

Vehicles of the Imperial Guard



For use with Warhammer 40,000 2nd Edition

Bane Wolf

130 points + weapons

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 15"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 7, d12 Damage, -4 Save (Armour Penetration d6+d12+7)</p> <p>Crew: 1 Imperial Guard Driver 2 Imperial Guard Gunners</p>	
---	--

Weapons

Either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

One **Chem Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Chem Cannon	Artillery Dice		Large Template		3	1	-3	d6+3	

The Chem Cannon is fired in exactly the same way as the Inferno Cannon. The cloud of poisons and acids affect living targets in exactly the same way as a Needle Sniper Rifle, wounding automatically. Against targets immune to the poisons the acids can still cause damage, and use the strength of 3.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 4	Hull	21	18
5 - 6	Turret	22	22

*Hit the nearest to the attacker.

Basilisk

175 points

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 15"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 7, d12 Damage, -4 Save (Armour Penetration d6+d12+7)</p> <p>Crew 1 Driver, 3 Gunners</p>	
--	--

Weapons

One **Earthshaker Artillery Cannon** with a 45° field of fire to the front.

One **Heavy Bolter** mounter in the hull with a 90° field of fire to the front.

The Griffon may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Siege Gun/Crew**	17/-	17/-

*Hit the nearest to the attacker.

** Roll a d6. 1-3 Siege Gun is hit, 4-6 crew is hit.

Centaur

147 points + weapons

Movement:
 Slow Speed: 8"
 Combat Speed: 18"
 Fast Speed: 25"

Type:
 Tracked

Ram Value:
 Strength: 7, d12 Damage, -5 Save
 (Armour Penetration d6+d12+8)

Crew:
 1 Imperial Guard Driver
 2 Imperial Guard Gunners



Weapons

One **Multi-laser** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

An Imperial Guard army which included a Centaur may insist that the enemy deploys d3 squads/characters/vehicles prior to the Guard setting up.

D6	Location	Front Armour	Rear Armour
1 - 2	Wheel*	16	16
3 - 5	Hull	21	18
6	Turret	20	20

*Hit the nearest to the attacker.

Chimera

98 points + weapons

<p>Movement: Slow Speed: 6" Combat Speed: 12" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 Imperial Guard Gunners</p> <p>Transport: 1 Imperial Guard Squad plus 1 Character</p>	
---	--

Weapons

Either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

One of the following weapons *must* be mounted in the turret, with a 360° field of fire:

Heavy Flamer +25 points

Multi-laser + 25 points

Twin-linked Heavy Bolters + 26 points

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Three **Lasguns** mounted in firing ports down both sides of the tank with a 180° field of fire to the appropriate side. These may only be fired by transported models.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

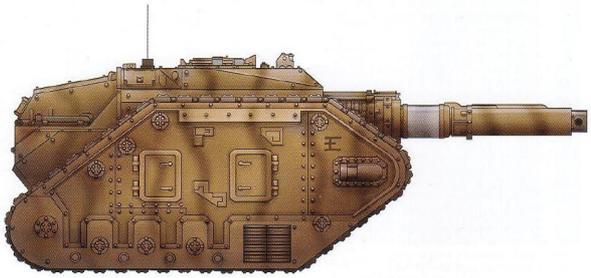
All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Turret	20	20

*Hit the nearest to the attacker.

Destroyer Tank Hunter

117 points

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 – 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Laser Destroyer** mounted in the hull, with a 45° field of fire, and a **targeter**.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Laser Destroyer	0-18	20-72	+1	-	9	2d10	-6	d6+2d10+9	

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 5	Hull	22	18
6	Laser Destroyer	17	17

*Hit the nearest to the attacker.

Devil Dog

145 points + weapons

Movement:
 Slow Speed: 5"
 Combat Speed: 10"
 Fast Speed: 15"

Type:
 Tracked

Ram Value:
 Strength: 7, d12 Damage, -4 Save
 (Armour Penetration d6+d12+7)

Crew:
 1 Imperial Guard Driver
 2 Imperial Guard Gunners



Weapons

Either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

One **Multi-melta** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 4	Hull	21	18
5 - 6	Turret	22	22

*Hit the nearest to the attacker.

Griffon

140 points

Movement:
 Slow Speed: 6"
 Combat Speed: 12"
 Fast Speed: 20"

Type:
 Tracked

Ram Value:
 Strength: 8, d12 Damage, -5 Save
 (Armour Penetration d6+d12+8)

Crew:
 1 Imperial Guard Driver
 3 Imperial Guard Gunners



Weapons

One **Heavy Mortar** with a 90° field of fire to the front.

One **Heavy Bolter** mounter in the hull with a 90° field of fire to the front.

The Griffon may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Mortar/Crew**	17/-	17/-

*Hit the nearest to the attacker.

** Roll a d6. 1-3 Heavy Mortar is hit, 4-6 crew is hit.

Hellhound

152 points + weapons

<p style="text-align: center;">Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 15"</p> <p style="text-align: center;">Type: Tracked</p> <p style="text-align: center;">Ram Value: Strength: 7, d12 Damage, -4 Save (Armour Penetration d6+d12+7)</p> <p style="text-align: center;">Crew: 1 Imperial Guard Driver 2 Imperial Guard Gunners</p>	
---	--

Weapons

Either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

One **Inferno Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 4	Hull	21	18
5 - 6	Turret	22	22

*Hit the nearest to the attacker.

Special

If a 6 is rolled on the hull damage chart the vehicle explodes as normal, but the blast is 2d6" radius from the centre of the model, with affected models suffering as if hit by the Inferno Cannon.

Hydra Flak Tank

200 points

Movement:
 Slow Speed: 6"
 Combat Speed: 12"
 Fast Speed: 20"

Type:
 Tracked

Ram Value:
 Strength: 8, d12 Damage, -5 Save
 (Armour Penetration d6+d12+8)

Crew:
 5- Driver, Gunner, Loader, Commander,
 Comms-operator



Model painted by Tony Cottrell

Weapons

Two turret mounted **Twin-linked Autocannons** with a 360° field of fire.

One **Heavy Bolter** mounter in the hull with a 90° field of fire to the front.

The Hydra may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

The Hydra has sophisticated tracking systems which mean it ignores to-hit penalties when shooting at a fast or very fast moving target.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Turret	17	17

*Hit the nearest to the attacker.

Leman Russ Annihilator

170 points + weapons

Movement:
Slow Speed: 5"
Combat Speed: 10"
Fast Speed: 20"

Type:
Tracked

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
1 Imperial Guard Driver
2 - 4 Imperial Guard Gunners



Weapons

Twin-linked **Lascannons** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Battle Tank

143 points + weapons

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 – 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Battle Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

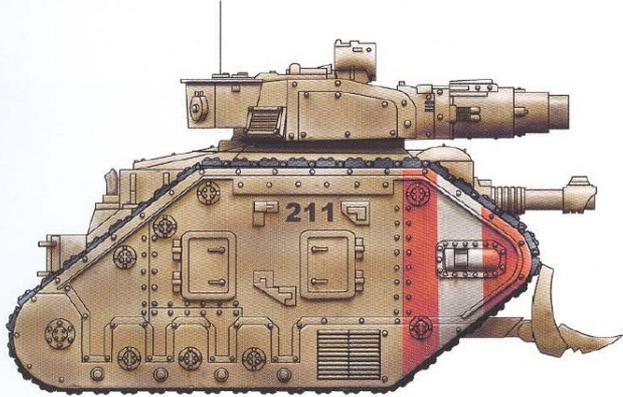
All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Conqueror

143 points + weapons

<p>Movement: Slow Speed: 6" Combat Speed: 12" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 – 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Conqueror Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

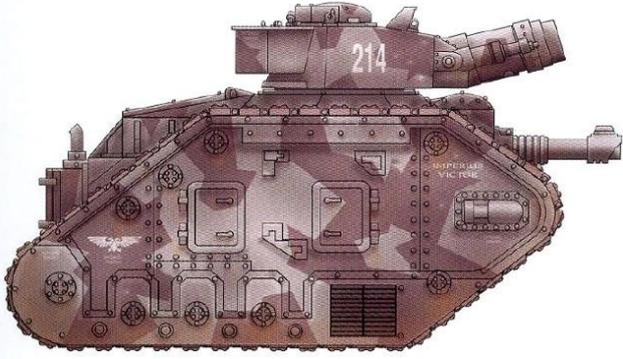
Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Conqueror Cannon	0-20	20-72	-	-	7	1d6	-3	2d6+7	2" Blast

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Demolisher

154 points + weapons

<p>Movement: Slow Speed: 4" Combat Speed: 8" Fast Speed: 16"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 9, d20 Damage, -6 Save (Armour Penetration d6+d20+9)</p> <p>Crew: 1 Imperial Guard Driver 2 - 4 Imperial Guard Gunners</p>	
--	--

Weapons

One **Demolisher Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +15 points

Lascannon + 45 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

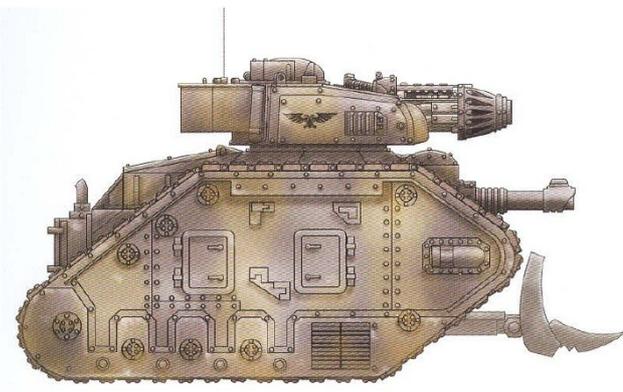
All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track*	17	17
2 - 3	Hull	22	20
4	Sponson*	18	18
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Executioner

145 points + weapons

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 – 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Executioner Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Executioner	0-20	20-72	-	-	10	1d10	-6	d6+d10+10	1 ½ " Blast

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Exterminator

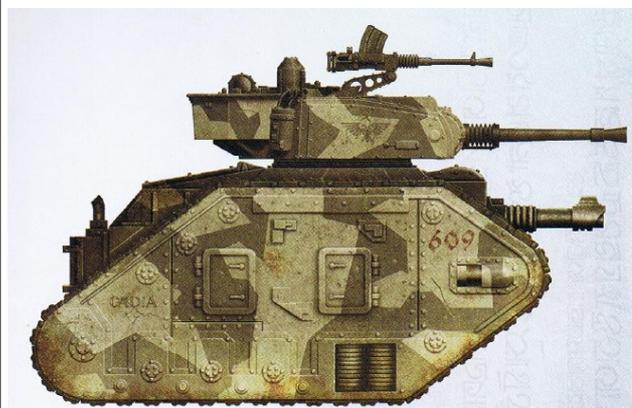
138 points + weapons

Movement:
Slow Speed: 5"
Combat Speed: 10"
Fast Speed: 20"

Type:
Tracked

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
1 Imperial Guard Driver
2 - 4 Imperial Guard Gunners



Weapons

Twin-linked **Autocannons** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Punisher

132 points + weapons

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 – 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Punisher Gatling Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

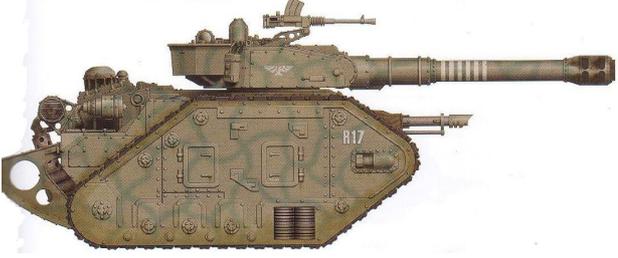
Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Punisher Gatling Cannon	0-12	12-36	+1	-	5	1	-2	d6+5	Sustained Fire 5 dice

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Leman Russ Vanquisher

143 points + weapons

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 2 - 4 Imperial Guard Gunners</p>	
---	--

Weapons

One **Vanquisher Cannon** mounted in the turret, with a 360° field of fire.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

Lascannon + 36 points

The tank *may* be fitted with side sponsons, which have a 180° field of fire to the sides:

Heavy Flamers +50 points

Heavy Bolters + 26 points

Heavy Plasma Guns + 66 points

Multi-meltas + 96 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

The Vanquisher Cannon can fire as a normal Battle Cannon, or fire special Vanquisher shells. Declare which type you are using before rolling to hit.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Vanquisher Shell	0-20	20-72	-	-	8	2d10	-3	d6+2d10+8	
Battle Cannon	0-20	20-72	-	-	8	2d6	-3	3d6+8	2" Blast

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 3	Hull	22	18
4	Sponson*	17	17
5 - 6	Turret	25	22

*Hit the nearest to the attacker. If no sponsons are present count a roll of 4 as 'Hull' instead.

Medusa

175 points

<p>Movement: Slow Speed: 5" Combat Speed: 10" Fast Speed: 15"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 7, d12 Damage, -4 Save (Armour Penetration d6+d12+7)</p> <p>Crew: 5- Driver, Commander, Gunner, 2 Loaders</p>	
--	--

Weapons

One **Medusa Siege Gun** with a 45° field of fire to the front.

One **Heavy Bolter** mounter in the hull with a 90° field of fire to the front.

The Medusa may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Medusa Siege Gun	0-24	24-48	-	-	10	2d6	-3	3d6+10	2" Blast

If a target that has an armour value is hit by the Medusa Siege Cannon then roll for location and armour penetration as normal. If the location is penetrated then roll a d6 on the damage table. If the location isn't penetrated then roll a d3 instead.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Siege Gun/Crew**	17/-	17/-

*Hit the nearest to the attacker.

** Roll a d6. 1-3 Siege Gun is hit, 4-6 crew is hit.

Minotaur

127 points + Weapon
+20 points for Captain, + 35 points for Colonel

<p>Movement: Slow Speed: 8" Combat Speed: 18" Fast Speed: 25"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 7, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 1 Imperial Guard Driver 1 Imperial Guard Gunner 1 Imperial Guard Commander</p>	
---	--

Weapons

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

The Minotaur is equipped with a **Comm-link**, which is used to call down fire in the same way as a squad equipped with a comm-link.

An Imperial Guard Minotaur functions in a manner akin to that of a command HQ, and can be purchased as an upgrade for an Imperial Guard commander. In this case it replaces the usual command HQ in your army. By paying the additional points above you may allow a captain or Colonel to control an armoured squadron. Any leader in a Minotaur may take tanks and other Imperial Guard vehicles in place of squads. Infantry squads that may include a Chimera transport may also be allotted to the Minotaur's control. Up to 3 additional units may be taken as usual, but these must also be tanks, vehicles or Chimera transported squads.

In the shooting phase the Minotaur may use its turret-mounted surveillance equipment, which has a 360° field of fire. The 1 ½" template is placed over any enemy target within line of sight. All tanks on the table and any heavy weapons belonging to a Command squad with a comm-link gain +1 to hit targets under the template. They still need line of sight, but do not have to obey the choosing a target rules.

D6	Location	Front Armour	Rear Armour
1 - 2	Wheel*	16	16
3 - 5	Hull	21	18
6	Turret	20	20

*Hit the nearest to the attacker.

Salamander Command Vehicle

145 points

<p>Movement: Slow Speed: 6" Combat Speed: 12" Fast Speed: 20"</p> <p>Type: Tracked</p> <p>Ram Value: Strength: 8, d12 Damage, -5 Save (Armour Penetration d6+d12+8)</p> <p>Crew: 4- Driver, Gunner Commander, Comms-operator</p>	
--	--

Weapons

One **Heavy Flamer** with a 90° field of fire to the front.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The vehicle may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

The Salamander Command Vehicle is equipped with a **Comm-link**, which is used to call down fire in the same way as a squad equipped with a comm-link.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Heavy Flamer/Crew**	17/-	17/-

*Hit the nearest to the attacker.

** Roll a d6. 1-3 Heavy Flamer is hit, 4-6 crew is hit.

Salamander Scout Vehicle

140 points

Movement:
Slow Speed: 6"
Combat Speed: 12"
Fast Speed: 20"

Type:
Tracked

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
4- Driver, Gunner
Commander, Comms-operator



Weapons

One **Autocannon** with a 90° field of fire to the front.

One of the following *must* be fitted to the hull, with a 90° field of fire to the front:

Heavy Flamer +25 points

Heavy Bolter +13 points

The vehicle may be armed with either a **Storm Bolter** for +4 points or a **Heavy Stubber** for +7 points, with a 360° field of fire.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

All weapons come fitted with a **targeter**.

The Salamander Scout Vehicle has the Infiltration special rule.

D6	Location	Front Armour	Rear Armour
1 - 2	Track*	16	16
3 - 5	Hull	21	18
6	Autocannon/Crew**	17/-	17/-

*Hit the nearest to the attacker.

** Roll a d6. 1-3 Autocannon is hit, 4-6 crew is hit.

Sentinel

30 points + weapons

M WS BS S I A Ld
8 3 3 4 3 2 7

Type:
Walker

Ram Value:
Strength: 6, d6 Damage, -3 Save
(Armour Penetration d6+d12+8)

Crew:
1 Imperial Guard Pilot



Weapons

The Sentinel is armed with a one weapon from the following list, with **targeter**, and has a 90° field of fire to the front:

Heavy Bolter +15 points;

Heavy Flamer or **Autocannon** +25 points;

Assault Cannon, Lascannon or **Missile Launcher (frag & krak)** + 45 points;

Multilaser or **Heavy Plasma** +40 points;

Multimelta +65 points.

D6	Location	Front Armour	Rear Armour
1 - 2	Legs	15	15
3	Weapon	15	15
4 - 5	Body	15	15
6	Imperial Guardsman	Toughness 3, Flak armour, 1 wound.	

Sentinel, Armoured

45 points + weapons

M	WS	BS	S	I	A	Ld
8	3	3	4	3	2	7

Type:
Walker

Ram Value:
Strength: 6, d6 Damage, -3 Save
(Armour Penetration d6+d12+8)

Crew:
1 Imperial Guard Pilot



Weapons

The Sentinel is armed with a one weapon from the following list, with **targeter**, and has a 90° field of fire to the front:

Heavy Bolter +15 points;

Heavy Flamer or **Autocannon** +25 points;

Assault Cannon, **Lascannon** or **Missile Launcher (frag & krak)** + 45 points;

Multilaser or **Heavy Plasma** +40 points;

Multimelta +65 points.

D6	Location	Front Armour	Rear Armour
1 - 2	Legs	15	15
3	Weapon	15	15
4 - 6	Body	15	15

Thunderer Siege Tank

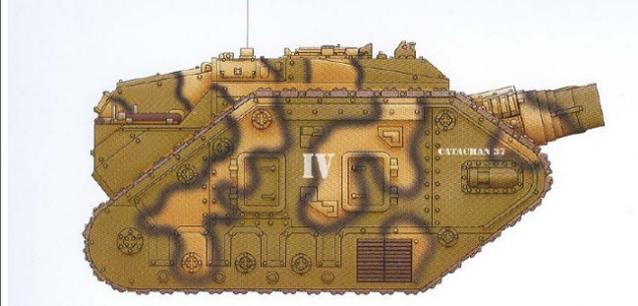
117 points

Movement:
Slow Speed: 5"
Combat Speed: 10"
Fast Speed: 20"

Type:
Tracked

Ram Value:
Strength: 8, d12 Damage, -5 Save
(Armour Penetration d6+d12+8)

Crew:
1 Imperial Guard Driver
2 - 4 Imperial Guard Gunners



Weapons

One **Demolisher Cannon** mounted in the hull, with a 45° field of fire, and a **targeter**.

The tank may be fitted with **auto-launchers** with frag or blind grenades for +5 points, *or* **frag defender rounds** for +10 points.

D6	Location	Front Armour	Rear Armour
1	Track*	16	16
2 - 5	Hull	22	18
6	Demolisher Cannon	17	17

*Hit the nearest to the attacker.

Valkyrie Assault Carrier

45 points + weapons

<p>Movement: Slow Speed: 10" Combat Speed: 20" Fast Speed: 30"</p> <p>Type: Skimmer</p> <p>Ram Value: S6, d6 Damage, -3 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Imperial Navy Pilot 1 Imperial Navy Gunner 2 Optional Imperial Navy Sponson Gunners</p> <p>Transport: 12 models, no Ogryns</p>	
--	--

Weapons

One of the following weapons *must* be mounted for the gunner to operate:

Multi-Laser +25 points;

Lascannon + 36 points .

The weapon may only fire directly ahead.

The Valkyrie *must* be equipped with either:

2 **Hellstrike Missiles** for +40 points or 2 **Multiple Rocket Pods** for +60 points. Each has a 90° arc of fire, from directly ahead out to one side or the other.

The Valkyrie *may* be equipped with 2 side mounted **Heavy Bolters** for +26 points. Each has a 180° field of fire to the side.

All weapons come fitted with a **targeter**.

Special Rules: Grav Chute Insertion. See Vendetta for details.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Hellstrike Missile	0-20	20-72	-	-	8	2d10	-6	d6+2d10+8	1 Shot

These missiles are one shot weapons, meaning the Valkyrie may fire two per game.

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Rocket Pod	0-12	12-24	-	-	4	1	-1	d6+4	

Each rocket pod is pre-loaded with 12 missiles before the battle, and once all 12 have been fired it may not fire again.

Instead of firing a single missile the pod may fire a salvo of up to 6 missiles at once. Roll to hit as normal and position a blast template with a radius of 1/2" for every missile in the salvo. The more missiles fired the bigger the blast will be, up to 3" radius.

D6	Location	Front Armour	Rear Armour
1 - 3	Hull	20	18
4 - 5	Wings	16	16
6	Cockpit	15	15

Vendetta Gunship

117 points + weapons

<p>Movement: Slow Speed: 10" Combat Speed: 20" Fast Speed: 30"</p> <p>Type: Skimmer</p> <p>Ram Value: S6, d6 Damage, -3 Save (Armour Penetration 2d6+6)</p> <p>Crew: 1 Imperial Navy Pilot 1 Imperial Navy Gunner 2 Optional Imperial Navy Sponson Gunners</p> <p>Transport: 12 models, no Ogryns</p>	
--	--

Weapons

One twin-linked **Lascannon**. The weapon may only fire directly ahead, and has a targeter.

The Vendetta may be equipped with *either* 2 **twin-linked Lascannons** for 144 points or 2 **Hellfury Missiles** for 40 points. Each has a targeter and a 90° arc of fire, from directly ahead out to one side or the other.

The Valkyrie *may* be equipped with 2 side mounted **Heavy Bolters** for +26 points. Each has a 180° field of fire to the side.

All weapons come fitted with a **targeter**.

Special Rules: Grav Chute Insertion

Troops on board Valkyries and Vendettas may board and leave the vehicle using the normal deployment rules, and are placed around the side or rear of the base.

Troops may instead use special issue Grav Chutes. If they do this they suffer no damage if the vehicle is travelling over 10", but must be placed using the teleportation rules. The first model is placed in contact with the vehicle's base, and then scatters 2d10".

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Armour Penetration	Special
	Short	Long	Short	Long					
Hellfury Missile	0-20	20-72	-	-	4	1	-2	d6+4	1 Shot, 3" Blast

These missiles are one shot weapons, meaning the Valkyrie may fire two per game. They are incendiary weapons meaning they may set targets on fire like flamers, and targets get no cover saves when being targeted by Hellfury missiles.

D6	Location	Front Armour	Rear Armour
1 - 3	Hull	20	18
4 - 5	Wings	16	16
6	Cockpit	15	15

Generic Vehicle Damage Tables

For use with Warhammer 40,000 2nd edition.

Vehicle Location (d6 Roll)	
Arm	
1	The arm is hit & partially paralysed. Any ranged weapons incorporated into the arm may still be used, but the arm cannot be used to fight in hand-to-hand combat. Reduce the model's Attack characteristic by 1 point.
2	Any weapons mounted on the arm are jammed or partially damaged & can only be used if you first roll a 4+ on a d6.
3 - 5	The arm is torn off. Any weapons mounted on it are destroyed, & the model's Attack characteristic is reduced by 1 point.
6	The arm is destroyed and any weapon on it explodes! The explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Body or Head (Dreadnought, Wraithlord)	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2	The controlling entity is badly damaged. All the vehicle's characteristics are halved for the rest of the game.
3 - 4	The engine bursts into flames & the vehicle is immobilised, though it may still shoot normally. Roll a d6 at the beginning of each player's turn. On a 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 save.
5	The entity controlling the vehicle is destroyed. The vehicle staggers d3" in a random direction, colliding with anything moved into, & then collapses to the ground.
6	The vehicle's ammunition explodes! The vehicle is destroyed & any models within 3" suffer d6 S10 hits with a -3 save.
Bike, or Warbike	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed & may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The vehicle's wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier.
5	The engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
6	The vehicle's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn then explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Crew or Cockpit	
1 - 6	Roll to see if the crewman is damaged using the normal shooting rules. If the driver/pilot is killed the vehicle will move out of control for the remainder of the game unless another crew member takes over, or until it hits terrain it cannot cross, collides with another vehicle or building, or leaves the table. If a gunner is killed then his weapon may no longer be fired unless another crewman takes over.
Engine	
1	The vehicle's controls are damaged making it difficult to control. The vehicle may only move or attack if you first roll a 4 or more on a d6. It may still shoot normally.
2 - 3	The cooling system for the engine is damaged and the vehicle starts to overheat. Roll a d6 at the beginning of each player's turn. On a roll of 1 or 2 the vehicle explodes. Any models within 3" suffer d6 S10 hits with a -3 saving throw modifier.
4 - 6	The engine explodes, destroying the vehicle & causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Leg	
1	The leg holds, but the force of the blow slows it down. The vehicle may not move in it's next turn.
2	The vehicle is knocked sprawling. It staggers d3" in a random direction, colliding with anything it moves into.
3 - 4	The leg is seriously damaged. The vehicle may now only limp 1d3" per turn.
5 - 6	The leg is blown off and the vehicle crashes to the ground. It may not move or attack for the rest of the game, and is effectively destroyed.

Hull	
1	Any hull mounted weapon is destroyed and may not be fired for the rest of the game. If there are no weapons mounted on the hull, count this result as 2-3 instead.
2 - 3	A large explosion tears through the crew compartment. Roll a D6 for each crew member: On a roll of 4+ they killed.
4	The vehicle's engine explodes, killing the crew. The vehicle is spun around to face in a random direction by the force of the blast and then comes to a permanent halt.
5	A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering D6 S10 hits with a -3 save modifier.
6	The vehicle's ammunition or fuel tank explodes, destroying it and all models on board. Any models within 3" D6 S10 hits with a -3 save modifier.
Skimmer Body (Land Speeder, Jetbike, Vyper, Valkyrie)	
1	The vehicle's mounted weapon, (the weapon fired by the pilot) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
2	The vehicle's mounted heavy weapon, (the weapon fired by the gunner) is destroyed and may no longer be used. If it has no such weapon then the vehicle itself is damaged. From now on the vehicle's maximum speed is reduced to its slow rate only.
3	The controls are damaged making it difficult to control. Roll a d6 at the start of each of the vehicle's movement phases. On a 4,5 or 6 the rider is able to keep control and the vehicle moves normally. On a 1,2 or 3 the vehicle moves out of control for that turn.
4	The engine cuts out and it crashes to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier. The crew are able to leap to the ground before it crashes, but will suffer damage if the vehicle was moving at more than 10" in its previous move.
5	The vehicle's engine blows up, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. Anything under it when it lands takes d3 S6 hits with a -2 saving throw modifier
6	The vehicle's fuel explodes, killing the crew. The wreck plummets to the ground 2d6" away in a random direction. When it hits the ground its ammunition explodes, causing d3 S8 hits with a -3 saving throw modifier on all models within 3".
Track or Wheel	
1	The track is damaged, but keeps running. The vehicle may only move at slow speed for the rest of the game.
2 - 5	The track is blown off. The vehicle moves out of control next turn and then comes to a permanent halt.
6	The track is blown off and the resulting damage smashes the vehicle's drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, and any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model on board, they are killed on a 4,5 or 6. Surviving models may dismount using the normal rules.
Turret	
1	The weapon mounted in the turret is damaged and may only be fired if you first roll a 4 or more on a d6.
2	The turret is jammed and may no longer rotate. Any weapon mounted in it may only fire in a straight line at targets that are directly in front of it.
3	The turret gunner is killed. Unless manned by another crew member any turret weapons may no longer be fired.
4 - 6	The ammunition stored in the turret explodes and the vehicle is destroyed. All the crew and passengers are killed and the turret is blown off, flying 2d6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes d6 S9 hits with a -6 saving throw modifier.
Weapon or Sponson	
1	The weapon is damaged and may only be fired if you first roll a 4 or more on a d6.
2 - 5	The weapon is destroyed, and may not be fired for the rest of the game.
6	The weapon is destroyed as above, but the explosion causes a flashback resulting in a secondary explosion. Roll on the damage table representing the vehicle's main body, hull or engine.
Wing or Tail	
1	The wing is clipped, making movement difficult. The vehicle may only travel at slow speed from now on.
2 - 3	The vehicle's tail is damaged making it difficult to control. Roll a D6 at the start of each movement phase. On a roll of 4 - 6 the vehicle moves normally. On a roll of 1 - 3 it moves out of control for that turn.
4	The tail is badly damaged. The vehicle makes an emergency crash landing 2D6" away in a random direction. Anything under it when it lands takes D3 S6 hits with a -2 save. The crew can leap to the ground before it crashes, but if the vehicle moved over 10" in its last turn they suffer damage as normal.
5 - 6	The vehicle's wing is blown off. The wreck plummets to the ground 2D6" away in a random direction. When it hits the ground it's ammunition explodes, causing D3 strength 8 hits with a -3 save to all models within 3".