

IMPERIAL GUARD



There are times when Space Marines are not at hand and the situation is desperate. There are times when Space Marines would be wrong for the mission, this is often a political matter. At times like these the Imperial Guard steps in, for good or for worse. When entering a Space Hulk the Guard take only their very best troops, because they know that Lasguns and the Emperor's faith will not suffice!

LIGHT ARMOUR: LESS PROTECTION

All rolls to kill receive a +2 modifier to the dice result when made against Imperial Guardsmen. (Note a roll of 1 is never modified).

LIGHT ARMOUR: LESS RESTRICTIVE

Although accorded 4APs, the Imperial Guardsmen are able to manoeuvre around the small confines of space hulk corridors more easily than the Terminators.

Unless encumbered by a Heavy Weapon, Guardsman may turn 90 degrees before or after his move or fire for free in the same manner as a Genestealer and may also move sideways at a cost of 1AP.

CLOSE ASSAULT

Guardsmen are not nearly as deadly in combat as the Space Marines and must subtract -2 from their dice roll in Close Assault.

COMM-LINK

Each squad contains a comm-link and it's generally a good idea to keep him alive, because if he's alive at the beginning of his turn he can call for backup. Roll 1D6, if the result is 5+, already killed Imperial Guardsmen can be resupplied into the entry areas (including Sergeants). Only one successful reinforcement phase can happen per game.

COMMAND POINTS

Imperial Guard squads are not equipped with the communication abilities of Tactical Dreadnought Armour. The Imperial Guard player must subtract 4 from the Command Points drawn for the turn. If a Sergeant and/or Com-Link officer is on the board, they each provide a +2 bonus to the number of Command Points available. If a Sergeant or Com-Link officer is killed, their bonuses are lost from the beginning of the subsequent Guardsmen's turn.

LASGUN

The standard issue for the Imperial Guard, these weapons are not as powerful as the bolter, but their lack of ammunition requirements makes them perfect for the large-scale orders of the Imperial Guard. The Lasgun rolls 1D6 and kills on a 6+. It does not receive a sustained fire bonus, but may be used in Overwatch. It will jam on a roll of a 1.

PLASMA GUN

A Plasma Gun fires small packets of super-heated charged balls of gas plasma with awesome destructive capabilities. They do however take time to cool and re-charge meaning rapid fire defensive capabilities are not an option. It costs 2APs to fire or Move and Fire. Guardsmen armed with a Plasma Gun roll 1D6 and kill their target on a 5+. At the end of a turn in which a Plasma Gun is fired roll 1D6. If the number of times the gun was fired is more than the result, the weapon explodes and the model is removed from play.

FLAMER

These weapons are lighter, less powerful versions of the Heavy Flamer used by Terminators. It has a range of 12 squares and a supply of 6 ammunition. The Flamer rolls 1D6 for every model on the section and kills on a roll of 5+. It costs 2APs to fire a Flamer, which cannot be combined with a Move action.

GRENADE LAUNCHER

These weapons fire Frag grenades that affect areas. It has a range of 12 squares. It costs 2APs to fire a Grenade Launcher which cannot be combined with a Move action. Roll 1D6 for each model (including doors) in a section and kills on a 5+.

MISSILE LAUNCHER (HEAVY WEAPON)

These shoulder-mounted weapons fire small missiles armed with powerful Frag or Krak warheads. It costs 2APs to fire a Missile Launcher which cannot be combined with any other action. A Krak Missile rolls 2D6 and kills its target on a 3+. A Frag Missile rolls 2D6 for each model (including doors) in a section and kills on a 5+. Select which Missile is being fired before the kill rolls are made. A Missile Launcher has enough ammunition for 6 shots.

HEAVY BOLTER (HEAVY WEAPON)

Heavy Bolters are bulky, mounted weapons which fire larger rounds of the mass-reactive bolt ammunition more rapidly than the standard bolter. It costs 1AP to fire a Heavy Bolter which cannot be combined with any other action. A Heavy Bolter rolls 2D6 and kills

its target on a 6+ receiving a Sustained Fire bonus. A Heavy Bolter may be placed into overwatch but does not have to roll for Jams.

LASCANNON (HEAVY WEAPON)

Lascannons are huge shoulder or fixed mounted weapons with awesome firepower, designed to pierce the armour of warmachines on the battlefield. It costs 2APs to fire a Lascannon. This cannot be combined with any other action. Roll 1D6, killing on a roll of 2+. You can fire more than once if desired. Lascannons generate enormous amounts of heat when fired and can explode in the midst of battle. In the Mission Status phase of each turn, roll a dice for each model that fired a Lascannon. If the number of shots fired by the model during this turn was greater than the dice result, the Lascannon explodes and the model equipped with it is killed. In addition, the player must roll for each model, blip or door on the same board section as the Lascannon; that model, blip or door is destroyed on a roll of 4 or more.

CHAIN SWORD

A Chain Sword acts in the same way as a Chain Fist.

COMMISSARS

When running a campaign, there can be only one Commissar for the campaign. If the Commissar is killed the campaign can never be won by the Guardsmen player, only drawn. A Commissar rolls 1D6 when rolling for Close Combat against models to his front and adds 3 CPs to the squad's total whilst he is in play. He is armed with a Plasma Pistol and Power Sword.

REFERENCE

ADDITIONAL GUARDSMEN ACTIONS				
Fire a Missile Launcher, Heavy Bolter, Flamer and Grenade Launcher	2 Action Points	(cannot be combined with any other action)		
Fire a Plasma Gun	2 Action Points	Move and Fire 2 Action Points.		
Fire a Lasgun/Laspistol	1 Action Point			
SHOOTING TABLE				
Weapon	Range	Dice	Kill	Notes
Bolter	Unlimited	1D6	6+	Sustained Fire, Jams, Overwatch
Flamer	12	1D6	5+	Area Effect, Persistent, 6 Shots
Plasma Gun	Unlimited	1D6	5+	Overheat
Grenade Launcher	12	1D6	5+	Area Effect
Missile Launcher	Unlimited	2D6	3+/5+	6 Shots Krak/Frag (Frag = Area Effect) Heavy Weapon
Heavy Bolter	Unlimited	2D6	6+	Sustained Fire, Overwatch, Heavy Weapon
Lascannon	Unlimited	1D6	2+	Overheat, Heavy Weapon
CLOSE COMBAT				
Model			Assault Dice	Notes
Imperial Guardsman			1D6 - 2	
Sergeant with Laspistol and Chainsword			1D6 - 1	
Commissar with Plasma Pistol and Power Sword			1D6	Parry, Wins Ties