NetEPIC

Imperial Guard - Company, Special, Free & Unique Cards

NetEPIC 5.0 & Gold Army Book Adeptus Militaris,
Updated with "net_epic_gold_correction_document_7-8-15_1"

Updated Cards: 07 September, 2023

Instructions for Preparation:
Use the blank table at the end of this document to copy and paste the desired unit cards. After printing, score down the dotted lines of each unit card with a dull pointed probe, then cut around each card (along the continuous lines). Then easily fold along the previously scored dotted lines. Then preferably insert into a plastic sleeve. Enjoy.
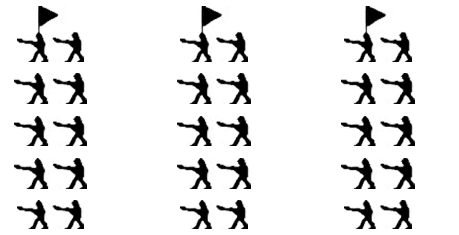
Card Sizes:
Large Cards:-	Height= 9.25 cm,	Width= 6.9 cm
Small Cards:-	Height= 4.2 cm,	Width= 6.5cm

Imp. Guard Tactical Infantry Company

Standard Adeptus Militaris

CHQ Tactical + APC   +   Commissar + APC

10 stands Tactical Platoon   10 stands Tactical Platoon   10 stands Tactical Platoon

Break: 17 +1	Morale: 4	Victory Points: 6 +1

Cost: 600

Imperial Guard   Tactical Infantry Company

Tactical & Company HQ (CHQ) — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: 0
Weapon:-	**Range:-**	**Shoot:-**
Lasguns	50cm	1d 5+ (0)

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Section HQ (SHQ)   **HQ:-** See above

+1 Commissar + APC   See Above & Card

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	**Range:-**	**Shoot:-**
Multi-Laser*	25cm	1d 4+ (0)

* Turret – with 360° firing arc.   Transport 2, HQ:- See above

Break: 17 +1	Morale: 4	Victory Points: 6+1

Imp. Guard Heavy Infantry Company

Standard Adeptus Militaris

CHQ Tactical + APC   +   Commissar + APC

5 stands Heavy Platoon   5 stands Heavy Platoon   5 stands Heavy Platoon

Break: 9 +1	Morale: 4	Victory Points: 6 +1

Cost: 600

Imperial Guard   Heavy Infantry Company

Tactical HQ (CHQ) — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: 0
Weapon:-	**Range:-**	**Shoot:-**
Lasguns	50cm	1d 5+ (0)

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Section HQ (SHQ)   **HQ:-** See above

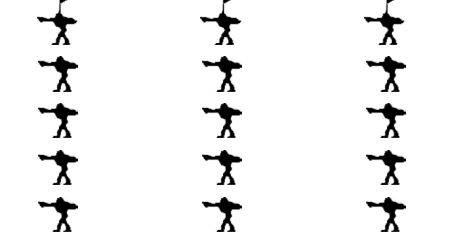**+1 Commissar** + APC   See Above & Card

Heavy Infantry — *Infantry (1)*

Move: 10cm	Save: -	CAF: 0
Weapon:-	**Range:-**	**Shoot:-**
Heavy Weapons	75cm	2d 5+ (-1)

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	**Range:-**	**Shoot:-**
Multi-Laser*	25cm	1d 4+ (0)

* Turret with 360° firing arc. Transport 2, HQ:- See above

Break: 9 +1	Morale: 4	Victory Points: 6+1

Imp. Guard   Engineer Platoon   Card 2

Special Ability: Combat Engineer   p33

1. Engineers may perform one Engineering Mission per turn,
   1.1 Indicated by giving the detachment **First Fire Orders** and specifying what the unit is doing.
   1.2 The mission takes the entire turn and fails if the Engineers move, shoot, engage in Close Combat or are closer than 6cm to an enemy model in the End Phase.
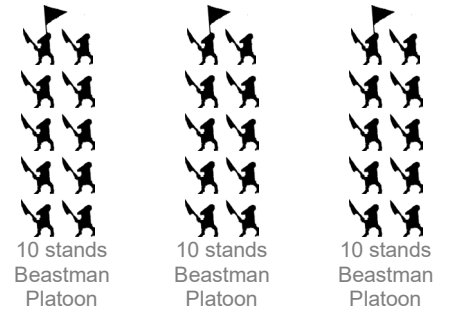
Engineering Missions: See Over
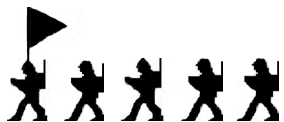
Imperial Guard   Engineer Platoon   Card 2

Engineering Missions: p33

1) **Lay Minefield:** Place a 5x10cm minefield model on the table, touching any 3 Engineer stands.

2) **Clear Obstacle:** 3 Engineers must be adjacent to it and they will remove one piece (about 5x10cm in size) at the end of the turn. Roll a D6 if they're clearing a minefield and on a 5+, one stand takes a hit at 0 TSM.

3) **Set Demolition Charge:** Two Engineers may place demolition charge on a building, fortification, bridge, road segment or other structure. Use a marker or small bomb model to represent this. The charge may be detonated in the End Phase of this or later turn. When it is detonated, centre a 3cm (small Gutbuster) barrage template on it. Any model even partially under the barrage template is automatically hit at -6 TSM and the structure must make an armor save at -6 TSM or be destroyed.

4) **Defuse Demolition Charge:** Any Engineer stand may attempt to defuse a demolition charge if they are in base-to-base contact. Roll a D6 for each attempting stand and on a 4+ the charge is defused, but if any dice show a one it goes off. Otherwise, your opponent may choose to set it off or wait.

Imp. Guard Abhuman Company

Standard Adeptus Militaris

CHQ Tactical + APC   +   Commissar + APC

10 stands Beastman Platoon   10 stands Beastman Platoon   10 stands Beastman Platoon

Break: 17 +1	Morale: 4	Victory Points: 6 +1

Cost: 600

Imperial Guard   Abhuman Company

Tactical HQ (CHQ) — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: 0
Weapon:-	**Range:-**	**Shoot:-**
Lasguns	50cm	1d 5+ (0)

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Section HQ (SHQ)   **HQ:-** See above

+1 Commissar + APC   See Above & Card

Beastman Infantry — *Infantry (1)*

Move: 10cm	Save: -	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Pistol/Sword	25cm	1d 5+ (0)

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	**Range:-**	**Shoot:-**
Multi-Laser*	25cm	1d 4+ (0)

* Turret with 360° firing arc. Transport 2, HQ:- See above

Break: 17 +1	Morale: 4	Victory Points: 6+1

Imp. Guard — Robot Squad — Card 2

Programming

Instructions:-

- Before the battle, fill in the programme table.
- Each turn when the detachment is activated, ask each of the questions in order.
- If the answer is "yes" for the majority of the models, the robots will perform the programmed action.

Imperial Guard — Robot Squad — Card 2

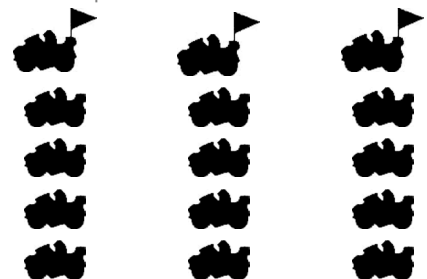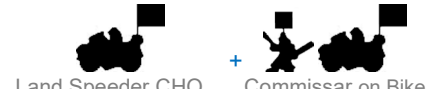| Ask the following questions:	If "Yes" then:-
1) Are enemies within charge range?	
2) Are enemies within weapon range?	
3) Are enemies within sight?	
4) In any other situation?	

A) Charge: Move between normal and double speed towards the nearest enemy detachment. If you reach the enemy, you enter Close Combat. No ranged weapons are fired.

B) Advance: Move between half and normal speed towards the nearest enemy detachment. Stop if you come closer than 1cm from them. Fire ranged weapon at them in the Advance Fire Phase.

C) First Fire: No movement. Fire at the nearest enemy detachment in the First Fire Phase. Robots may be activated to Snap Fire at a unit that is not the closest enemy.

D) Capture: Move between half and normal speed towards the nearest objective counter.

E) Ignore: Ignore the question and move on to the next one.

Imp. Guard — Imperial Bike Company

Standard Adeptus Militaris

Land Speeder CHQ   +   Commissar on Bike

Bike Squadron   Bike Squadron   Bike Squadron

Break:	Morale:	Victory Points:
8 +1	4	4 +1

Cost: 350

Imperial Guard — Imperial Bike Company

Imperial Bike HQ (CHQ) — *Cavalry (2)*

Move: 30cm/60cm*	Save: -	CAF: +2
Weapon:-	**Range:-**	**Shoot:-**
Close Combat	CC	No

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Independent:- *Units receive orders as long as they are in coherency of an SHQ or CHQ. Rout with failed Morale test and if out of Chain of Command.*

Section HQ (SHQ)   *HQ:- See above*

+1 Commissar on Bike   *See Above & Card*

Imperial Bike — *Cavalry (2)*

Move: 30cm	Save: -	CAF: +2
Weapon:-	**Range:-**	**Shoot:-**
Close Combat	CC	No

Point Defence *– 15cm 1d 6+(1), 360°, always on First Fire.*

Break: 8 +1	Morale: 4	Victory Points: 4+1

Imp. Guard — Land Speeder Company

Standard Adeptus Militaris
Require consent of all players

Land Speeder CHQ   +   Commissar on Speeder

Land Speeder Squadron   Land Speeder Squadron   Land Speeder Squadron

Break:	Morale:	Victory Points:
8 +1	4	6 +1

Cost: 600

Imperial Guard — Land Speeder Company

Land Speeder HQ (CHQ) — *Skimmer (2)*

Move: 30cm/60cm*	Save: 6+	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Multi-Melta	25cm	1d 3+ (-2)

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Independent:- *Units receive orders as long as they are in coherency of an SHQ or CHQ. Rout with failed Morale test and if out of Chain of Command.*

Section HQ (SHQ)   *HQ:- See above*
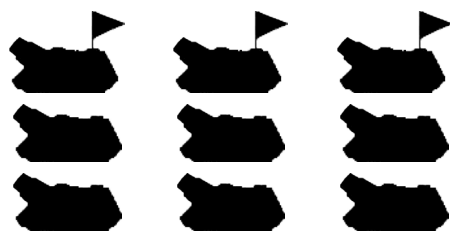
+1 Commissar on Speeder   *See Above & Card*

Land Speeder — *Skimmer (2)*

Move: 30cm	Save: 6+	CAF: +3
Weapon:-	**Range:-**	**Shoot:-**
Multi-Melta	25cm	1d 3+ (-2)

Skimmer:- *May ignore terrain during movement but cannot end movement in prohibited terrain. See: Special Rule: Pop-Up Attacks Skimmer Pinning Class*

Break: 8 +1	Morale: 4	Victory Points: 6+1

Imp. Guard — Vindicator Company

Standard Adeptus Militaris

CHQ Vindicator

Vindicator Squadron   Vindicator Squadron   Vindicator Squadron

Break:	Morale:	Victory Points:
5	4	6

Cost: 600

Imperial Guard — Vindicator Company

Company HQ (CHQ) — *Vehicle (3)*

Move: 20cm/40cm*	Save: 2+	CAF: 0

Command:- *Unit may always move double normal and fire in First Fire Segment.*

HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*

CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Section HQ (SHQ)   *HQ:- see above*

Vindicator — *Vehicle (3)*

Move: 20cm	Save: 2+	CAF: 0
Weapon:-	**Range:-**	**Shoot:-**
Thunderer	50cm	1d 4+ (-3)

Ignores Cover *– Weapon ignores cover modifiers To-Hit, such as from woods or fortifications.*

Break: 5	Morale: 4	Victory Points: 6

Imp. Guard Leman Russ Company

Standard Adeptus Militaris

CHQ Leman Russ

Leman Russ Squadron | Leman Russ Squadron | Leman Russ Squadron

Break:	Morale:	Victory Points:
5	4	6

Cost: 550

Imperial Guard — Leman Russ Company

Company HQ (CHQ) — *Vehicle (3)*

Move: 20cm/40cm*	Save: 3+	CAF: +2

Command:- *Unit may always move double normal and fire in First Fire Segment.*
HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*
CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Section HQ (SHQ) — *HQ:- see above*

Leman Russ — *Vehicle (3)*

Move: 20cm	Save: 3+	CAF: +2
Weapon:-	**Range:-**	**Shoot:-**
Battlecannon *	75cm	2d 4+ (-2)
Lascannon	75cm	2d 5+ (-1)

* Turret – *with 360° firing arc.*
Point Defence – *15cm 1d 6+(1), 360°, always on First Fire.*

Break: 5	Morale: 4	Victory Points: 6

Imp. Guard Baneblade Company

Standard Adeptus Militaris

CHQ Baneblade

Break:	Morale:	Victory Points:
2	4	7

Cost: 650

Imperial Guard — Baneblade Company

Company HQ (CHQ) — *Superheavy (4)*

Move: 10cm/20cm*	Save: 1+	CAF: +8

Command:- *Unit may always move double normal and fire in First Fire Segment.*
HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*
CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Baneblade — *Superheavy (4)*

Move: 10cm	Save: 1+	CAF: +8
Weapon:-	**Range:-**	**Shoot:-**
Battlecannon *	75cm	2d 4+ (-2)
Lascannon	75cm	2d 5+ (-1)

* Turret – *with 360° firing arc.*
Superheavy –
Point Defence – *15cm 1d 6+(10), 360°, always on First Fire.*

Break: 2	Morale: 4	Victory Points: 7

Imp. Guard Shadowsword Company

Standard Adeptus Militaris

CHQ Shadowsword

Break:	Morale:	Victory Points:
2	4	7

Cost: 650

Imperial Guard — Shadowsword Company

Company HQ (CHQ) — *Superheavy (4)*

Move: 10cm/20cm*	Save: 1+	CAF: +6

Command:- *Unit may always move double normal and fire in First Fire Segment.*
HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*
CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Shadowsword — *Superheavy (4)*

Move: 10cm	Save: 1+	CAF: +6
Weapon:-	**Range:-**	**Shoot:-**
Volcano cannon *	100cm	1d 3+ (-4)
Lascannon	75cm	2d 5+ (-1)

* Penetrating – *Weapon adds +3 to rolls on a superheavy or hit location template damage table.*
Superheavy –
Point Defence – *15cm 1d 6+(6), 360°, always on First Fire.*

Break: 2	Morale: 4	Victory Points: 7

Imp. Guard Stormhammer Company

Standard Adeptus Militaris

CHQ Stormhammer

Break:	Morale:	Victory Points:
2	4	7

Cost: 650

Imperial Guard — Stormhammer Company

Company HQ (CHQ) — *Superheavy (4)*

Move: 10cm/20cm*	Save: 1+	CAF: +14

Command:- *Unit may always move double normal and fire in First Fire Segment.*
HQ:- *Unit may not be shot unless it is the closest target or > 10cm from things it's size.*
CHQ:- *May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.*

Stormhammer — *Superheavy (4)*

Move: 10cm	Save: 1+	CAF: +14
Weapon:-	**Range:-**	**Shoot:-**
Battlecannon *	50cm	2d 4+ (-2)
Battlecannon	50cm	2d 4+ (-2)

* Turret – *with 360° firing arc.*
Superheavy –
Point Defence – *15cm 1d 6+(14), 360°, always on First Fire.*
Armor – *Rear Modifier with -1 penalty, Side Armor with no modifier penalty.*

Break: 2	Morale: 4	Victory Points: 7

Artillery Company — Card 1

Imp. Guard — **Artillery Company** Card 1

Standard Adeptus Militaris

CHQ Tactical + APC

Bombard Squadron | Basilisk Squadron | Basilisk Squadron

Break:	Morale:	Victory Points:
6	4	6

Cost: 600

Artillery Company — Card 1 (right)

Imperial Guard — **Artillery Company** Card 1

Tactical HQ (CHQ) — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: 0
Weapon:-	Range:-	Shoot:-
Lasguns	50cm	1d 5+ (0)

*Command:- Unit may always move double normal and fire in First Fire Segment.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
CHQ:- May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.

Section HQ (SHQ) — *HQ:- see above*

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	Range:-	Shoot:-
Multi-Laser*	25cm	1d 4+ (0)

* Turret – with 360° firing arc.   Transport 2,
HQ:- See above

Break: 6	Morale: 4	Victory Points: 6

Artillery Company — Card 2

Imp. Guard — **Artillery Company** Card 2

Standard Adeptus Militaris

Basilisk — *Heavy Art. (3)*

Move: 15cm	Save: 5+	CAF: 0
Weapon:-	Range:-	Shoot:-
Earthshaker	150cm	2BP @ # (-2)

Heavy Artillery – 180° fire arc to front.
Rate of Fire 2 – May fire two barrage attacks in same turn, at either same or different targets.
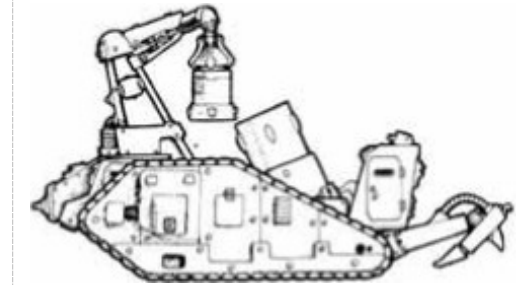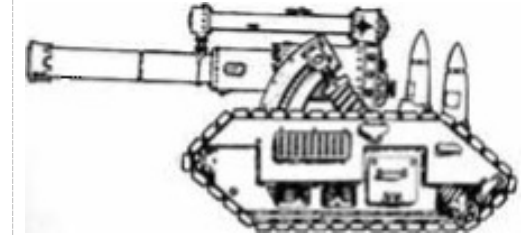
Bombard — *Heavy Art. (3)*

Move: 10cm	Save: 5+	CAF: 0
Weapon:-	Range:-	Shoot:-
Siege Mortar	50-150cm	3BP @ # (-3)

Heavy Artillery – 180° fire arc to front.
Destroys Buildings – Buildings must make armour save.

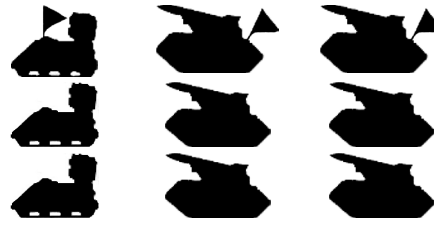| Break: 6	Morale: 4	Victory Points: 6

Artillery Company — Card 2 (images)

Imperial Guard — **Artillery Company** Card 2

Break: 6	Morale: 4	Victory Points: 6

Rocket Company — Card 1

Imp. Guard — **Rocket Company** Card 1

Standard Adeptus Militaris

CHQ Tactical + APC

Whirlwind Battery | Manticore Battery | Manticore Battery

Break:	Morale:	Victory Points:
6	4	6

Cost: 550

Rocket Company — Card 1 (right)

Imperial Guard — **Rocket Company** Card 1

Tactical HQ (CHQ) — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: 0
Weapon:-	Range:-	Shoot:-
Lasguns	50cm	1d 5+ (0)

*Command:- Unit may always move double normal and fire in First Fire Segment.
HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.
CHQ:- May give orders directly to any detachment that has a unit within 6cm, or indirectly if SHQ is within 25cm.

Section HQ (SHQ) — *HQ:- see above*

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	Range:-	Shoot:-
Multi-Laser*	25cm	1d 4+ (0)

* Turret – with 360° firing arc.   Transport 2,
HQ:- See above

Break: 6	Morale: 4	Victory Points: 6

Rocket Company — Card 2

Imp. Guard — **Rocket Company** Card 2

Standard Adeptus Militaris

Whirlwind — *Heavy Art. (3)*

Move: 20cm	Save: 4+	CAF: +0
Weapon:-	Range:-	Shoot:-
Multi-Launcher	150cm	2BP @ # (0)

Heavy Artillery – 180° fire arc to front.

Manticore — *Heavy Art. (3)*

Move: 15cm	Save: 5+	CAF: 0
Weapon:-	Range:-	Shoot:-
Rockets	200cm	6BP @ # (0)

Heavy Artillery – 180° fire arc to front.
Rate of Fire – ½, must spend 1 turn to reload. May fire independently (but barrage templates must be in contact).

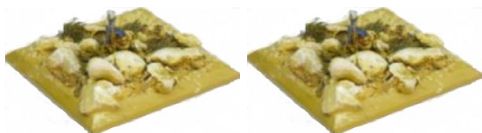| Break: 6	Morale: 4	Victory Points: 6

Rocket Company — Card 2 (images)

Imperial Guard — **Rocket Company** Card 2
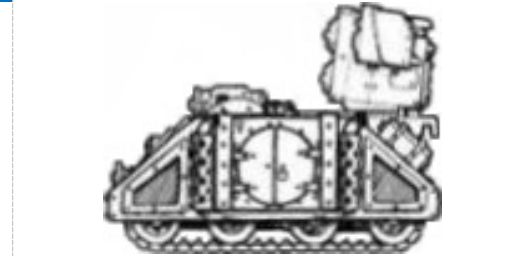
Break: 6	Morale: 4	Victory Points: 6

Imp. Guard — Forward Observer (FO)

Standard Adeptus Militaris

Special Card

2 Stands of Forward Observers

Break:	Morale:	Victory Points:
2	-	1

Cost: 100

Imperial Guard — Forward Observer (FO)

Forward Observer (FO)		Infantry (1)
Move: 10cm	**Save:** 5+	**CAF:** +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Stealth:- If unit is in cover, it may not be seen from over 25cm away.

Forward Observer:- Barrages directed by FO only scatter 1D6 (instead of 2D6). Only unit capable of calling in an Off-Board Barrage. May call in any number of indirect Barrage or a single Off-Board Barrage. To call an Off-Board Barrage, FO rolls 3+ on D6, if successful, then arrives anywhere in FO's line of site.

Rhino		Vehicle (3)
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Transport 2,   HQ:- See above

Break: 2	Morale: _	Victory Points: 1

Imp. Guard — Grey Knights

Standard Adeptus Astartes

Special Card

Grey Knight		Infantry (1)
Move: 10cm	**Save:** 5+	**CAF:** +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

Four Stands

Break:	Morale:	Victory Points:
2	1	4

Cost: 400

Imperial Guard — Grey Knights

Grey Knight		Infantry (1)
Move: 10cm	**Save:** 5+	**CAF:** +2
Weapon:-	**Range:-**	**Shoot:-**
Bolt Pistol	25cm	1d 5+ (0)

Daemon Hunter:- Unit is immune to Chaos morale effects and negates all "after death" effects.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

Psychic save:- 4+

Teleport: Pick spot on tabletop, roll scatter die and move 2D6 in appropriate direction. Place first model and others within 6cm (maintain unit coherency)

Physical Psychic attack:- for both ranged and Close Combat attacks (Greater Daemons cannot use Chaos Cards to save themselves).

Break: 2	Morale: 1	Victory Points: 4

Imp. Guard — Inquisitor

Standard Adeptus Astartes

Special Card

Break:	Morale:	Victory Points:
Stand	-	1

Cost: 100

Imperial Guard — Inquisitor

Inquisitor		Infantry (1)
Move: 10cm/20cm*	**Save:** 4+f *	**CAF:** +6
Weapon:-	**Range:-**	**Shoot:-**
Various	35cm	2d 4+ (-1)

*Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Fearless:- No morale value and never needs to make a morale check.

*Fixed Armor & Psychic save:- 4+

All Imperial troops within 25cm automatically pass any morale check.

Rhino		Vehicle (3)
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.   **Transport 2**

Break: Stand	Morale: _	Victory Points: 1

Imp. Guard — Ordo-Malleus Inquisitor

Standard Adeptus Astartes

Special Card

Require consent of all players

Break:	Morale:	Victory Points:
Stand	-	2

Cost: 150

Imperial Guard — Ordo-Malleus Inquisitor

Ordo-Malleus Inquisitor		Infantry (1)
Move: 10cm/20cm*	**Save:** 4+f *	**CAF:** +6
Weapon:-	**Range:-**	**Shoot:-**
Psycannon	50cm	1d 4+ (0)
Vs. Daemon	50cm	1d 4+ (-2)

*Command:- Unit may always move double normal and fire in First Fire Segment.

Elite:- 1) Re-roll for Elite units, used once per game. 2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Fearless:- No morale value and never needs to make a morale check.

*Fixed Armor & Psychic save:- 4+

Physical Psychic attack:- for both ranged and Close Combat attacks (Greater Daemons cannot use Chaos Cards to save themselves).

Rhino		Vehicle (3)
Move: 25cm	**Save:** 4+	**CAF:** +0

Point Defence (1),   **Transport 2**

Break: Stand	Morale: _	Victory Points: 2

Commissar

Standard Adeptus Militaris

Special Card

Break:	Morale:	Victory Points:
Stand	**-**	**1**

Cost: Attached to a Company

Commissar

Commissar — *Infantry (1)*

Move: 10cm/20cm*	Save: -	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Pistol / Sword	25cm	2d 5+ (0)

***Command:-** Unit may always move double normal and fire in First Fire Segment.*

Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Chain of Command Bypass:- May join any detachment (staying within coherency), allowing them to always be given orders.

Chimera APC — *Vehicle (3)*

Move: 20cm	Save: 4+	CAF: +1
Weapon:-	**Range:-**	**Shoot:-**
Multi-Laser*	25cm	1d 4+ (0)

*** Turret** – with 360° firing arc. **Transport 2, HQ:-** See above

| Break: **Stand** | Morale: _ | Victory Points: **1** |

Adeptus Militaris

Special Rules

Chain of Command & How it Works:-
1. Imperial Guard detachments may be given orders if they are connected to a Company Headquarters ■ (CHQ) unit by the Chain of Command. Except- Titans and Praetorians.
2. Units **outside the Chain** receive no orders and cannot move. May fire in the Advance Fire phase.
3. **Command radius** measured from stands, not from transports.
4. Unit is **connected** to the Chain of Command under either of two circumstances:-
   4.1. The detachments Section Headquarters (SHQ) ▶ is within 25cm of any Company HQ (CHQ) ■ unit.
   4.2. A Company HQ (CHQ) ■ unit is within coherency (6cm) of any unit in the detachment.
5. Chain of Command is **broken with following:-**
   5.1. No SHQ ▶ of CHQ ■ units within 6cm.
   5.2. SHQ ▶ is around, but no CHQ ■ within 25cm of it.
   5.3. Turn after a Battalion or Regimental Command unit died and there is no CHQ ■ within 6cm.
6. **Exceptions** to the Chain of Command.
   6.1. Recon & Cavalry are **Independent**.
   6.2. May receive orders if a SHQ ▶ or CHQ ■ is within coherency.
   6.3. Fail morale test if out of Chain of Command, will immediately rout and are removed.

Adeptus Militarus

f :- **Fixed Armor Save**, not modified by TSM

- **Barrage points** are combined from all batteries in unit. Refer to table for compute to-hit

BP	To-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- **PD** is **Point Defence**:- 15cm 1d 6+ (?), 360º, always on First Fire.

- **Templates** are:-

SB:	**S**tandard **B**arrage, 6cm diameter circle.
LB:	**L**arge **B**arrage, 12cm diameter circle.
ST:	**S**mall **T**eardrop, 5cm diameter circle ending in a 10cm long triangle.
LT:	**L**arge **T**eardrop, 6cm diameter circle ending in a 25cm long triangle.

Commissar on Speeder

Standard Adeptus Militaris

Special Card

Break:	Morale:	Victory Points:
Stand	**-**	**1**

Cost: Attached to a Company

Commissar on Speeder

Commissar on Land Speeder — *Skimmer (2)*

Move: 30cm/60cm*	Save: -	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Pistol / Sword	25cm	2d 5+ (0)

***Command:-** Unit may always move double normal and fire in First Fire Segment.*

Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Chain of Command Bypass:- May join any detachment (staying within coherency), allowing them to always be given orders.

Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain.
See: **Special Rule: Pop-Up Attacks**
Skimmer Pinning Class

| Break: **Stand** | Morale: _ | Victory Points: **1** |

Commissar on Bike

Standard Adeptus Militaris

Special Card

Break:	Morale:	Victory Points:
Stand	**-**	**1**

Cost: Attached to a Company

Commissar on Bike

Commissar on Imperial Bike — *Cavalry (2)*

Move: 30cm/60cm*	Save: -	CAF: +4
Weapon:-	**Range:-**	**Shoot:-**
Pistol / Sword	25cm	2d 5+ (0)

***Command:-** Unit may always move double normal and fire in First Fire Segment.*

Elite:- 1) Re-roll for Elite units, used once per game.
2) In Close Combat, unit is assigned last, may engage in selective pinning.

HQ:- Unit may not be shot unless it is the closest target or > 10cm from things it's size.

Chain of Command Bypass:- May join any detachment (staying within coherency), allowing them to always be given orders.

| Break: **Stand** | Morale: _ | Victory Points: **1** |

Deathstrike Battery — Card 2

Imp. Guard

Standard Adeptus Militaris

Deathstike Tactical Missile Launcher

1. Battery of three, one shot computerized missiles
2. Choose each warhead type before the battle, either:- **Barrage**, **Harpoon** or **Warp** missiles (only one Warp missile per detachment).
3. Missile follow the same rules as the Titan missiles in the Adeptus Mechanicus Army Book.
4. Due to their nature they have the following special rules:-
5. Roll immediately on the damage table as there is no save allowed.
   - 5.1 Can only be fired on **First Fire Orders**.
   - 5.2 After being fired, the missile moves up to 35 cm in each Compulsory Movement phase.
   - 5.3 Missile has enough fuel for 4 turns, after which it must select a target or crash.
   - 5.4 Missile does nor require LOS and can select any target during its movement.
   - 5.5 Only **AA units** may target the fired missile and suffer a -2 To-Hit penalty. Any hits destroys missile.

| **Break: 2** | **Morale: 4** | **Victory Points: 3** |

| **Break: 2** | **Morale: 4** | **Victory Points: 3** |