

NetEPIC

Imperial Guard - Support 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

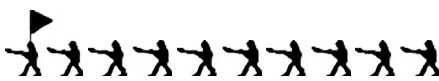
Disclaimer:

This resource is completely unofficial and in no way endorsed by Games Workshop Limited. Warhammer 40,000, Adeptus Titanicus, Space Marine, Epic 40,000, Epic: Armageddon and other names, races, characters, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2005, used without permission and their use should not be construed as a challenge to said ownership. NetEpic is a non-profit work intended for personal use and cannot be distributed with intent of profit. Concepts and ideas not owned by Games Workshop are the property of the NetEpic Discussion Group.

Net Epic

Imp. Guard **Tactical Infantry Platoon**

Standard Adeptus Militaris




10 Tactical Stands


Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Tactical Infantry  *Infantry (1)*

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


Section HQ (SHQ)  *HQ:-See company card*

Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Ratling Sniper Platoon**


Standard Adeptus Militaris



4 Ratling Stands

Break: 4	Morale: 4	Victory Points: 1 for every 4 stands
----------	-----------	--------------------------------------

Cost: 100

Imperial Guard  *Infantry (1)*

Move: 10cm	Save: 0	CAF: -1
Weapon:- Sniper Rifle*	Range:- 75cm	Shoot:- 1d, 5+ (0)


Infiltration:- After setup, may move on Charge.
***Sniper:-** Unit may recognize and target HQ models on a 4+. + Cannot Move & Shoot.
Stealth:- If unit is in cover, it may not be seen from over 25cm away. **Independent:-** see Special Rules.

Break: 4	Morale: 4	Victory Points: 1 for every 4 stands
----------	-----------	--------------------------------------

Net Epic

Imp. Guard **Heavy Infantry Platoon**

Standard Adeptus Militaris




5 Heavy Weapons Stands


Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Heavy Infantry  *Infantry (1)*

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


Section HQ (SHQ)  *HQ:-See company card*

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Engineer Platoon Card 1**


Standard Adeptus Militaris



5 Engineer Stands


Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Imperial Guard  *Infantry (1)*

Move: 10cm	Save: -	CAF: 0
Weapon:- Bolt Pistols	Range:- 25cm	Shoot:- 2d 5+ (-1)

Combat Engineer:- see Card 2, Special Rules.


Section HQ (SHQ)  *HQ:-See company card*

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Assault Infantry Platoon**

Standard Adeptus Militaris




5 Assault Stands

Break: 3	Morale: 4	Victory Points: 1
----------	-----------	-------------------


Cost: 100

Imperial Guard

Assault Infantry  *Infantry (1)*

Move: 15cm	Save: -	CAF: +1
Weapon:- Pistol/Sword	Range:- 25cm	Shoot:- 1d 5+ (0)

Jump Packs:- Cannot end movement in prohibited terrain.


Section HQ (SHQ)  *HQ:-See company card*

Break: 3	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Beastman Platoon**


Standard Adeptus Militaris




10 Beastman Stands

Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard  *Infantry (1)*

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


Section HQ (SHQ)  *HQ:-See company card*

Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Ogryn Platoon**

Standard Adeptus Militaris




4 Ogryn Stands

Break: 2	Morale: 3	Victory Points: 1
----------	-----------	-------------------


Cost: 125

Imperial Guard

Ogryn  *Infantry (1)*

Move: 10cm	Save: 6+f *	CAF: +6
Weapon:- Ripper Gun	Range:- 10cm	Shoot:- 1d, 4+ (-1)



***f:- Fixed Armor save:-** 6+, against weapons TSM


Section HQ (SHQ)  *HQ:-See company card*

Break: 2	Morale: 3	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Land Speeder Squad**

 *Standard Adeptus Militaris* 




5 Land Speeder Stands

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Land Speeder  *Cavalry (2)*



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


Independent:- see Exception to Chain of Command
Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain.
 See: **Special Rule: Pop-Up Attacks**
Skimmer Pinning Class

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Rough Rider Squad**

 *Standard Adeptus Militaris* 




10 Rough Rider Stands

Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------


Cost: 200

Imperial Guard

Rough Rider  *Cavalry (2)*

Move: 20cm	Save: 0	CAF: +3
Weapon:-	Range:-	Shoot:-
Hunting Lance	25cm	1d 6+ (0)



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 company card*

Break: 5	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Land Speeder Tornado Squad**

 *Standard Adeptus Militaris* 




5 Land Speeder Tornados

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Land Speeder Tornado  *Cavalry (2)*



Move: 30cm	Save: 6+	CAF: +3
Weapon:-	Range:-	Shoot:-
Heavy Bolter	25cm	1d 5+ (0)
Assault Cannon	50cm	1d 5+ (-1)


Independent:- see Exception to Chain of Command
Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain.
 See: **Special Rule: Pop-Up Attacks**
Skimmer Pinning Class

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Imperial Bike Squad**

 *Standard Adeptus Militaris* 




5 Bike Stands

Break: 3	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Cost: 125

Imperial Guard

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.
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.

Break: 3	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Land Speeder Typhoon Squad**

 *Standard Adeptus Militaris* 




5 Land Speeder Typhoons

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Land Speeder Typhoon  *Cavalry (2)*



Move: 30cm	Save: 6+	CAF: +3
Weapon:-	Range:-	Shoot:-
Missile Launcher	50cm	1BP @ # (0)


Independent:- see Exception to Chain of Command
Skimmer:- May ignore terrain during movement but cannot end movement in prohibited terrain.
 See: **Special Rule: Pop-Up Attacks**
Skimmer Pinning Class

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Robot Squad** Card 1


 *Standard Adeptus Militaris* 



4 Robots

Break: 2	Morale: -	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Robot (Card 1)  *Walker (2)*



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


Inorganic:- Immune to powers based on poison, disease, pheromones, smells.
Robotic:- Immune to morale and powers based on fear, life-force, souls or emotions.
Quickdraw:- Does not suffer -1 To-Hit penalty when Snap Firing (during targets movement).
Programmed before the battle. See Card 2

Break: 2	Morale: -	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Sentinel Squad**

 *Standard Adeptus Militaris* 




5 Sentinel Stands


Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Imperial Guard

Sentinel  *Walker (2)*

Move: 25cm	Save: 6+	CAF: +2
Weapon:-	Range:-	Shoot:-
Autocannon	50cm	1d 4+ (0)


Section HQ (SHQ)  *HQ:-See company card*

Break: 3	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Leman Russ Squadron**

Standard Adeptus Militaris




3 Leman Russ

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Leman Russ  Vehicle (3)

Move: 25cm	Save: 3+	CAF: +2
Weapon:-	Range:-	Shoot:-
Battlecannon *	75cm	2d 5+ (-2)
Lascannon	75cm	2d 5+ (-1)

* **Turret** – with 360° firing arc.
Main Weapons on side have 180° fire arc to front.
Point Defence – 15cm 1d 6+(1), 360°, always on First Fire.

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Sabre Tank-Hunter Squadron**

Standard Adeptus Militaris




3 Sabre Tank-Hunters

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------


Cost: 100

Imperial Guard

Sabre Tank-Hunter  Vehicle (3)

Move: 25cm	Save: 4+	CAF: +0
Weapon:-	Range:-	Shoot:-
Autocannon*	75cm	1d 5+ (-2)

***Turret** – with 360° firing arc.


Section HQ (SHQ)  **HQ:-See company card**

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Predator Squadron**

Standard Adeptus Militaris




3 Predators

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 200

Imperial Guard

Predator  Vehicle (3)

Move: 25cm	Save: 3+	CAF: +0
Weapon:-	Range:-	Shoot:-
Autocannon *	75cm	1d 5+ (-1)
Lascannon	75cm	2d 5+ (-1)


* **Turret** – with 360° firing arc.
Main Weapons on side have 180° fire arc to front.

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Chimera APC Squadron**

Standard Adeptus Militaris




3 Chimera

Break: +2	Morale: 4	Victory Points: +1
-----------	-----------	--------------------

Cost: 75

Imperial Guard

Chimera x3  Vehicle (3)

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

- Add to detachment with no transport.
* **Turret** with 360° firing arc.

Transport 2

Break: +2	Morale: 4	Victory Points: +1
-----------	-----------	--------------------

Net Epic

Imp. Guard **Vindicator Squadron**

Standard Adeptus Militaris




3 Vindicators

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Imperial Guard

Vindicator  Vehicle (3)

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


Ignores cover:- Ignores cover modifiers To-Hit, such as from woods or fortifications.
Main Weapon has 180° fire arc to front.

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Chimera APC Squadron**

Standard Adeptus Militaris




5 Chimera

Break: +3	Morale: 4	Victory Points: +1
-----------	-----------	--------------------

Cost: 125

Imperial Guard

Chimera x5  Vehicle (3)

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

- Add to detachment with no transport.
* **Turret** with 360° firing arc.


Transport 2

Break: +3	Morale: 4	Victory Points: +1
-----------	-----------	--------------------

Net Epic

Imp. Guard **Hydra Anti-Aircraft Squadron**

Standard Adeptus Militaris




3 Hydras

Break: 2	Morale: 4	Victory Points: 3
----------	-----------	-------------------

Cost: 300

Imperial Guard

Hydra AA  Vehicle (3)

Move: 15cm	Save: 5+	CAF: +0
Weapon:-	Range:-	Shoot:-
Autocannon	100cm	4d 5+ (-1)


Anti-Aircraft:- May Snap Fire at no penalty;
- 360° arc of fire;
- Suffer a -2 To-Hit penalty for firing at small ground targets (ie infantry, tanks).
- Skimmers and Jump troops that Deep Strike or leave a flying transport, are considered aerial targets.

Break: 2	Morale: 4	Victory Points: 3
----------	-----------	-------------------

Net Epic

Imp. Guard **Hellhound Squadron**

Standard Adeptus Militaris




3 Hellhounds


Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Imperial Guard

Hellhound  Vehicle (3)

Move: 15cm	Save: 3+	CAF: +0
Weapon:-	Range:-	Shoot:-
Fire Thrower*	LT	LT 4+ (0)


***Large Teardrop Template** 
- **Ignores cover:-** Ignores cover modifiers To-Hit, such as from woods or fortifications.
Main Weapon has 180° fire arc to front.

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Baneblade**

Standard Adeptus Militaris



1 Baneblade

Break: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Cost: 225

Imperial Guard

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: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Net Epic

Imp. Guard **Marauder Squadron**

Standard Adeptus Militaris




3 Marauder Fighter-Bombers

Break: 2	Morale: 3	Victory Points: 4
----------	-----------	-------------------


Cost: 350

Imperial Guard

Marauder Fighter-Bomber  Flyer (3)

Move: 75cm	Save: 3+	CAF: +2
Weapon:-	Range:-	Shoot:-
Battlecannon	50cm	1d 4+ (-2)
Lascannon	50cm	3d 5+ (-1)
Missiles	50cm	4BP 5+ (-2)

Flyer:- See NetEpic Core Rules = Floaters & Fliers




Break: 2	Morale: 3	Victory Points: 4
----------	-----------	-------------------

Net Epic

Imp. Guard **Shadowword**

Standard Adeptus Militaris

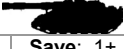


1 Shadowword

Break: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Cost: 225

Imperial Guard

Shadowword  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: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Net Epic

Imp. Guard **Thunderbolt Squadron**

Standard Adeptus Militaris




3 Thunderbolt Fighters

Break: 2	Morale: 3	Victory Points: 3
----------	-----------	-------------------


Cost: 250

Imperial Guard

Thunderbolt Fighter  Flyer (3)

Move: 100cm	Save: 4+	CAF: +4
Weapon:-	Range:-	Shoot:-
Autocannon	25cm	3d 5+ (-1)
Rockets	25cm	4BP 5+ (-1)

Flyer:- See NetEpic Core Rules = Floaters & Fliers




Break: 2	Morale: 3	Victory Points: 3
----------	-----------	-------------------

Net Epic

Imp. Guard **Stormhammer**

Standard Adeptus Militaris




1 Stormhammer

Break: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Cost: 225

Imperial Guard

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+(6), 360°, always on First Fire.
Armor – Rear Modifier with -1 penalty, Side Armor with no modifier penalty.

Break: Model	Morale: 3	Victory Points: 2
--------------	-----------	-------------------

Net Epic

Imp. Guard **Light Off-Board Barrage**

Standard Adeptus Militaris




One Light Orbital Barrage Round

Break: -	Morale: -	Victory Points: -
----------	-----------	-------------------


Cost: 1 Victory Point

Imperial Guard

Light Off-Board Barrage 

Weapon:-	Range:-	Shoot:-
Orbital Barrage	Special	6BP 4+ (-1)

Forward Observer: required to call in Off-Board Barrage.
Cost 1 Victory Point
Off Board Artillery:- See NetEpic Core Rules




Break: -	Morale: -	Victory Points: -
----------	-----------	-------------------

Net Epic

Imp. Guard **Deathstrike Battery** Card 1

Standard Adeptus Militaris




3 Deathstrike Launchers

Break: 2	Morale: 4	Victory Points: 3
----------	-----------	-------------------


Cost: 250

Imperial Guard

Deathstrike (Card 1)  Heavy artillery (3)

Move: 15cm	Save: 6+	CAF: 0
Weapon:-	Range:-	Shoot:-
Missile		See Card 2

Heavy Artillery – 180° fire arc to front.
Missile Options: Barrage, Harpoon, Warp. See Card 2
Point Defence – 15cm 1d 6+(2), 360°, always on First Fire.

Section HQ (SHQ)  **HQ:-** See company card

Break: 2	Morale: 4	Victory Points: 3
----------	-----------	-------------------

Net Epic

Imp. Guard **Heavy Off-Board Barrage**

Standard Adeptus Militaris



One Heavy Orbital Barrage Round

Break: -	Morale: -	Victory Points: -
----------	-----------	-------------------

Cost: 2 VP

Imperial Guard

Heavy Off-Board Barrage 

Weapon:-	Range:-	Shoot:-
Orbital Barrage	Special	10BP 2+ (-2)

Forward Observer: required to call in Off-Board Barrage.
Cost 2 Victory Point
Off Board Artillery:- See NetEpic Core Rules




Break: -	Morale: -	Victory Points: -
----------	-----------	-------------------

Net Epic

Imp. Guard **Rapier Battery**

Standard Adeptus Militaris




3 Rapier Laser Destroyers

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------


Cost: 75

Imperial Guard

Rapier Laser Destroyer  Light artillery (1)

Move: 10cm	Save: -	CAF: -3
Weapon:-	Range:-	Shoot:-
Laser Destroyer	50cm	1d 4+ (-3)

Light Artillery – with 360° firing arc


Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Whirlwind Battery**

Standard Adeptus Militaris





3 Whirlwinds

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------


Cost: 150

Imperial Guard

Whirlwind   Heavy artillery (3)

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

Heavy Artillery – 180° fire arc to front.


Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Tarantula Support Battery**

Standard Adeptus Militaris




5 Tarantulas

Break: 3	Morale: -	Victory Points: 2
----------	-----------	-------------------

Cost: 150

Imperial Guard

Tarantula  Light artillery (1)

Move: 5cm	Save: -	CAF: -3
Weapon:-	Range:-	Shoot:-
Laser Destroyer	75cm	1d 5+ (-2)

Inorganic:- Immune to powers based on poison, disease, pheromones, smells.
Robotic:- Immune to morale and powers based on fear, life-force, souls or emotions.
Quickdraw:- Does not suffer -1 To-Hit penalty when Snap Firing.
RoF2:- If on First Fire Orders, can fire in both First Fire (including Snap Fire) and Advance.

Net Epic

Imp. Guard **Basilisk Battery**

Standard Adeptus Militaris





3 Basilisks

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------


Cost: 200

Imperial Guard

Basilisk   Heavy artillery (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.


Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Thudd Gun Battery**

Standard Adeptus Militaris




3 Thudd Guns

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------


Cost: 100

Imperial Guard

Thudd Gun  Light artillery (1)

Move: 5cm	Save: -	CAF: -3
Weapon:-	Range:-	Shoot:-
Thudd Gun	75cm	2BP @ # (0)

Light Artillery – with 360° firing arc


Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Bombard Battery**

Standard Adeptus Militaris




3 Bombards

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------


Cost: 200

Imperial Guard

Bombard  Heavy artillery (3)

Move: 15cm	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.


Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------

Net Epic

Imp. Guard **Mole Mortar Battery**

Standard Adeptus Militaris




3 Mole Mortars

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Cost: 100

Imperial Guard

Mole Mortar  Light artillery (1)

Move: 5cm	Save: -	CAF: -3
Weapon:-	Range:-	Shoot:-
Mole Mortar	150cm	1BP @ # (0)


Light Artillery – with 360° firing arc
Ignores cover & shields:- Ignores cover modifiers.
Traps:- Titans or Praetorians on a roll of 6 on D6, can't move unless on Charge orders with no ranged attacks. If stationary, can shoot normally

Break: 2	Morale: 4	Victory Points: 1
----------	-----------	-------------------

Net Epic

Imp. Guard **Manticore Battery**

Standard Adeptus Militaris




3 Basilisks

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------


Cost: 200

Imperial Guard

Manticore  Heavy artillery (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).

Section HQ (SHQ)  HQ:-See company card

Break: 2	Morale: 4	Victory Points: 2
----------	-----------	-------------------
