

1500 Pts - 5th Edition - 1500 Imperial Guard

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Company Command Squad (6⁺, 380 pts)												
Company Command Squad	3		3	4	3	3	1	3	1/2	7	4+	380
Infantry; Frag Grenades; Close Combat Weapon (x3); Carapace Armour; Krak Grenades; Medi-pack; Vox Caster; Laspistol (x3); Colour Sergeant Kell; Colonel 'Iron Hand' Straken; Chimera												
Colour Sergeant Kell	1		4	4	3/6	3	2	4/1	2	8	4+	[85]
Infantry (Unique); Carapace Armour; Frag Grenades; Laspistol; Power Fist; Power Weapon; Regimental Standard; Listen up Maggots!												
Colonel 'Iron Hand' Straken	1		5	4	6	4	3	3	3/4	9	3+/5	[95]
Infantry (Unique); Flak Armour; Frag Grenades; Refractor Field; Close Combat Weapon; Plasma Pistol; Shotgun; Cold Steel and Courage; Gung-ho; Man of Adamantium; Senior Officer												
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[90]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Dozer Blade; Extra Armor; Pintle Heavy Stubber												
Troops: Veteran Squad (10⁺, 200 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	4+	200
Infantry; Carapace Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Camo Cloak; Demolition Charge; Melta Bombs; Snare Mines; Meltagun (x3); Demolitions; Forward Sentries; Grenadiers												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	4+	[17]
Infantry; Frag Grenades; Krak Grenades; Laspistol; Camo Cloak; Carapace Armour; Melta Bombs; Snare Mines; Power Weapon												
Troops: Veteran Squad (11⁺, 220 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	5+	220
Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Demolition Charge; Melta Bombs; Meltagun (x3); Chimera; Demolitions												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[7]
Infantry; Flak Armour; Frag Grenades; Krak Grenades; Laspistol; Close Combat Weapon; Melta Bombs												
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[90]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Dozer Blade; Extra Armor; Pintle Heavy Stubber												
Troops: Veteran Squad (11⁺, 220 pts)												
Veteran Squad	9		3	4	3	3	1	3	1	7	5+	220
Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Demolition Charge; Melta Bombs; Meltagun (x3); Chimera; Demolitions												
Veteran Sergeant	1		3	4	3	3	1	3	2/3	8	5+	[7]
Infantry; Flak Armour; Frag Grenades; Krak Grenades; Laspistol; Close Combat Weapon; Melta Bombs												
Chimera	1	Grp:	BS: 3	FA: 12	SA: 10	RA: 10						[90]
Vehicle (Tank); Amphibious; Mobile Command Vehicle; Transport Capacity: 12 models; Heavy Bolter; Searchlight; Smoke Launchers; Turret Multi-Laser; Dozer Blade; Extra Armor; Pintle Heavy Stubber												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Infantry Platoon (31⁺, 480 pts)												
Infantry Platoon	1	Grp: <input type="checkbox"/>										480
	Heavy Weapons Squad; Heavy Weapons Squad											
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[100]
	Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x1); Vox Caster; Plasmagun (x3)											
Platoon Commander	1		4	4	3/6	3	1	3/1	2	8	5+	[26]
	Infantry; Junior Officer; Flak Armour; Frag Grenades; Close Combat Weapon; Melta Bombs; Power Fist; Junior Officer											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[85]
	Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Vox Caster; Plasmagun (x1)											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[20]
	Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Melta Bombs; Power Weapon											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[85]
	Infantry; Combined Squad; Frag Grenades; Close Combat Weapon (x8); Flak Armour; Lasgun (x9); Vox Caster; Plasmagun (x1)											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[20]
	Infantry; Combined Squad; Flak Armour; Frag Grenades; Laspistol; Melta Bombs; Power Weapon											
Heavy Weapons Squad	3		3	3	3	3	2	3	2	7	5+	[105]
	Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Lascannon (x3)											
Heavy Weapons Squad	3		3	3	3	3	2	3	2	7	5+	[105]
	Infantry; Note C:IG, pg. 29 in regards to composition (e.g., two models for transport, but a single model for all other purposes); Frag Grenades; Close Combat Weapon (x3); Flak Armour; Lasgun (x3); Lascannon (x3)											
Total Cost:											1500	

Option Footnotes

Doctrines	
Cold Steel and Courage	Friendly units within 12" have Counter Attack and Furious Charge, including Straken and his unit (see C:IG, pg. 60).
Demolitions	Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.
Forward Sentries	Squad has camo-cloaks and snare mines.
Grenadiers	Squad replaces its Flak Armour with Carapace Armour.
Gung-ho	Straken and his unit are Fearless (see C:IG, pg. 60).
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).
Listen up Maggots!	Squads test for orders using the Ld of Kell's officer (see C:IG, pg. 57).
Man of Adamantium	Attacks by Straken count as Power Weapons (see C:IG, pg. 60).
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).
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).
Skills	
Counter-attack	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Feel No Pain	If wounded on a D6 roll of 4+ may ignore the wound, conditions apply (p75 WH40K 5E)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)

Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
Stealth	Improve cover save by +1, conditions apply (p76 WH40K 5E)
Wargear	
Camo Cloak	Model has the Stealth USR.
Carapace Armour	Confers a 4+ Armour Save.
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Demolition Charge	6" Range; S8; AP2; Assault 1, Large Blast, One Shot Only.
Dozer Blade	Vehicles equipped with dozer blades can re-roll a failed Difficult Terrain. See C:IG, pg. 70.
Extra Armor	Count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead. See Wargear, pg. 34.
Flak Armour	Gives Straken a 3+ armour save.
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
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Lascannon	48" Range; S9; AP2; Heavy 1
Lasgun	24" Range; S3; AP-; Rapid
Laspistol	12" Range; S3; AP-; Pistol
Medi-pack	While the model with this is alive, the squad has Feel No Pain.
Melta Bombs	One attack with 8+2D6 AP (exceptions apply p72 WH40K)
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Pintle Heavy Stubber	36" Range; S4; AP6; Heavy 3.
Plasma Pistol	12" Range; S7; AP2; Pistol; Gets Hot!
Plasmagun	24" Range; S7; AP2; Rapid Fire; Gets Hot!
Power Fist	Ignores armour saves, increases strength in close combat.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Refractor Field	Confers a 5+ Invulnerable save (see C:IG, pg. 35).
Regimental Standard	Counts as scoring one additional wound for purposes of close combat results. Any friendly units within 12" re-roll failed Morale and Pinning tests (see C:IG, pp. 71).
Searchlight	Searchlights are only of use in missions where the Night Fighting special rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having fired at that unit, will illuminate it with the searchlight. For the rest of the Shooting phase any other friendly unit that fires at the illuminated target 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. See Wargear, pg. 36.
Shotgun	12" Range; S3; AP-; Assault 2
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).
Snare Mines	The unit has Defensive Grenades.
Turret Multi-Laser	36" Range; S6; AP6; Heavy 3
Vox Caster	If an officer is attempting to issue an order to a friendly unit and both the officer's Command Squad and the chosen unit contain a model with a vox caster, the Leadership test to see if the order has been understood can be re-rolled if failed (see C:IG, pg. 71).

Roster Statistics

% Elite: 0.0
 % Fast: 0.0
 % Heavy: 0.0
 % HQ: 25.3
 Model Count: 69
 % Troops: 74.7
 % Wargear: 0.0
 Files version: 1.05
 Faith Points: 0