

2000 Pts - Imperial Guard - IG, 200pts, 14xChimera, 20xVehicle

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Company Command Squad (7⁺, 160 pts)												
Company Command Squad	4		3	4	3	3	1	3	1	7	5+	160
Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Flamer (x1); Meltagun (x2); Astropath												
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[26]
Flak Armour; Frag Grenades; Refractor Field; Laspistol; Close Combat Weapon; Senior Officer												
Astropath	1		3	4	3	3	1	3	1/2	7	5+	[30]
Flak Armour; Frag Grenades; Close Combat Weapon; Laspistol; Telepathic Relay												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle												
HQ: Company Command Squad (6⁺, 130 pts)												
Company Command Squad	4		3	4	3	3	1	3	1	7	5+	130
Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Flamer (x1); Meltagun (x2)												
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[26]
Flak Armour; Frag Grenades; Refractor Field; Laspistol; Close Combat Weapon; Senior Officer												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle												
Elite: Psyker Battle Squad (6⁺, 115 pts)												
Psyker Battle Squad	4		2	3	2	3	1	3	1/2	9	5+	115
Psyker (Santioned Psykers Only); Unit Type: Infantry; Flak Armour; Close Combat Weapon (x4); Laspistol (x4); Psychic Choir; Ultimate Sanction; Soulstorm; Weaken Resolve												
Overseer	1		3	3	3	3	1	3	2/3	9	5+	[20]
Flak Armour; Close Combat Weapon; Laspistol												
Chimera	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[55]
Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle												
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Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Infantry Platoon (28⁺, 340 pts)												
Infantry Platoon	1	☑										340
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[110]
	Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Flamer (x1); Meltagun (x2)											
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]
	Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer											
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
	Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[115]
	Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x8); Meltagun (x1); Combined Squad											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
	Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon											
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
	Unit Type: Vehicle (Tank); Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Amphibious; Mobile Command Vehicle											
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	Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon											
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
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Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
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Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[55]
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Fast Attack: Scout Sentinel Squadron (1⁺, 40 pts)												
Scout Sentinel Squadron	1											40
Scout Sentinel	1	Grp:	WS: 3	BS: 3	St: 5	In: 3	At: 1	FA: 10	SA: 10	RA: 10		[40]
	Unit Type: Vehicle (Walker, Open-topped); Autocannon; Move Through Cover; Scouts											
Fast Attack: Scout Sentinel Squadron (1⁺, 40 pts)												
Scout Sentinel Squadron	1											40
Scout Sentinel	1	Grp:	WS: 3	BS: 3	St: 5	In: 3	At: 1	FA: 10	SA: 10	RA: 10		[40]
	Unit Type: Vehicle (Walker, Open-topped); Autocannon; Move Through Cover; Scouts											
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Scout Sentinel Squadron	1											40
Scout Sentinel	1	Grp:	WS: 3	BS: 3	St: 5	In: 3	At: 1	FA: 10	SA: 10	RA: 10		[40]
	Unit Type: Vehicle (Walker, Open-topped); Autocannon; Move Through Cover; Scouts											
Heavy Support: Hydra Flak Tank Battery (1⁺, 75 pts)												
Hydra Flak Tank Battery	1											75
Hydra Flak Tank	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[75]
	Unit Type: Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2)											
Heavy Support: Hydra Flak Tank Battery (1⁺, 75 pts)												
Hydra Flak Tank Battery	1											75
Hydra Flak Tank	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[75]
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Hydra Flak Tank Battery	1											75
Hydra Flak Tank	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[75]
	Unit Type: Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2)											
											Total Cost:	2000

Option Footnotes	
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).
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
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).
Mobile Command Vehicle	Embarked Officers may still issue orders (see C: IG, pg. 39).
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
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).
Telepathic Relay	+1 to friendly Reserve rolls and friendly units may re-roll sides when outflanking (see C:IG, pg. 31).
Ultimate Sanction	While the Overseer lives, instead of receiving PotW, remove D3 Sanctioned Psykers. Otherwise, all Sanctioned Psykers 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)
Unit Type: Vehicle (Walker, Open-topped)	Unit Type: Vehicle (Walker, Open-topped) (WH40k, pp. 70,72-73)
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).
Autocannon	48" Range; S7; AP4; Heavy 2
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
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
Lasgun	24" Range; S3; AP-; Rapid
Laspistol	12" Range; S3; AP-; Pistol
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
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).
Turret Multi-Laser	36" Range; S6; AP6; Heavy 3
Twin-Linked Hydra Autocannons	72" Range; S7; AP4; Heavy 2, Twin-linked.






Validation Report

c-1. File Version: 1.45 For Bug Reports/www.ab40k.org; 1. Guard Regiments: Imperial Guard (5th); b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 17.3
 % Fast: 6
 % Heavy: 11.3
 % HQ: 14.5
 Model Count: 121
 % Troops: 51
 % Wargear: 0
 Files version: 1.45
 Faith Points: 0

Group	Min	Max	Used
	1	2	2
	0	3	3
	2	6	3
	0	3	3
	0	3	3