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

Name	#	Grp	WS	BS	S	Т	Wo		Α	Ld	Save	Cost
HQ: Company Command Squad (7					_							
Company Command Squad	4	Ø	3	4	3	3	1	3	1	7	5+	160
	Unit 1	Гуре:	Infantry	; Flak	Armour	Frag	Grenades	: Close	Comba	t Weap	on (x4);	Lasgun (x1)
					; Astro			, 		1	× //	0 ()
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[26]
	Flak A	Armou	r; Frag	Grenade	es; Refr	actor F	ield; Las	pistol; (Close C	ombat V	Weapon;	Senior
	Office	r		1	n	1				r	·	I
Astropath	1		3	4	3	3	1	3	1/2	7	5+	[30]
Ohimana							bat Wear	oon; La	spistol;	Telepat	hic Rela	
Chimera					SA: 10			licht C	malra I			[55]
					; Heavy Comm		r; Searchl	light; Si	moke L	auncher	s; Turrei	Multi-
			indious,	Mobile	Comm	and ve						
HQ: Company Command Squad (6			-					•				(00
Company Command Squad	4	8	3	4	3	3	1	3	1	7	5+	130
						Frag	Grenades	; Close	Comba	t Weap	on (x4);	Lasgun (x1)
Company Commander	Flame	r (x1);	Meltag	$\frac{\operatorname{gun}(\mathrm{x}2)}{4}$	3	3	3	3	3/4	9	5+/5(i)	[26]
Company Commander	I Flok /	\rmou	•		-	-	ield; Las	-		•		
	Office		i, Mag	Orenaud	es, Kell		Ieiu, Las	pistoi, v		ombat	weapon,	Semor
Chimera			3S: 3	=A: 12	SA: 10) RA:	10					[55]
							r; Search	light: Si	moke L	auncher	s: Turret	
					Comm			0			,	
Elite: Psyker Battle Squad (6 [‡] , 115												
Psyker Battle Squad	4	8	2	3	2	3	1	3	1/2	9	5+	115
i oyitor Dattie Oquad			_	-		-	vne• Infa	-		-	-	bat Weapon
							hate Sanc					
Overseer	1		3	3	3	3	1	3	2/3	9	5+	[20]
	Flak A	Armou	r; Close	Comba	t Weap	on; La	spistol					
Chimera					SA: 10							[55]
							r; Search	light; Si	moke L	auncher	s; Turret	Multi-
	Laser;	Ampl	hibious;	Mobile	Comm	and Ve	ehicle					
Elite: Psyker Battle Squad (6 [‡] , 115	pts)											
Psyker Battle Squad	4	8	2	3	2	3	1	3	1/2	9	5+	115
	Psyke	r (San	tioned I	Sykers	Only);	Unit T	ype: Infa	ntry; F	lak Arm	our; Cl	ose Com	bat Weapon
	(x4); l	Laspis		; Psychi	c Choir	; Ultim	nate Sanc	tion; So	oulstorm	n; Weak	en Reso	lve
Overseer	1		3	3	3	3	1	3	2/3	9	5+	[20]
					t Weap							
Chimera					SA: 10			. 1 . 0	1 7			[55]
							r; Searchl	light; Si	moke L	auncher	s; Turret	Multi-
		Ampl	nibious;	Mobile	Comm	and ve	enicle					
Elite: Psyker Battle Squad (6 [‡] , 115		6.0	-	-				-	1		,	
Psyker Battle Squad	4	13	2	3	2	3	1	3	1/2	9	5+	115
												bat Weapon
0	(x4);]	Laspis	$\frac{1}{2}$; Psychi	c Choir	; Ultim	nate Sanc	tion; So		n; Weak		
Overseer	T	\		Comb		3	1	3	2/3	9	5+	[20]
Chimera					<u>t Weap</u> SA: 10							[55]
Chimera							r; Search	light S	moke L	auncher	e. Turrat	
					Comm			ugin, ol	HUKC L	aunenei	s, rune	. iviulu-
	1-10501,	1 mpi	orous,	1100110	Comm							

Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost	
Troops: Infantry Platoon (28 [‡] , 340)	ots)												
Infantry Platoon	1	D										340	
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[110]	
·	Unit	Type:	Infantry	; Flak	Armour	; Frag (Grenades	; Close	Comba	t Weap	on (x4);	Lasgun (x	x1);
				gun (x2)		Ũ		-					
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]	
							Close Con	mbat W	eapon;	Junior (Officer		
Chimera				FA: 12								[55]	
							; Search	light; S	moke La	auncher	s; Turre	t Multi-	
	Lase	r; Amp		Mobile		and Ve	hicle						
Infantry Squad	9	-	3	3	3	3		3			5+	[115]	
						es; Clos	e Comba	at Weaj	pon (x9)	; Flak A	Armour;	Lasgun (x	x8);
Correct		agun (x		nbined :	-	0	4	2	0/0	0	_ .	[[]]	
Sergeant	1	•	3		3	3		3	2/3	8	5+	[5]	
Chimera				FA: 12			Close Con	mbat w	eapon			[55]	
Chimera							; Search	light S	moleo L	aunahan	. Turne		
				Mobile				ngin, s	moke La	auncher	s, Tulle	i Mulu-	
Infantry Squad	<u>9</u>		3	3	3	3	1	3	1	7	5+	[115]	
	<u> </u>	Type	-	-	-	-	e Comb	-	$\frac{1}{100}$	· Flak	-	Lasgun (x	x8)·
				nbined 3		.5, 0105	e como	at weag		, 1 lux 1	umour,	Lusgun (/),
Sergeant	1	agun (ii	3	3	3	3	1	3	2/3	8	5+	[5]	
3	Flak	Armou	r: Frag	Grenade	es; Lasr	oistol; C	lose Co	mbat W					
Chimera				FA: 12								[55]	
							; Search	light; S	moke La	auncher	s; Turre	t Multi-	
				Mobile							-		
Troops: Infantry Platoon (28 [‡] , 340)													<u></u>
Infantry Platoon	1	D										340	
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[110]	
	<u> </u>	Type	-	-	-	-		-	. ·	•	-	Lasgun (x	x1).
				gun (x2)		, 1 iug (Sienades	, 01050	comou	t weap	on (A1),	Eusguii ()	···),
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]	
	Flak	Armou	r; Frag	Grenade	es; Lasp	istol; C	lose Co	mbat W	eapon;	Junior (Officer		
Chimera				FA: 12								[55]	
	Unit	Type:	Vehicle	e (Tank)	; Heavy	Bolter	; Search	light; S	moke La	auncher	s; Turre	t Multi-	
				Mobile				-					
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[115]	
						es; Clos	e Comba	at Weaj	pon (x9)	; Flak A	Armour;	Lasgun (x	x8);
	Melt	agun (x	1); Con	nbined !	Squad		1 .		1		1		
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
							lose Co	mbat W	eapon			r	
Chimera				FA: 12								[55]	
							; Search	light; S	moke La	auncher	s; Turre	t Multi-	
Information Converse	-	r; Amp		Mobile			hicle	2	4	-	_ .	[445]	
Infantry Squad	9 Unit	T	3 Infonter	3 11 Eroc	3 Cranada			3	$\frac{1}{1}$	/ 	5+	[115]	
				; Frag nbined :		es; Clos	e Comba	ai weaj	pon (x9)	, FIAK A	Armour;	Lasgun (2	xð);
Sergeant	1	agun (X	$\frac{1}{3}$	3	Squau 2	3	1	3	2/3	8	5+	[5]	
Sergean	Flak	Armou	-	-	 >e+	-	Close Co	-		0	JT	្រោ	
Chimera				FA: 12				moat W	capon			[55]	
Chillera							; Search	light [,] S	moke I	auncher	s. Turret		
				Mobile				ngin, o	HOKC LA	aunener	5, 1011C	. iviuiti-	
	Lase	., . mp		11100110		una 10							

Name		Grp	WS	BS	S	T	Wo		Α	Ld	Save	Cost
Troops: Infantry Platoon (28 [‡] , 340	ots)			r	1					r	r	
Infantry Platoon	1	D										340
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[110]
			-			; Frag	Grenades	; Close	Comba	t Weap	on (x4);	Lasgun (
Platoon Commander	Flan	ner (x1)	; Meltag	$\frac{\operatorname{gun}(x2)}{4}$) 3	3	1	3	2/3	8	5+	[6]
Platoon Commander	I Flak	Armou					Close Co			1	-	[6]
Chimera				FA: 12				indat vv	capon,	Junor	Jincer	[55]
••••••••							r; Search	light; S	moke L	auncher	s; Turre	
				Mobile								
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[115]
						es; Clo	se Comb	at Weaj	50n (x9)); Flak A	Armour;	Lasgun (
Correct		tagun (x		nbined		2	4	2	2/2	0	E .	[6]
Sergeant	1 Flak	A	3	3 Cranad		3	Close Co	3	2/3	8	5+	[5]
Chimera				FA: 12				indat w	eapon			[55]
Chimera							r; Search	light: S	moke L	auncher	s: Turre	
				Mobile							,	
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[115]
						es; Clo	se Comb	at Weaj	on (x9)	; Flak 4	Armour;	Lasgun (
	Melt	tagun (x		nbined	1 -			-				
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]
Chimara							Close Co	mbat W	eapon			[66]
Chimera				FA: 12			r; Search	light. S	moko I	aunahar	. Turro	[55] t Multi
				Mobile				ngni, s		auncher	s, Tulle	i Multi-
				, who have a second	Comm							
Fast Attack: Scout Sentinel Squadr Scout Sentinel Squadron	on (1	1^, 40	pts)	1						1	1	40
Scout Sentinel Squadroit	1		W/C· 2	BC: 3	St. E	In: 2	At: 1 FA	· 10 9	SA: 10	Ρ Λ· 10		[40]
Scout Sentiner							d); Auto					
Fast Attack: Scout Sentinel Squadr				2 (Walk	en, open		u), / luto	cumon,		Through		Beouts
Scout Sentinel Squadron	on (pts)									40
Scout Sentinel Squadron	-		W/S· 3	BC. 3	St: 5	In · 3	At: 1 FA		Δ· 10	RΔ· 10		[40]
Scout Sentiner							d); Auto					
Fast Attack: Scout Sentinel Squadr				2 (Wulk		1 (0)))	u), 11uto	<i></i>		Imougi	1 00101,	Beouts
Scout Sentinel Squadron	on (pts)	1						1	1	40
Scout Sentinel Squadron	1		W/C· 3	BC. 3	St. 5	In· 3	 At: 1 F/		Δ· 10	PA: 10		[40]
Scout Sentiner							d); Auto					
Userny Summerty Unders Flat, Tank D		_			en, open	i toppe	u), 11uto	cumon,		Imougi	1 00101,	Beould
Heavy Support: Hydra Flak Tank Battery Hydra Flak Tank Battery	1 1	y (1^,) 8	$\frac{15 \text{ pts}}{1}$				1			1	1	75
Hydra Flak Tank	-		BC. 3	FA: 12	SA: 10		10					[75]
							ng Syster	n. Heav	v Bolte	r. Searc	hlight. S	
							(x2)		y Done.	i, scare	iiiigiit, c	more
Heavy Support: Hydra Flak Tank Ba												
Hydra Flak Tank Battery		y (1^,) 8										75
Hydra Flak Tank	1		BS: 3	FA: 12	SA: 10) RA·	10					[75]
							ng Syster	n: Heav	v Bolte	r: Searc	hlight S	
							(x2)		, 2010	.,		
Heavy Support: Hydra Flak Tank Ba							()					
Hydra Flak Tank Battery	1	y (1^,) B	is pis)	'								75
Hydra Flak Tank Ballery Hydra Flak Tank	1		BC· 2	FA: 12	SD- 10	 Γ ΡΔ·	10				1	[75]
TIYUTA FIAK TATIK		· · · ·					ng Syster	n. Hoor	v Rolta	r: Searc	hlight: S	
							$\cos(x2)$		y Done.	, scare	inigin, c	MORE
	1	,	••••				····· (/1-/					

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 (Santioned Psykers	Psykers can use one psychic power per player turn (WH40K, pg. 50).
Only)	
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! 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	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
(Tank)	
Unit Type: Vehicle	Unit Type: Vehicle (Walker, Open-topped) (WH40k, pp. 70,72-73)
(Walker, Open-topped)	
("ramer, open topped)	Waraaan
Auto-targeting System	Wargear Skimmers cannot claim the cover save from moving flat out against shots fired by the Hydra. Bikes cannot
Autocannon	claim the cover save due to turbo-boosting against shots fired by the Hydra (see C:IG, pg. 51). 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
Heavy Bolter	5E). 36" Range; S5; AP4; Heavy 3
	24" Range; S3; AP-4; Heavy 5
Lasgun Laspistol	12" Range; S3; AP-; Rapid 12" Range; S3; AP-; Pistol
	12 Range; S5; AP-; Fistol 12" Range; S8; AP1; Assault 1; Melta.
Meltagun Refractor Field	
Searchlight	Confers a 5+ Invulnerable save (see C:IG, pg. 35). Searchlights are used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still
Searchingh	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	72" Range; S7; AP4; Heavy 2, Twin-linked.
Autocannons	

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
8	1	2	2
8	0	3	3
D	2	6	3
5	0	3	3
2	0	3	3