

## Codex Imperial Guard Update

This document is meant to allow players with newer models to use them when playing 2nd edition Warhammer 40,000.

Due to post 2nd edition weapon availability you will need to add the following to the wargear list on page 75 of Codex Imperial Guard:

### SPECIAL WEAPONS

Demolition charge.....12 points  
Needle sniper rifle.....10 points

### HEAVY WEAPONS

Heavy Flamer.....25 points

### New Wargear

Regimental Standard 15 points  
Any model in the Command HQ Squad not formed into a heavy weapon team may carry the Regimental Standard. Any friendly unit within 12" may re-roll failed break tests.

Vox-Caster 10 points

Any Infantry Squad, Command Squad, Heavy Weapons Squad, Rough Rider or Storm Trooper Squad may carry a vox-caster. The model carrying it must not be carrying a heavy or special weapon. If a Command HQ or Command Squad has a vox-caster or then one squad (per turn, per Officer) that also has a vox-caster may use the Leadership value of the Officer, no matter where they are located on the battlefield.

Note that a comm-link counts as a vox-caster.

Master-Vox 18 points

A Command HQ or Command Squad may carry a master-vox. The model carrying it must not be carrying a heavy or special weapon.

If a Command HQ or Command Squad has a master-vox then any number of squads that also has a vox-caster may use the Leadership value of the Officer, no matter where they are located on the battlefield.

Note that a comm-link counts as a master-vox.

### Demolition Charge

A demo charge is a one shot thrown explosive, and follows the normal grenade throwing procedures. Once thrown replace the model with one armed with a lasgun. It has the same profile as a standard battlecannon shell.

## NEW WARGEAR CARDS

### (IMPERIAL GUARD ONLY)

Holy Relic (Rare, 20 points)

A model bearing a Holy Relic may reveal it once per battle, at any time. For the remainder of that game turn all friendly models within 2d6" gain +1 Attack.

Honorifica Imperialis (Rare, 50 points)

This award is one of the highest honours that can be won by all ranks in the Imperial Guard.

Whatever the original status of the bearer he will use the same profile as a Colonel. He will continue in his original role, but with better characteristics.

Macharian Cross (Rare, 10 points)

The Cross is awarded to Officers in recognition of innovative and successful tactical thinking. After deployment has finished, but before deciding who has first turn, any one Battle Line squad (including it's transport, if any) within 6" of the officer may be redeployed up to 12". It must still abide by the mission's deployment zone rules.

Medallion Crimson (Rare, 15 points)

This medal is awarded to men who have suffered the most horrific injuries and have not lost their faith in the Emperor. It takes a lot to stop a man who has earned this medal. The first time the bearer is wounded by an attack that causes variable damage he takes a single wound instead.

Trademark Item (Uncommon, 5 points)

This is something a character carries into battle to show his disregard for the enemy, such as a swagger stick, nonchalantly smoked cigar, flamboyant cape etc. Reassured by his presence, a unit led by a character with this item may re-roll a failed break test. However, if the character is slain the unit must take a break test unless they have already done so that turn.

## CHARACTERS

### Tech-priest Enginseer.....30 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Captain	4	4	4	3	3	1	4	1	8

**WEAPONS** Laspistol and Power Axe.

**ARMOUR** Power armour (3+ save)

**WARGEAR** The Tech-Priest may have up to 3 wargear cards, and may be given additional weapons from the Assault, Special, and Command Weapons sections of the wargear list.

## SQUADS

### Servitor Squad.....15 points each

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Servitor	4	3	4	3	4	1	4	1	7

You may include one squad of Servitors for every Tech-Priest in your army. They form a bodyguard as described in Codex Ultramarines.

**SQUAD** The squad consists of between 1 and 5 Servitors.

**WEAPONS** None

**ARMOUR** Mechanised body (5+ save)

**WARGEAR** Any Servitor may be given a Servo Arm for 10 points.

Any model may be equipped with a weapon from the Heavy Weapons section of the wargear list, or a Multi-melta for 45 points, or a Heavy Plasma gun for 30 points.

### Psyker Battle Squad.....50 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Psyker	4	2	3	2	3	1	3	1	9
Overseer	4	3	3	3	3	1	3	1	9

**SQUAD** 1 Overseer and 3 psykers. Up to 9 additional psykers may be added for 15 points each.

**WEAPONS** Laspistol and knife.

**ARMOUR** Flak armour (6+ save)

**WARGEAR** None allowed.

### **SPECIAL**

The squad counts as a psyker in the same way as Grey Knights, with a mastery level of 1 for every 3 psyker models in the squad. As a psyker can't have more powers than his mastery level, if the squad loses members you will need to randomly choose a psychic power to discard.

If the Daemonic Attack card is played on the squad, the overseer will summarily execute 1d3 members of the squad instead, and the card is ignored.

They may choose powers from the Adeptus deck.

### Special Weapons Squad.....50 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Guardsman	4	3	3	3	3	1	3	1	7

**SQUAD** 6 Imperial Guardsmen.

**WEAPONS** Lasgun and Frag grenades.

**ARMOUR** Flak armour (6+ save)

**WARGEAR** Up to 3 Guardsmen must exchange their lasgun for a weapon from the Special Weapons wargear list.

The squad may be raised to Veteran status by choosing 1 Veteran ability from the Veteran List at the points cost indicated.

### Conscript Squad.....100 points

<i>Troop Type</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
Conscript	4	2	2	3	3	1	3	1	5
Guardsman	4	3	3	3	3	1	3	1	7

**SQUAD** 1 Imperial Guard Sergeant and 19 Conscripts.

**WEAPONS** Sergeant: Laspistol, sword and Frag grenades.  
Conscripts: Lasguns.

**ARMOUR** Flak armour (6+ save)

**WARGEAR** The sergeant may be given additional weapons from the Assault Weapons section of the wargear list.