

IMPERIAL GUARD ARMoured VEHICLE INVENTORY

The Imperial Guard army is not noted for its subtlety, preferring to smash a nut with a sledgehammer if possible. This approach is reflected in the design of their vehicles. Tanks of the Imperial Guard are rough, rugged and very adaptable. Below is the list of vehicles available to an Armoured Company commander.

Points	Front Armour	Side Armour	Rear Armour	BS
100	12	10	10	3

SPECIAL RULES

Indirect Fire: The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker

cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum 'guess' for indirect fire is 36".



BASILISK

Type: Tank, open topped.

Crew: Imperial Guard.

Weapons: The Basilisk has an Earthshaker artillery gun and hull-mounted heavy bolter.

It may also be equipped with any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to allow it to fire indirectly as described in the special rules below, at a cost of +25 pts

Points	Front Armour	Side Armour	Rear Armour	BS
140	14	13	11	3



LEMAN RUSS DEMOLISHER

Type: Tank.

Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted Demolisher cannon and one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The tank may have two side sponsons armed with a pair of one of the following weapons: heavy bolters at +10 pts; multi-meltas at +30 pts; plasma cannons at +20 pts; heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

HELLHOUND

Type: Tank.
Crew: Imperial Guard.

Weapons: Turret-mounted Inferno cannon and hull-mounted heavy bolter.

Options: It may have any of the following: camo netting, extra armour, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
115	12	10	10	3

SPECIAL RULES

Inferno cannon: The Inferno cannon fires a lethal gout of flame over considerable distances. Its profile is as follows:

Range	Str	AP	Heavy
24"	6	4	1/Template

When firing the Inferno cannon, designate a target unit and place the normal flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Hellhound's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+.



LEMAN RUSS CONQUEROR

Type: Tank.
Crew: Imperial Guard.

Weapons: The tank is armed with a turret-mounted Conqueror cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

All Conquerors have the Searchlight vehicle upgrade.

Options: The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The tank may be given any of the following upgrades: camo-netting, extra armour, hunter killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
145	14	12	10	3

SPECIAL RULES

Conqueror cannon: The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the weapon to fire along with any

Defensive weaponry, making this Lemman Russ variant more mobile when leading an assault.

Range	Str	AP	Heavy
48"	7	4	1/Blast





Points	Front Armour	Side Armour	Rear Armour	BS
170	14	12	10	3

DESTROYER TANK HUNTER

Type: Tank.
Crew: Imperial Guard.
Weapons: The Destroyer is armed with a hull-mounted laser destroyer (fired using the crew's BS; does not scatter).

Range	Str	AP	Heavy
72"	10	2	1/Blast

Options: A Destroyer may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



Points	Front Armour	Side Armour	Rear Armour	BS
70	12	10	10	3

CHIMERA

Type: Tank.
Crew: Imperial Guard.
Weapons: The Chimera must have one of the following turret weapons: multi-laser at +10 pts; heavy flamer at +10 pts; heavy bolter at +10 pts. It may also have either a heavy bolter or a heavy flamer mounted in its hull at +5 pts.

Options: A Chimera may have any of the following: camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

Transport Vehicle: A Chimera can carry up to 12 models (count Ogryns or models in Terminator armour as two models). Independent characters that join a unit with a Chimera may also travel inside the vehicle.



Points	Front Armour	Side Armour	Rear Armour	BS
140	14	12	10	3

LEMAN RUSS BATTLE TANK

Type: Tank.
Crew: Imperial Guard.
Weapons: The tank is armed with a turret-mounted battle cannon and must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Lemman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

The Lemman Russ may be equipped with any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

GRIFFON

Type: Tank, open-topped.
Crew: Imperial Guard.

Weapons: The Griffon is armed with a heavy mortar and hull-mounted heavy bolter.

A Griffon may have any of the following: armoured crew compartment, camo netting, extra armour, hunter-killer missile, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with siege shells at +5 pts.

EXCLUSIVE FROM DIRECT SALES

The Griffon Siege Mortar is available only from Games Workshop Direct on 0115 916 40000 and our webstore at: www.games-workshop.co.uk/storefront

Points	Front Armour	Side Armour	Rear Armour	BS
75	12	10	10	3

SPECIAL RULES

Siege shells: Griffons are used across the Imperium to assault heavily fortified enemy positions, employing a shell more than capable of destroying the toughest plascrete bunker and shattering enemy defensive lines. If equipped

with them, a Griffon may fire a siege shell instead of a normal round during your Shooting phase. Siege shells are able to breach bunkers as if they were a strength 8 weapon. See the Warhammer 40,000 rulebook for more details on bunkers.



LEMAN RUSS VANQUISHER

Type: Tank.
Crew: Imperial Guard.

Weapons: The Leman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a co-axial storm bolter (counts as a pintle-mounted storm bolter). In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts, or a pair of heavy flamers at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Points	Front Armour	Side Armour	Rear Armour	BS
175	14	12	10	3

SPECIAL RULES

Vanquisher battle cannon: This weapon has a longer range and, against vehicles, a special anti-tank ordnance shot can be used. Instead of placing the Blast marker, roll to hit with the crew's BS. Hits cause 2D6 + Strength for armour penetration.



Points	Front Armour	Side Armour	Rear Armour	BS
100	12	10	10	3

SPECIAL RULES

Souped-Up Engines: Because they operate so far in front of the main units, the crews of Salamander Scout Vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong

enemy forces. Imperial commanders tend to overlook such breaches of regulation given the dangerous missions lightly equipped scout units often have to perform.

A Salamander Scout Vehicle's souped-up engines make it a fast vehicle.

SALAMANDER SCOUT VEHICLE

Type: Tank, open-topped, fast.
Crew: Imperial Guard.

Weapons: The Salamander is armed with an autocannon and a hull-mounted heavy bolter.

Options: A Salamander may have any of the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.



Points	Front Armour	Side Armour	Rear Armour	BS
120	14	12	10	3

LEMEN RUSS EXTERMINATOR

Type: Tank.
Crew: Imperial Guard.

Weapons: The Leman Russ Exterminator is armed with a turret-mounted, twin-linked autocannon. It must also have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

Options: The Leman Russ Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

It may be given the following: camo netting, extra armour, hunter-killer missile, mine sweeper, pintle heavy stubber, pintle storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

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