1000 Pts - Imperial Guard - 44th Litvinus IV Regiment

HO: Company Command Squad 4	Name	#	Grp	WS	BS	S	Т	Wo	I	Α	Ld	Save	Cost
Company Command Squad											1		
Resimental Standard; Vox Caster				3	4	3	3	1	3	1	7	5+	70
Company Commander 1		Uni	t Type:	Infantry	; Flak A	Armour;	Frag G	renades;	Close	Combat	Weapo	on (x4);	Lasgun (x4);
Flak Armour; Frag Grenades; Refractor Field; Laspistol; Close Combat Weapon; Senior Officer Fast Attack: Scout Sentinel Squadron 3													
Fast Attack: Scout Sentinel Squadron 1 1 1 1 1 1 1 1 1	Company Commander	1			4	3							
Fast Attack: Scout Sentinel Squadron (3, 10, pts) Scout Sentinel Squadron 1 1 Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10 [35]				ur; Frag	Grenad	es; Refr	actor Fi	eld; Las	pistol; (Close C	ombat '	Weapon;	Senior
Scout Sentine Squadron 1 Store		Offi	cer										
Scout Sentinel Squadron 1 Store	Fast Attack: Scout Sentinel Squadron (3 ⁵	, 10:	5 pts)							***************************************			
Unit Type: Vehicle (Walker, Open-topped); Multilaser (x1); Move Through Cover; Scoul Sentinel 1 Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10 35		1											105
Scout Sentine	Scout Sentinel	1	Grp:	WS: 3	BS: 3 S	St: 5 In	: 3 At:	1 FA:	10 SA:	10 RA	A: 10		[35]
Scout Sentine		Uni	t Type:	Vehicle	(Walke	r, Open	-topped); Multil	aser (x	1); Mov	e Thro	ugh Cov	er; Scouts
Scout Sentine 1 Grp: WS: 3 BS: 3 St: 5 In: 3 At: 1 FA: 10 SA: 10 RA: 10 I53 Unit Type: Vehicle (Walker, Open-topped); Multilaser (x1); Move Through Cover; Scouther (X1, X2, X3, X4, X4, X4, X4, X4, X4, X4, X4, X4, X4	Scout Sentinel	1	Grp:	WS: 3	BS: 3 S	St: 5 In	: 3 At:	1 FA:	10 SA:	10 RA	A: 10		[35]
Heavy Support: Ordnance Battery (1 \(\frac{1}{5} \) 75 pts 1 Grp: BS: 3 FA: 12 SA: 10 RA: 10 1 Grp: BS: 3 FA: 12 SA: 10 RA:		Uni										ugh Cov	er; Scouts
Meavy Support: Ordnance Battery (1	Scout Sentinel	1	Grp:	WS: 3	BS: 3 S	St: 5 In	: 3 At:	1 FA:	10 SA:	10 RA	A: 10		[35]
Ordnance Battery 1 1 1 1 1 1 1 1 1		Uni	t Type:	Vehicle	(Walke	r, Open	-topped); Multil	aser (x	1); Mov	e Thro	ugh Cov	er; Scouts
Ordnance Battery 1 1 1 1 1 1 1 1 1	Heavy Support: Ordnance Battery (1 [‡] . 75	pts')										
Carriffon		1	8										75
Unit Type: Vehicle (Tank, Open-topped); Griffon Heavy Mortar; Searchlight; Smoke Launchers; Heavy Flamer; Accurate Bombardment Heavy Support: Ordnance Battery (1 ⁸ / ₂ , 170 pts)	-	1	Grp:	BS: 3 I	FA: 12	SA: 10	RA: 10)			1	1	
Heavy Support: Ordnance Battery (1									Heavy	Mortar:	Search	light: Sn	
Netrops: Infantry Platoon (36 [‡] , 275 pts) Sample S										,		6, ~	
Campo Netting: Campo Netting: Size S	Harry Symposity Ordners Dettern (1 1				,								
Camo Netting Basilisk 1 Grp: BS: 3 FA: 12 SA: 10 RA: 10 Unit Type: Vehicle (Tank); Earthshaker Cannon; Searchlight; Smoke Launchers; Camo Netting; Heavy Flamer; Enclosed Crew Compartment Troops: Infantry Platoon (36 [‡] , 275 pts) Infantry Platoon (36 [‡] , 275 pts) Infantry 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 (Vox Caster; Flamer (x2)) Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer		/U pt	S)					1					170
Basilisk 1	Ordinance Battery									_			170
Unit Type: Vehicle (Tank): Earthshaker Cannon; Searchlight; Smoke Launchers; Camo Netting; Heavy Flamer; Enclosed Crew Compartment Troops: Infantry Platoon (36 ² , 275 pts)	Decilial.				74 - 12	CA. 10	DA. 10	`					[170]
Netting; Heavy Flamer; Enclosed Crew Compartment Troops: Infantry Platoon (36\$\frac{3}{5}\$, 275 pts	Basinsk								Coorabli	aht. Cm	olzo I o	unahara	
Troops: Infantry Platoon (36*, 275 pts)										giit, Sii	ioke La	unchers,	Camo
Platoon Command Squad		INCL	ung, m	savy 1 1a	iner, En	iciosed (olew Co	Jiiipartii	CIIt				
Platoon Command Squad 4			L DN	7 1 1 7		11 1					1	1	
Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x4); Lasgun (Vox Caster; Flamer (x2)) Platoon Commander	_	-			//	11/2							
Platoon Commander	Platoon Command Squad		U					1		1			L - J
Platoon Commander						Armour;	Frag G	renades;	Close	Combat	Weapo	on (x4);	Lasgun (x2)
Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon; Junior Officer Infantry Squad 9	N. C. 1	Vox	Caster		r (x2)					0 /0		T =	5.63
Infantry Squad 9 3 3 3 1 3 1 7 5+ [110] Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Yox Caster; Commissar; Combined Squad 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 (Combined Squad 9 3 3 3 3 3 3 3 3 3	Platoon Commander	1	_		4			<u> </u>	_		_		[6]
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Y.C. (Q. 1	Flak	Armou					lose Coi	mbat W	eapon;	Junior (F1 1 0 7
Vox Caster; Commissar; Combined Squad Commissar 1	Infantry Squad	1 T 1	. T					Com-1-	<u> </u>	1 1 (r-0)	/ E1 ₂ 1- /		
Commissar									ı weap	on (x9)	, riak A	armour;	Lasgun (x9)
Flak Armour; Frag Grenades; Bolt Pistol; Power Weapon; Summary Execution; Stubborn Sergeant 1	Commissor	1 V OX	Caster	<u> </u>	1 /	1		T .	3	2/3	ο	5.	[45]
Sergeant 1	Commissar	Flat	Armor	_	*						ory Ev	•	
Flak Armour; Frag Grenades; Laspistol; Power Weapon	Sergeant	1	Aimot					1					
Infantry Squad 9 3 3 3 1 3 1 7 5+ [60] Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Combined Squad 1 3 3 3 3 1 3 2/3 8 5+ [15]	Bergeant	Flat	Armor					ower W				J - J -	[13]
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Combined Squad Sergeant Sergeant Infantry Squad Infantry Squad Unit Type: Infantry; Frag Grenades; Laspistol; Power Weapon Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Combined Squad	Infantry Squad	9	1 111100	3	3	_	3	1	3	1	7	5+	[60]
Combined Squad Sergeant 1	manu y Squau	Uni	t Type:	Infantry	r: Frag (s: Close	Comba	t Wean	on $(x9)$: Flak 4		
Sergeant 1 3 3 3 3 1 3 2/3 8 5+ [15]					, 1145 \	_1 chade	.,		,, сар	OH (A))	, 1 mm 1		(A)
Flak Armour; Frag Grenades; Laspistol; Power Weapon Infantry Squad 9	Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[15]
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 (Combined Squad	Sorgount	Flak	Armoi	ur: Frag				ower W	_			, ,,	[]
Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x9); Flak Armour; Lasgun (Combined Squad	Infantry Squad	1			1	3		1	3	1	7	5+	[60]
Combined Squad	mana, squad	_	t Type:			Grenade		Comba	t Wean	on (x9)	Flak		
,					,		., 21050			()	,	,	
	Sergeant	1	1	3	3	3	3	1	3	2/3	8	5+	[15]
Flak Armour; Frag Grenades; Laspistol; Power Weapon		Flak	Armou	ır; Frag			istol; P	ower W					

Name	#	Grp	WS	BS	S	Т	Wo	I	A	Ld	Save	Cost	
Troops: Infantry Platoon (36 [‡] , 305 pts)													
Infantry Platoon	1											305	
Platoon Command Squad			3	3	3	3	1	3	1	7	5+	[55]	
	Unit	Type:	Infantry	; Flak A	Armour;	Frag G	renades	Close	Combat	Weapo	on (x4);	Lasgun	(x2);
	Vox	Caster;	Meltag	gun (x2)									
Platoon Commander	1		4	4	3	3	1	3	2/3	8	5+	[6]	
	Flak	Armou	r; Frag	1	es; Lasp	istol; C	lose Co	mbat W	eapon;	Junior (
Infantry Squad	7		3	3	3	3	1	3	1	7	5+	[110]	
		• 1	•				e Comba	it Weap	on (x7)	; Flak A	Armour;	Lasgun	(x7);
	Vox	Caster;	Comm	issar; C	ombined	d Squad		1		1	1		
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]	
	Lasc	annon;					Weapon						
Commissar	1	<u> </u>	4	4	3	3		3	2/3	9	5+	[35]	
			r; Frag	Grenade	es; Bolt	Pistol;	Close C	ombat	Weapon	i; Sumn	nary Exe	ecution;	
	Stub	born							0./0			553	
Sergeant			3	3	3	3		3	2/3	8	5+	[5]	
Inforten Com I	Flak	Armou	r; Frag	Grenade	es; Lasp	1stol; C	lose Co	mbat w	eapon	7	5+	[70]	
Infantry Squad	T Incid	Trans					Comba	1 Wasn	1 (17)				(7).
		Type: ibined S		; Frag (renade	s; Close	Comba	n weap	on (x/)	; Flak F	Armour;	Lasgun	(X/);
Heavy Weapons Team	1		quau 2	3	3	3	2	3	2	7	5+	[30]	
Heavy Weapons Team	Loca	onnon:	Eroa G				Weapoi			mour: I			
Sergeant	Lasc 1	aiiioii,	11ag O	3	3	3	1	3	2/3	8	5+	[5]	
Sergeant	Flak	Armou	r: Frag				lose Co			0	J - J -		
Infantry Squad	7	7 Milliou	3	3	3	3	1	3	1	7	5+	[70]	
manay squad	Unit	Type			Trenade	s: Close	Comba	t Wean	on (x7)	· Flak A		[, ~]	(x7)·
		bined S		, 1145 (s, close	Como	т тепр	on (Ar)	, 1144 1	iiiioui,	Lasgan	(217),
Heavy Weapons Team	1		3	3	3	3	2	3	2	7	5+	[30]	
seems, seems round	Lasc	annon:	Frag G		Close	Combat	Weapon	n (x1):	Flak Ar	mour: I			
Sergeant	1		3	3	3	3	1	3	2/3	8	5+	[5]	
	Flak	Armou	r; Frag	Grenade	es; Lasp	oistol; C	lose Co	mbat W	eapon				
		/// //		///						Tota	al Cost:	1000	
	~				X		37			100	0001.	1000	
				7									

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.				
77	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	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				
Rank, 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! (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) (WH40k, pp. 68-69)
Unit Type: Vehicle (Tank,	Unit Type: Vehicle (Tank, Open-topped) (WH40k, pp. 68-70)
Open-topped)	
Unit Type: Vehicle	Unit Type: Vehicle (Walker, Open-topped) (WH40k, pp. 70,72-73)
(Walker, Open-topped)	
	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
Searchight	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
Smoke Launchers	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
, on Suster	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).
	anderstood can be le loned if tuned (see C.10, pg. 11).