at Cruising speed (see C: IG, pg. 48).
Mobile Command Vehicle	Embarked Officers may still issue orders (see C: IG, pg. 39).
Psychic Choir	Treated as single psyker (see C: IG, pg. 47).
Psyker (Sanctioned Psykers Only)	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Senior Officer	The Senior Officer may issue 2 orders per turn with a 12" command radius: Bring it Down, Fire on my Target!, Get Back in the Fight!, First Rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! (see C:IG, pg. 30).
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
Summary Execution	If Morale if failed, remove the highest Ld model, other than the Commissar, and re-roll (see C: IG, pg. 32).
Ultimate Sanction	While the Overseer lives, instead of receiving PotW, remove D3 Psykers. Otherwise, all Psykeres suffer PotW (see C: IG, pg. 47).
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Wargear	
Auto-targeting System	Skimmers cannot claim the cover save from moving flat out against shots fired by the Hydra. Bikes cannot claim the cover save due to turbo-boosting against shots fired by the Hydra (see C:IG, pg. 51).
Camo Cloak	Model has the Stealth USR.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Demolisher Siege Cannon	24" Range; S10; AP2; Ordnance 1, Large Blast.
Demolition Charge	6" Range; S8; AP2; Assault 1, Large Blast, One Shot Only.
Extra Armor	Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.
Flak Armour	Confers a 5+ Armour Save.
Flamer	Template; S4; AP5; Assault 1

Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Heavy Bolter	36" Range; S5; AP4; Heavy 3
Heavy Flamer	Template; S5; AP4; Assault 1
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Lascannon	48" Range; S9; AP2; Heavy 1
Lasgun	24" Range; S3; AP-; Rapid
Laspistol	12" Range; S3; AP-; Pistol
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).
Searchlight	Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the Night Fighting rules were not in effect, as the enemy can see the searchlight.
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Storm Eagle Rockets	24" to 120" Range; S10; AP4; Ordnance Barrage D3, Large Blast.
Turret Multi-Laser	36" Range; S6; AP6; Heavy 3
Twin-Linked Hydra Autocannons	72" Range; S7; AP4; Heavy 2, Twin-linked.
Twin-linked Lascannon	48" Range; S9; AP2; Heavy 1 Linked