1000 Pts - Imperial Guard - 44th Litvinus IV Regiment

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Company Command Squad (5⚔, 70 pts)													
Company Command Squad	4	▣	3	4	3	3	1	3	1	7	5+	70	
		Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x4); Regimental Standard; Vox Caster											
Company Commander	1		4	4	3	3	3	3	3/4	9	5+/5(i)	[26]	
		Flak Armour; Frag Grenades; Refractor Field; Laspistol; Close Combat Weapon; Senior Officer											
Fast Attack: Scout Sentinel Squadron (3⚔, 105 pts)													
Scout Sentinel Squadron	1	◪										105	
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[35]	
		Unit Type: Vehicle (Walker, Open-topped); Multilaser (x1); Move Through Cover; Scouts											
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[35]	
		Unit Type: Vehicle (Walker, Open-topped); Multilaser (x1); Move Through Cover; Scouts											
Scout Sentinel	1	Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10										[35]	
		Unit Type: Vehicle (Walker, Open-topped); Multilaser (x1); Move Through Cover; Scouts											
Heavy Support: Ordnance Battery (1⚔, 75 pts)													
Ordnance Battery	1	◪										75	
Griffon	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[75]	
		Unit Type: Vehicle (Tank, Open-topped); Griffon Heavy Mortar; Searchlight; Smoke Launchers; Heavy Flamer; Accurate Bombardment											
Heavy Support: Ordnance Battery (1⚔, 170 pts)													
Ordnance Battery	1	◪										170	
		Camo Netting											
Basilisk	1	Grp: BS: 3 FA: 12 SA: 10 RA: 10										[170]	
		Unit Type: Vehicle (Tank); Earthshaker Cannon; Searchlight; Smoke Launchers; Camo Netting; Heavy Flamer; Enclosed Crew Compartment											
Troops: Infantry Platoon (36⚔, 275 pts)													
Infantry Platoon	1	◪										275	
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[45]	
		Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x2); Vox Caster; Flamer (x2)											
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]	
		Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[110]	
		Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x9); Vox Caster; Commissar; Combined Squad											
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[45]	
		Flak Armour; Frag Grenades; Bolt Pistol; Power Weapon; Summary Execution; Stubborn											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[15]	
		Flak Armour; Frag Grenades; Laspistol; Power Weapon											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[60]	
		Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x9); Combined Squad											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[15]	
		Flak Armour; Frag Grenades; Laspistol; Power Weapon											
Infantry Squad	9		3	3	3	3	1	3	1	7	5+	[60]	
		Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (x9); Combined Squad											
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[15]	
		Flak Armour; Frag Grenades; Laspistol; Power Weapon											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Troops: Infantry Platoon (36✝, 305 pts)													
Infantry Platoon	1	▷										305	
Platoon Command Squad	4		3	3	3	3	1	3	1	7	5+	[55]	
Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (x2); Vox Caster; Meltagun (x2)													
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]	
Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer													
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[110]	
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x7); Vox Caster; Commissar; Combined Squad													
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]	
Lascannon; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)													
Commissar	1		4	4	3	3	1	3	2/3	9	5+	[35]	
Flak Armour; Frag Grenades; Bolt Pistol; Close Combat Weapon; Summary Execution; Stubborn													
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[70]	
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x7); Combined Squad													
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]	
Lascannon; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)													
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[70]	
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x7); Combined Squad													
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]	
Lascannon; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)													
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon													
											Total Cost:	1000	

Option Footnotes	
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).
Special Rules	
Accurate Bombardment	Vehicle may re-roll scatter dice (see C: IG, pg. 52).
Combined Squad	Infantry squads may combine during deployment (see C:IG, pg. 37).
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).
Move Through Cover	Roll an additional D6 when moving through cover, conditions apply (p75 WH40K 5E)
Scouts	May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)
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).
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
Summary Execution	If Morale if failed, remove the highest Ld model, other than the Commissar, and re-roll (see C: IG, pg. 32).
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)

Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle (Tank, Open-topped)	Unit Type: Vehicle (Tank, Open-topped) (WH40k, pp. 68-70)
Unit Type: Vehicle (Walker, Open-topped)	Unit Type: Vehicle (Walker, Open-topped) (WH40k, pp. 70,72-73)

Wargear	
Bolt Pistol	12" Range; S4; AP5; Pistol
Camo Netting	Vehicle gains Stealth (exceptions apply, see C:IG pg. 70).
Close Combat Weapon	If used with another close combat weapon, +1 attack in close combat.
Earthshaker Cannon	36" to 240" Range; S9; AP3; Ordnance Barrage 1, Large Blast.
Flak Armour	Confers a 5+ Armour Save.
Flamer	Template; S4; AP5; Assault 1
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Griffon Heavy Mortar	12" to 48" Range; S6; AP4; Ordnance Barrage 1, Large Blast (see C:IG, pg. 53).
Heavy Flamer	Template; S5; AP4; Assault 1
Lascannon	48" Range; S9; AP2; Heavy 1
Lasgun	24" Range; S3; AP-; Rapid
Laspistol	12" Range; S3; AP-; Pistol
Meltagun	12" Range; S8; AP1; Assault 1; Melta.
Multilaser	36" Range; S6; AP6; Heavy 3
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 used where the Night Fighting rule is in effect. If a vehicle has a searchlight, it must still use the Night Fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated unit 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.
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).
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).