

# IMPERIAL ARMOUR'D SENTINEL

## VEHICLE DATA

### RAM VALUE:

STRENGTH 6

D6 DAMAGE

-3 SAVE MODIFIER

| M | WS | BS | S | I | A | LD |
|---|----|----|---|---|---|----|
| 8 | 3  | 3  | 4 | 3 | 2 | 7  |



**CREW:** 1x IMPERIAL GUARD PILOT (BS 3)

## WEAPONS

The Sentinel is armed with a **multi-laser** with targeter and a 90-degree fire arc. The **multi-laser** may be upgraded to an **assault cannon** (+15 pts.), a **heavy plasma gun** (+15 pts.), an **auto-cannon** (+10 pts.), **heavy flamer** (+5 pts.) or a **lascannon** (+15 pts.).

## WEAPON DATA

| Weapon         | Range<br>Short Long | To Hit<br>Short Long | Strength | Damage | Modifier | Save | Armour<br>Pene. | Special    |
|----------------|---------------------|----------------------|----------|--------|----------|------|-----------------|------------|
| Multi-Laser    | 0-20 20-60          | +1 -                 | 6        | D4     | -1       |      | D6+D4+6         | Sust. 3D   |
| Assault Cannon | 0-12 12-32          | +1 -                 | 8        | D10    | -3       |      | D6+D10+8        | Sust. 3D   |
| Auto Cannon    | 0-20 20-72          | - -                  | 8        | D6     | -3       |      | 2D6+8           | Sust. 1D   |
| Heavy Flamer   | Template            |                      | 5        | 1      | -3       |      | D6+5            | See Rules  |
| Lascannon      | 0-20 20-60          | - -                  | 9        | 2D6    | -6       |      | 3D6+9           |            |
| HPG (Low)      | 0-20 20-40          | - -                  | 7        | D4     | -2       |      | D6+D4+7         | 1.5" Blast |
| HPG (High)     | 0-20 20-72          | - -                  | 10       | D10    | -6       |      | D6+D10+10       | 1.5" Blast |

**POINTS COST: 75 POINTS**

| D6  | Location | Front | Armour<br>Side/Rear |
|-----|----------|-------|---------------------|
| 1-2 | Legs     | 15    | 15                  |
| 3   | Weapon   | 15    | 15                  |
| 4-6 | Body     | 18    | 18                  |

### Leg Damage Table

- D6** The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its next turn.
- The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything it touches.
- 3-4** The leg is seriously damaged. The Sentinel may now only limp D3" per turn.
- 5-6** The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

### Weapon Damage Table

- D6** The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 2-5** The weapon is destroyed and may no longer be used.
- 6** The weapon explodes, killing the pilot – the Sentinel is destroyed.

### Body Damage Table

- D6** The Sentinel's controls are damaged, making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 2-3** The shot penetrates the body and hits the pilot, killing him instantly. The Sentinel is destroyed.
- 4-6** The Sentinel's engine explodes, killing the pilot and causing D3 Strength 6 hits with a -2 save modifier to all models within 3".

# IMPERIAL BASILISK

## VEHICLE DATA



### RAM VALUE:

STRENGTH 7  
D12 DAMAGE  
-4 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 15"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
3x IMPERIAL GUARD GUNNERS (BS 3)

## WEAPONS

One Earthshaker Artillery Cannon with a 45-degree front arc of fire.  
One heavy bolter or heavy flammer mounted in the hull with a targeter and 90-degree arc of fire to the front. Auto-launchers with frag or blind grenades may be fitted (+5 pts.)

## WEAPON DATA

| Weapon         | Range    |        | To Hit |      | Strength | Damage | Save            | Armour  |           | Special |
|----------------|----------|--------|--------|------|----------|--------|-----------------|---------|-----------|---------|
|                | Short    | Long   | Short  | Long |          |        |                 | Pen.    |           |         |
| Auto-launchers | 6        | -      | -      | -    |          |        | As Grenade Type |         |           |         |
| Heavy Bolter   | 0-20     | 20-40  | -      | -    | 5        | D4     | -2              | D6+D4+5 | Sust. 2D  |         |
| Heavy Flammer  | Template |        |        |      | 5        | 1      | -3              | D6+5    | See Rules |         |
| Earthshaker    | 0-20     | 20-150 | -      | -    | 8        | 2D6    | -3              | 3D6+8   | See Rules |         |

POINTS COST: 175 POINTS

| D6  | Location    | Armour |           |
|-----|-------------|--------|-----------|
|     |             | Front  | Side/Rear |
| 1-2 | Track*      | 16     | 16        |
| 3-5 | Hull        | 18     | 16        |
| 6   | Earthshaker | 17     | 17        |

\*Hit the one nearest the attacker.

### Track Damage Table

- D6** The track is damaged but keeps running. The Basilisk may only move at slow speed for the remainder of the game.
- The track is blown off and the Basilisk moves out-of-control next turn and then grinds to a permanent halt.
- The track is blown off and the resulting damage smashes the Basilisk's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2-save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6** The driver is killed. Unless his position is taken over the Basilisk will move out-of-control for the remainder of the game.
- A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- The Basilisk's engine explodes, killing all models on board. The Basilisk is spun around to face a random direction and comes to a permanent halt.
- A spark ignites the Basilisk's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- The Basilisk's ammunition cooks off. The Basilisk is destroyed and all models on board are slain. Anything within 3" of the center of the Basilisk suffers D6 Strength 10 hits with a -3-save modifier.

### Earthshaker Cannon Damage Table

- D6** The Earthshaker Cannon is damaged and may only be used if you first roll 4+ on a D6.
- 2-5** The Earthshaker Cannon is destroyed and may no longer be used.
- 6** The Earthshaker Cannon is destroyed and its ammunition explodes, flashing back through the hull. The Earthshaker Cannon may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.



# IMPERIAL CHIMERA



## VEHICLE DATA

### RAM VALUE:

STRENGTH 8  
D12 DAMAGE  
-5 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 6"  
COMBAT SPEED: 12"  
FAST SPEED: 20"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
2x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One multi-laser with targeter and a 360-degree fire arc. One storm bolter with targeter and 360-degree fire arc (may be fired by transported model). One heavy bolter with targeter or heavy flamer in the hull with 90-degree front fire arc. Three lasgun ports (for transported models) with 180-degree arcs to sides. May be equipped with auto-launchers with frag or blind grenades (+5 pts.), or frag defender rounds (+10 pts.)

### WEAPON DATA

| Weapon         | Range                                                          | To Hit | Save  | Armour | Special                  |
|----------------|----------------------------------------------------------------|--------|-------|--------|--------------------------|
|                | Short                                                          | Long   | Short | Long   | Strength Damage Modifier |
| Auto-Launchers | 6                                                              | -      | -     | -      | As Grenade Type          |
| Heavy Bolter   | 0-20                                                           | 20-40  | -     | -      | D4 -2 D6+D4+5 Sust. 2D   |
| Heavy Flamer   | Template                                                       |        | 5     | 1      | -3 D6+5 See Rules        |
| Multi-Laser    | 0-20                                                           | 20-60  | +1    | -      | 6 D4 -1 D6+D4+6 Sust. 3D |
| Frag Defender  | When fired, models in base contact suffer Str. 4 hit, -1 save. |        |       |        |                          |

POINTS COST: 140 POINTS

| D6  | Location | Front | Armour Side/Rear |
|-----|----------|-------|------------------|
| 1-2 | Track*   | 16    | 16               |
| 3-5 | Hull     | 21    | 18               |
| 6   | Turret   | 20    | 20               |

\*Hits the one nearest the attacker.

### Track Damage Table

- D6** The track is damaged but keeps running. The Chimera may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Chimera moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the Chimera's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6** The driver is killed. Unless his position is taken over the Chimera will move out-of-control for the remainder of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- 4 The Chimera's engine explodes, killing all models on board. The Chimera is spun around to face a random direction and comes to a permanent halt.
- 5 A spark ignites the Chimera's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- 6 The Chimera's ammunition cooks off. The Chimera is destroyed and all models on board are slain. Anything within 3" of the center of the Chimera suffers D6 Strength 10 hits with a -3 save modifier.

### Turret Damage Table

- D6** The multi-laser is damaged and may only be used if you first roll a 4+ on a D6 first.
- 2 The turret is jammed and may no longer rotate. The multi-laser may only fire in a straight line at targets directly in front of it.
- 3 The multi-laser is destroyed and may no longer be used for the remainder of the battle.
- 4 The multi-laser is destroyed and the explosion rips back through the hull. Roll on the Hull Damage Table for the result.
- 5-6 The ammo stored in the turret explodes and the Chimera is destroyed. All the models on board are killed and the turret is blown off. It lands 2D6" away in a random direction. Any model under the turret suffers D6 Strength 9 hits with a -6 save modifier.

# LEMNAN RUSS DEMOLISHER

## VEHICLE DATA

### RAM VALUE:

STRENGTH 9  
D20 DAMAGE  
-6 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 4"  
COMBAT SPEED: 8"  
FAST SPEED: 16"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One demolisher cannon with targeter in the turret with a 360-degree fire arc.

One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launcers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

### WEAPON DATA

| Weapon           | Range    | To Hit | Strength         | Damage | Save            | Armour | Special               |
|------------------|----------|--------|------------------|--------|-----------------|--------|-----------------------|
|                  | Short    | Long   | Short            | Long   |                 | Pene.  |                       |
| Auto-Launcers    | 6        | -      | -                | -      | As Grenade Type |        |                       |
| Heavy Bolter     | 0-20     | 20-40  | -                | -      | D4              | -2     | D6+D4+5 Sust. 2D      |
| Heavy Flamer     | Template |        | 5                | 1      | -3              |        | D6+5 See Rules        |
| Multi-Melta      | 0-12     | 12-24  | +1               | -      | 8               | 2D12   | -4 D6+2D12+8 2" Blast |
| Lascannon        | 0-20     | 20-60  | -                | -      | 9               | 2D6    | -6 3D6+9              |
| Heavy Plasma Gun |          |        | See Wargear Book |        |                 |        |                       |
| Demolisher       | 0-12     | 12-24  | -                | -      | 10              | 2D6    | -3 3D6+10 3" Blast    |

POINTS COST: 220 POINTS

| D6  | Location | Front | Armour | Side/Rear |
|-----|----------|-------|--------|-----------|
| 1   | Track    | 17    |        | 17        |
| 2-3 | Hull     | 22    |        | 20        |
| 4   | Sponson* | 18    |        | 18        |
| 5-6 | Turret   | 25    |        | 22        |

\*Hit one nearest attacker

### Track Damage Table

- D6 The track is damaged but keeps running. The Lemnan Russ may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Lemnan Russ moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6 The hull mounted weapon is destroyed.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
- 4 The Lemnan Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
- 5 A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The Lemnan Russ' ammunition explodes. The Lemnan Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

### Sponson Damage Table

- D6 The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
- 1 The sponson weapon is destroyed and may no longer be used.
- 2-5 The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

### Turret Damage Table

- D6 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
- 2 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
- 3 The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
- 4-6 The ammunition stores explode and the Lemnan Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.



# LEMNAN RUSS EXECUTIONER

## VEHICLE DATA

### RAM VALUE:

STRENGTH 9  
D20 DAMAGE  
-6 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 4"  
COMBAT SPEED: 8"  
FAST SPEED: 16"  
TYPE: TRACKED

**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)



## WEAPONS

One plasma destroyer with targeter mounted in a turret with 360-degree fire arc.  
  
One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

## WEAPON DATA

| Weapon           | Range            |       | To Hit |      | Strength        | Damage | Save Modifier | Armour Pene. | Special   |
|------------------|------------------|-------|--------|------|-----------------|--------|---------------|--------------|-----------|
|                  | Short            | Long  | Short  | Long |                 |        |               |              |           |
| Auto-launchers   | 6                | -     | -      | -    | As Grenade Type |        |               |              |           |
| Heavy Bolter     | 0-20             | 20-40 | -      | -    | 5               | D4     | -2            | D6+D4+5      | Sust. 2D  |
| Heavy Flamer     | Template         |       |        |      | 5               | 1      | -3            | D6+5         | See Rules |
| Multi-Melta      | 0-12             | 12-24 | +1     | -    | 8               | 2D12   | -4            | D6+2D12+8    | 2" Blast  |
| Lascannon        | 0-20             | 20-60 | -      | -    | 9               | 2D6    | -6            | 3D6+9        |           |
| Heavy Plasma Gun | See Wargear Book |       |        |      |                 |        |               |              |           |
| Plasma Destroyer | 0-20             | 20-40 | -      | -    | 7               | D4     | -2            | D6+D4+7      | 3" Blast  |

POINTS COST: 215 POINTS

| D6                        | Location | Armour |           |
|---------------------------|----------|--------|-----------|
|                           |          | Front  | Side/Rear |
| 1                         | Track    | 17     | 17        |
| 2-3                       | Hull     | 22     | 20        |
| 4                         | Sponson* | 18     | 18        |
| 5-6                       | Turret   | 25     | 22        |
| *Hit one nearest attacker |          |        |           |

### Track Damage Table

- D6 The track is damaged but keeps running. The Lemnan Russ may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Lemnan Russ moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6 The hull mounted weapon is destroyed.
- 1-2 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
- 4 The Lemnan Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
- 5 A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The Lemnan Russ' ammunition explodes. The Lemnan Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

### Sponson Damage Table

- D6 The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
- 1-5 The sponson weapon is destroyed and may no longer be used.
- 6 The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

### Turret Damage Table

- D6 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
- 2 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
- 3 The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
- 4-6 The ammunition stores explode and the Lemnan Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.

# LEMAN RUSS EXTERMINATOR

## VEHICLE DATA

### RAM VALUE:

STRENGTH 8  
D12 DAMAGE  
-5 SAVE MODIFIER



**MOVEMENT:**  
SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 20"

TYPE: TRACKED **CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)

## WEAPONS

Twin-Linked Autocannons with targeter in the turret with a 360-degree fire arc.  
One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launcers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

## WEAPON DATA

| Weapon           | Range            |       | To Hit |      | Strength        | Damage | Save | Woolfther | Armour Pene. | Special |
|------------------|------------------|-------|--------|------|-----------------|--------|------|-----------|--------------|---------|
|                  | Short            | Long  | Short  | Long |                 |        |      |           |              |         |
| Auto-Launcers    | 6                | -     | -      | -    | As Grenade Type |        |      |           |              |         |
| Heavy Bolter     | 0-20             | 20-40 | -      | -    | 5               | D4     | -2   | D6+D4+5   | Sust. 2D     |         |
| Heavy Flamer     | Template         |       |        |      | 5               | 1      | -3   | D6+5      | See Rules    |         |
| Multi-Melta      | 0-12             | 12-24 | +1     | -    | 8               | 2D12   | -4   | D6+2D12+8 | 2" Blast     |         |
| Lascannon        | 0-20             | 20-60 | -      | -    | 9               | 2D6    | -6   | 3D6+9     |              |         |
| Heavy Plasma Gun | See Wargear Book |       |        |      |                 |        |      |           |              |         |
| Auto-Cannon      | 0-20             | 20-72 | -      | -    | 8               | D6     | -3   | 2D6+8     | Sust. 1D     |         |

POINTS COST: 195 POINTS

| D6  | Location | Armour |           |
|-----|----------|--------|-----------|
|     |          | Front  | Side/Rear |
| 1   | Track    | 16     | 16        |
| 2-3 | Hull     | 22     | 18        |
| 4   | Sponson* | 17     | 17        |
| 5-6 | Turret   | 25     | 22        |

\*Hit one nearest attacker

### Track Damage Table

- 1 D6 The track is damaged but keeps running. The Leman Russ may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6 away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- 1 D6 The hull mounted weapon is destroyed.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
- 4 The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
- 5 A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

### Sponson Damage Table

- 1 D6 The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
- 2-5 The sponson weapon is destroyed and may no longer be used.
- 6 The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

### Turret Damage Table

- 1 D6 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
- 2 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
- 3 The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
- 4-6 The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the turret flies off 2D6 in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.



# IMPERIAL GRIFFON

## VEHICLE DATA

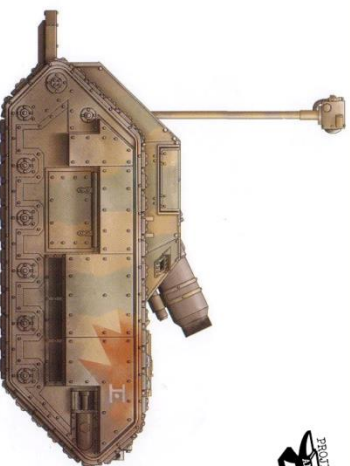


### RAM VALUE:

STRENGTH 8  
D12 DAMAGE  
-5 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 6"  
COMBAT SPEED: 12"  
FAST SPEED: 20"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
3x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One heavy mortar with a 90-degree front arc of fire.  
One heavy bolter or heavy flamer mounted in the hull with a targeter and 90-degree arc of fire to the front. Auto-launchers with frag or blind grenades may be fitted (+5 pts.)

### WEAPON DATA

| Weapon         | Range         |       | To Hit |      | Strength                  | Damage | Save Modifier | Armour Pene. | Special   |
|----------------|---------------|-------|--------|------|---------------------------|--------|---------------|--------------|-----------|
|                | Short         | Long  | Short  | Long |                           |        |               |              |           |
| Auto-Launchers | 6             | -     | -      | -    | As Grenade Type           |        |               |              |           |
| Heavy Bolter   | 0-20          | 20-40 | -      | -    | 5                         | D4     | -2            | D6+D4+5      | Sust. 2D  |
| Heavy Flamer   | Template      |       |        |      | 5                         | 1      | -3            | D6+5         | See Rules |
| Heavy Mortar   | Guess 12"-48" |       |        |      | As shell type (See Rules) |        |               |              |           |

POINTS COST: 140 POINTS

| D6  | Location              | Armour |           |
|-----|-----------------------|--------|-----------|
|     |                       | Front  | Side/Rear |
| 1-2 | Track*                | 16     | 16        |
| 3-5 | Hull                  | 21     | 18        |
| 6   | Heavy Mortar / Crew** | 17     | 17        |

\*Hit the one nearest the attacker

### Track Damage Table

- D6** The track is damaged but keeps running. The griffon may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the griffon moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the griffon's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6** The driver is killed. Unless his position is taken over the griffon will move out-of-control for the remainder of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- 4 The griffon's engine explodes, killing all models on board. The griffon is spun around to face a random direction and comes to a permanent halt.
- 5 A spark ignites the griffon's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- 6 The griffon's ammunition cooks off. The griffon is destroyed and all models on board are slain. Anything within 3" of the center of the griffon suffers D6 Strength 10 hits with a -3 save modifier.

### Heavy Mortar Damage Table

- D6** The heavy mortar is damaged and may only be used if you first roll 4+ on a D6.
- 2-5 The heavy mortar is destroyed and may no longer be used.
- 6 The heavy mortar is destroyed and its ammunition explodes, flashing back through the hull. The heavy mortar may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.

### Crew Damage Table

One of the mortar gunners is struck. The gun crew are Toughness 3, wearing Flak Armour (6+). If one gunner is killed the mortar may continue to fire as normal. If both are killed the mortar may not be fired for the remainder of the game.

# IMPERIAL HELLHOUND

## VEHICLE DATA

### RAM VALUE:

STRENGTH 7  
D12 DAMAGE  
-4 SAVE MODIFIER



### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 15"  
TYPE: TRACKED

**FEAR:** This vehicle causes 'Fear' as described in the psychology rules.

**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
2x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One inferno cannon in the turret with a 360-degree fire arc.  
One heavy bolter with targeter or heavy flamer in the hull with a 90-degree front fire arc. May equip auto-launchers with frag or blind grenades (+5 pts.) or frag defender grenades (+10 pts.).

### WEAPON DATA

| Weapon         | Range                 |                                                                | To Hit |      | Save            | Armour | Special            |
|----------------|-----------------------|----------------------------------------------------------------|--------|------|-----------------|--------|--------------------|
|                | Short                 | Long                                                           | Short  | Long |                 |        |                    |
| Auto-Launchers | 6                     | -                                                              | -      | -    | As Grenade Type |        |                    |
| Heavy Bolter   | 0-20                  | 20-40                                                          | -      | -    | D4              | -2     | D6+D4+5 Sust. 2D   |
| Heavy Flamer   | Template              |                                                                |        |      | 5               | 1      | -3 D6+5 See Rules  |
| Inferno Can.   | Art. Dice (+Template) |                                                                |        |      | 6               | D6     | -4 2D6+6 See Rules |
| Frag Defender  |                       | When fired, models in base contact suffer Str. 4 hit, -1 save. |        |      |                 |        |                    |

POINTS COST: 165 POINTS

| D6  | Location | Armour |           |
|-----|----------|--------|-----------|
|     |          | Front  | Side/Rear |
| 1-2 | Track*   | 16     | 16        |
| 3-4 | Hull     | 21     | 18        |
| 5-6 | Turret   | 22     | 22        |

\*Hit the one nearest the attacker

### Track Damage Table

- 1 D6 The track is damaged but keeps running. The Hellhound may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Hellhound moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the Hellhound's drive shaft, causing it to flip over. The wreck comes to rest D6\* away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- 1 D6 The driver is killed. Unless his position is taken over the Hellhound will move out-of-control for the remainder of the game.
  - 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
  - 4 The Hellhound's engine explodes, killing all models on board. The Hellhound is spun around to face a random direction and comes to a permanent halt.
  - 5 A spark ignites the Hellhound's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
  - 6 The Hellhound's ammunition cooks off. The Hellhound is destroyed and all models on board are slain. Anything within 2D6\* of the centre of the Hellhound suffers damage as if struck by the Inferno Cannon.
- Turret Damage Table**
- 1 D6 The Inferno Cannon is damaged and may only be used if you first roll a 4+ on a D6 first.
  - 2 The turret is jammed and may no longer rotate. The Inferno Cannon may only fire in a straight line at targets directly in front of it.
  - 3 The turret gunner is slain. Unless his position is taken over the turret cannon can no longer be used.
  - 4-6 The ammo stored in the turret explodes and the Hellhound is destroyed. All the models on board are killed and the turret is blown off. It lands 2D6\* away in a random direction. Any model under the turret suffers D6 Strength 9 hits with a -6 save modifier.



# IMPERIAL HYDRA

## VEHICLE DATA



### RAM VALUE:

STRENGTH 7  
D12 DAMAGE  
-4 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 15"  
TYPE: TRACKED

**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
3x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

Two Hydra Auto-Cannon mounts, each equipped with a flak computer.  
One heavy bolter or heavy flamer mounted in the hull with a targeter and 90-degree arc of fire to the front. Auto-launchers with frag or blind grenades may be fitted (+5 pts.)

### WEAPON DATA

| Weapon         | Range    |       | To Hit |      | Save            | Armour | Special            |
|----------------|----------|-------|--------|------|-----------------|--------|--------------------|
|                | Short    | Long  | Short  | Long |                 |        |                    |
| Auto-Launchers | 6        | -     | -      | -    | As Grenade Type |        |                    |
| Heavy Bolter   | 0-20     | 20-40 | -      | -    | D4              | -2     | D6+D4+5 Sust. 2D   |
| Heavy Flamer   | Template |       | 5      | 1    | -3              | D6+5   | See Rules          |
| Hydra A.C.     | 12-20    | 20-72 | -      | -    | 8               | D6     | -3 2D6+8 Sust. 2D* |

\*Each mount fires separately, one per gunner (flams are resolved separately)  
\*\*Flak computer: Targeter which ignores target's speed penalties.

POINTS COST: 165 POINTS

| D6  | Location | Armour |           |
|-----|----------|--------|-----------|
|     |          | Front  | Side/Rear |
| 1-2 | Track*   | 16     | 16        |
| 3-4 | Hull     | 21     | 18        |
| 5-6 | Gundeck* | 17     | 17        |

\*Hit the one nearest the attacker.

### Track Damage Table

- D6** The track is damaged but keeps running. The Hydra may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Hydra moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the Hydra's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6** The driver is killed. Unless his position is taken over the Hydra will move out-of-control for the remainder of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- 4 The Hydra's engine explodes, killing all models on board. The Hydra is spun around to face a random direction and comes to a permanent halt.
- 5 A spark ignites the Hydra's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- 6 The Hydra's ammunition cooks off. The Hydra is destroyed and all models on board are slain. Anything within 3" of the center of the Hydra suffers D6 Strength 10 hits with a -3 save modifier.

### Gundeck Damage Table

- D6** One of the Hydra's Auto-Cannon banks is destroyed. If this result is rolled twice, the Hydra's Auto-Cannons are useless for the remainder of the game.
- 3-5 The Hydra's Auto-Cannons are destroyed and may no longer be used.
- 6 The Hydra's Auto-Cannons are destroyed and its ammunition explodes, flashing back through the hull. The Auto-Cannons may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.

# LEMNAN RUSS BATTLE TANK

## VEHICLE DATA

### RAM VALUE:

STRENGTH 8  
D12 DAMAGE  
-5 SAVE MODIFIER



### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 20"  
TYPE: TRACKED

**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)

## WEAPONS

One battlecannon with targeter in the turret with a 360-degree fire arc.

One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launcers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

## WEAPON DATA

| Weapon           | Range<br>Short Long | To Hit<br>Short Long | Strength         | Damage | Save<br>Modifier | Armour<br>Pene. | Special   |
|------------------|---------------------|----------------------|------------------|--------|------------------|-----------------|-----------|
| Auto-Launcers    | 6 -                 | - -                  |                  |        | As Grenade Type  |                 |           |
| Heavy Bolter     | 0-20 20-40          | - -                  | 5                | D4     | -2               | D6+D4+5         | Sust. 2D  |
| Heavy Flamer     | Template            |                      | 5                | 1      | -3               | D6+5            | See Rules |
| Multi-Melta      | 0-12 12-24          | +1 -                 | 8                | 2D12   | -4               | D6+2D12+8       | 2" Blast  |
| Lascannon        | 0-20 20-60          | - -                  | 9                | 2D6    | -6               | 3D6+9           |           |
| Heavy Plasma Gun |                     |                      | See Wargear Book |        |                  |                 |           |
| Battlecannon     | 0-20 20-72          | - -                  | 8                | 2D6    | -3               | 3D6+8           | 2" Blast  |

POINTS COST: 205 POINTS

| D6  | Location | Front | Armour<br>Side/Rear |
|-----|----------|-------|---------------------|
| 1   | Track    | 16    | 16                  |
| 2-3 | Hull     | 22    | 18                  |
| 4   | Sponson* | 17    | 17                  |
| 5-6 | Turret   | 25    | 22                  |

\*Hit one nearest attacker

### Track Damage Table

- D6 The track is damaged but keeps running. The Lemnan Russ may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Lemnan Russ moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6 The hull mounted weapon is destroyed.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
- 4 The Lemnan Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
- 5 A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
- 6 The Lemnan Russ' ammunition explodes. The Lemnan Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

### Sponson Damage Table

- D6 The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
- 1-5 The sponson weapon is destroyed and may no longer be used.
- 6 The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

### Turret Damage Table

- D6 The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
- 2 The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
- 3 The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
- 4-6 The ammunition stores explode and the Lemnan Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.



# LEMNAN RUSS PUNISHER

## VEHICLE DATA

### RAM VALUE:

STRENGTH 9  
D20 DAMAGE  
-6 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 4"  
COMBAT SPEED: 8"  
FAST SPEED: 16"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One punisher cannon with targeter in the turret with a 360-degree fire arc.

One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launcers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

### WEAPON DATA

| Weapon           | Range    | To Hit | Save             | Armour | Special                      |
|------------------|----------|--------|------------------|--------|------------------------------|
|                  | Short    | Long   | Short            | Long   | Strength Damage Modifier     |
| Auto-Launcers    | 6        | -      | -                | -      | As Grenade Type              |
| Heavy Bolter     | 0-20     | 20-40  | -                | -      | 5 D4 -2 D6+D4+5 Sust. 2D     |
| Heavy Flamer     | Template |        | 5                | 1      | -3 D6+5 See Rules            |
| Multi-Melta      | 0-12     | 12-24  | +1               | -      | 8 2D12 -4 D6+2D12+8 2" Blast |
| Lascannon        | 0-20     | 20-60  | -                | -      | 9 2D6 -6 3D6+9               |
| Heavy Plasma Gun |          |        | See Wargear Book |        |                              |
| Punisher         | 0-20     | 20-48  | -                | -      | 7 D6 -3 2D6+7 Sust 3D        |

POINTS COST: 205 POINTS

| D6                        | Location | Front | Armour | Side/Rear |
|---------------------------|----------|-------|--------|-----------|
| 1                         | Track    | 17    | 17     |           |
| 2-3                       | Hull     | 22    | 20     |           |
| 4                         | Sponson* | 18    | 18     |           |
| 5-6                       | Turret   | 25    | 22     |           |
| *Hit one nearest attacker |          |       |        |           |

#### Track Damage Table

- D6**
- The track is damaged but keeps running. The Lemnan Russ may only move at slow speed for the remainder of the game.
  - The track is blown off and the Lemnan Russ moves out-of-control next turn and then grinds to a permanent halt.
  - The track is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

#### Hull Damage Table

- D6**
- The hull mounted weapon is destroyed.
  - A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
  - The Lemnan Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
  - A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
  - The Lemnan Russ' ammunition explodes. The Lemnan Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

#### Sponson Damage Table

- D6**
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
  - The sponson weapon is destroyed and may no longer be used.
  - The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

#### Turret Damage Table

- D6**
- The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
  - The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
  - The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
  - The ammunition stores explode and the Lemnan Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.

# IMPERIAL SENTINEL

## VEHICLE DATA

### RAM VALUE:

STRENGTH 6

D6 DAMAGE

-3 SAVE MODIFIER

| M | WS | BS | S | I | A | LD |
|---|----|----|---|---|---|----|
| 8 | 3  | 3  | 4 | 3 | 2 | 7  |



**CREW:** 1x IMPERIAL GUARD PILOT (BS 3)

## WEAPONS

The Sentinel is armed with a **multi-laser** with targeter and a 90-degree fire arc. The **multi-laser** may be upgraded to an **assault cannon** (+15 pts.), a **heavy plasma gun** (+15 pts.), an **auto-cannon** (+10 pts.), **heavy flamer** (+5 pts.) or a **lascannon** (+15 pts.).

## WEAPON DATA

| Weapon         | Range<br>Short Long | To Hit<br>Short Long | Strength | Damage | Modifier | Save | Armour<br>Pene. | Special    |
|----------------|---------------------|----------------------|----------|--------|----------|------|-----------------|------------|
| Multi-Laser    | 0-20 20-60          | +1 -                 | 6        | D4     | -1       |      | D6+D4+6         | Sust. 3D   |
| Assault Cannon | 0-12 12-32          | +1 -                 | 8        | D10    | -3       |      | D6+D10+8        | Sust. 3D   |
| Auto Cannon    | 0-20 20-72          | - -                  | 8        | D6     | -3       |      | 2D6+8           | Sust. 1D   |
| Heavy Flamer   | Template            |                      | 5        | 1      | -3       |      | D6+5            | See Rules  |
| Lascannon      | 0-20 20-60          | - -                  | 9        | 2D6    | -6       |      | 3D6+9           |            |
| HPG (Low)      | 0-20 20-40          | - -                  | 7        | D4     | -2       |      | D6+D4+7         | 1.5" Blast |
| HPG (High)     | 0-20 20-72          | - -                  | 10       | D10    | -6       |      | D6+D10+10       | 1.5" Blast |

POINTS COST: 60 POINTS

| D6  | Location  | Front     | Armour<br>Side/Rear |
|-----|-----------|-----------|---------------------|
| 1-2 | Legs      | 15        | 15                  |
| 3   | Weapon    | 15        | 15                  |
| 4-5 | Body      | 15        | 15                  |
| 6   | Guardsmen | See Below |                     |

### Leg Damage Table

- D6** The Sentinel's leg holds, but the force of the blow slows it down. The Sentinel may not move in its next turn.
- The Sentinel is knocked sprawling. It staggers D3" in a random direction, colliding with anything it touches.
- 3-4** The leg is seriously damaged. The Sentinel may now only limp D3" per turn.
- 5-6** The leg is blown off and the Sentinel crashes to the ground. It may not move or attack for the rest of the game and is effectively destroyed.

### Weapon Damage Table

- D6** The weapon is jammed or partially damaged and can only be used if you first roll a 4+ on a D6.
- 2-5** The weapon is destroyed and may no longer be used.
- 6** The weapon explodes, killing the pilot – the Sentinel is destroyed.

### Body Damage Table

- D6** The Sentinel's controls are damaged, making it difficult to control. The Sentinel may only move or attack if you first roll a 4+ on a D6.
- 2-3** The shot penetrates the body and hits the pilot, killing him instantly. The Sentinel is destroyed.
- 4-6** The Sentinel's engine explodes, killing the pilot and causing D3 Strength 6 hits with a -2 save modifier to all models within 3".

### Guardsmen Damage Table

Roll to wound the Guardsman as normal. He has Toughness 3 and is wearing Flak armour (6+). If the Guardsman is slain the Sentinel moves out-of-control for one turn and then crashes to the ground.



# LEMAN RUSS VANQUISHER

## VEHICLE DATA

### RAM VALUE:

STRENGTH 8  
D12 DAMAGE  
-5 SAVE MODIFIER



### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 20"

TYPE: TRACKED

**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
4x IMPERIAL GUARD GUNNERS (BS 3)

## WEAPONS

One Vanquisher Cannon with targeter in the hull with a 360-degree fire arc.

One lascannon with targeter in the hull with a 90-degree front arc. Two heavy bolters with targeters in side-sponsons with 180-degree arcs to their sides. The lascannon may be replaced by a heavy flamer or heavy bolter (-10 pts.). The heavy bolters may be replaced with multi-meltas (+60 pts.), heavy plasma guns (+30 pts.) or may be deleted (-30 points). Auto-Launchers may be added (+5 pts.). Frag Defender rounds may be added (+10 pts.) - when fired, inflict a Strength 4 hit on adjacent models.

## WEAPON DATA

| Weapon           | Range            |        | To Hit |      | Strength        | Damage | Save Modifier | Armour Pene. | Special    |
|------------------|------------------|--------|--------|------|-----------------|--------|---------------|--------------|------------|
|                  | Short            | Long   | Short  | Long |                 |        |               |              |            |
| Auto-launchers   | 6                | -      | -      | -    | As Grenade Type |        |               |              |            |
| Heavy Bolter     | 0-20             | 20-40  | -      | -    | 5               | D4     | -2            | D6+D4+5      | Sust. 2D   |
| Heavy Flamer     | Template         |        |        |      | 5               | 1      | -3            | D6+5         | See Rules  |
| Multi-Melta      | 0-12             | 12-24  | +1     | -    | 8               | 2D12   | -4            | D6+2D12+8 2" | Blast      |
| Lascannon        | 0-20             | 20-60  | -      | -    | 9               | 2D6    | -6            | 3D6+9        |            |
| Heavy Plasma Gun | See Wargear Book |        |        |      |                 |        |               |              |            |
| Vanquisher       | 0-20             | 20-120 | -      | -    | 10              | D20    | -4            | D20+D6+10    | 1.5" Blast |

POINTS COST: 225 POINTS

| D6  | Location | Armour |           |
|-----|----------|--------|-----------|
|     |          | Front  | Side/Rear |
| 1   | Track    | 16     | 16        |
| 2-3 | Hull     | 22     | 18        |
| 4   | Sponson* | 17     | 17        |
| 5-6 | Turret   | 25     | 22        |

\*Hit one nearest attacker

### Track Damage Table

- D6**
- The track is damaged but keeps running. The Leman Russ may only move at slow speed for the remainder of the game.
  - The track is blown off and the Leman Russ moves out-of-control next turn and then grinds to a permanent halt.
  - The wreck is blown off and the resulting damage smashes the vehicles drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6**
- The hull mounted weapon is destroyed.
  - A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a 4+ they are slain.
  - The Leman Russ' engine explodes, killing the crew. The tank is spun around to face in a random direction.
  - A spark ignites the fuel tank and it bursts into flames, killing the crew. The flaming wreck moves out-of-control for the next turn and then explodes, all models within 3" suffer damage as if hit by a heavy flamer.
  - The Leman Russ' ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 Strength 10 hits with a -3 save modifier.

### Sponson Damage Table

- D6**
- The sponson weapon is damaged and may only be fired if you roll 4+ on a D6.
  - The sponson weapon is destroyed and may no longer be used.
  - The sponson weapon is destroyed, and the ammunition cooks off, causing an internal explosion. Roll on the hull damage table.

### Turret Damage Table

- D6**
- The turret weapon is damaged and may only be fired if you roll a 4+ on a D6.
  - The turret is jammed and may no longer rotate. The turret weapon may only be fired in a straight line.
  - The turret gunner is killed. Unless his position is taken by another crew member the weapon may no longer be fired.
  - The ammunition stores explode and the Leman Russ is destroyed. All crew are killed and the turret flies off 2D6" in a random direction. Anything struck by the turret suffers D6 Strength 9 hits with a -6 save modifier.

# IMPERIAL WYVERN

## VEHICLE DATA



### RAM VALUE:

STRENGTH 7  
D12 DAMAGE  
-4 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 5"  
COMBAT SPEED: 10"  
FAST SPEED: 15"  
TYPE: TRACKED



**CREW:** 1x IMPERIAL GUARD DRIVER (BS 3)  
3x IMPERIAL GUARD GUNNERS (BS 3)

### WEAPONS

One Stormshard Mortar in a turret with a 90-degree arc of fire.  
One heavy bolter or heavy flamer mounted in the hull with a targeter and 90-degree arc of fire to the front. Auto-launchers with frag or blind grenades may be fitted (+5 pts.)

### WEAPON DATA

| Weapon             | Range |               | To Hit |      | Strength | Damage          | Save | Armour  | Special    |
|--------------------|-------|---------------|--------|------|----------|-----------------|------|---------|------------|
|                    | Short | Long          | Short  | Long |          |                 |      |         |            |
| Auto-Launchers     | 6     | -             | -      | -    |          | As Grenade Type |      |         |            |
| Heavy Bolter       | 0-20  | 20-40         | -      | -    | 5        | D4              | -2   | D6+D4+5 | Sust. 2D   |
| Heavy Flamer       |       | Template      |        |      | 5        | 1               | -3   | D6+5    | See Rules  |
| Stormshard Mortar* |       | Guess 12"-48" |        |      | 5        | 1               | -2   | D6+5    | 1.5" Blast |

\*Guess range, scatter 4x 1.5" templates from point of aim. 'Hit' leaves template in place. 'Misfire' indicates a dud.

POINTS COST: 145 POINTS

| D6  | Location | Armour |           |
|-----|----------|--------|-----------|
|     |          | Front  | Side/Rear |
| 1-2 | Track*   | 16     | 16        |
| 3-4 | Hull     | 21     | 18        |
| 5-6 | Gundek*  | 17     | 17        |

\*Hit the one nearest the attacker.

### Track Damage Table

- D6** The track is damaged but keeps running. The Wyvern may only move at slow speed for the remainder of the game.
- 2-5 The track is blown off and the Wyvern moves out-of-control next turn and then grinds to a permanent halt.
- 6 The track is blown off and the resulting damage smashes the Wyvern's drive shaft, causing it to flip over. The wreck comes to rest D6" away in a random direction. Any model it lands on suffer D6 Strength 7 hits with a -2 save modifier. Roll a D6 for each model on board, they are slain on a roll of 4+.

### Hull Damage Table

- D6** The driver is killed. Unless his position is taken over the Wyvern will move out-of-control for the remainder of the game.
- 2-3 A large explosion tears through the crew compartment. Roll a D6 for each model on board. On a roll of 4+, the model is slain.
- 4 The Wyvern's engine explodes, killing all models on board. The Wyvern is spun around to face a random direction and comes to a permanent halt.
- 5 A spark ignites the Wyvern's fuel lines and it bursts into flame, killing all the models on board. The flaming wreck moves out-of-control next turn and then explodes. Any models within 3" of the point of explosion suffers damage as if struck by a heavy flamer.
- 6 The Wyvern's ammunition cooks off. The Wyvern is destroyed and all models on board are slain. Anything within 3" of the center of the Wyvern suffers D6 Strength 10 hits with a -3 save modifier.

### Gundek Damage Table

- D6** The Stormshard Mortar is damaged, reduce the number of templates fired by one. If reduced to zero templates the mortar is destroyed.
- 2 The Stormshard Mortar is heavily damaged. Reduce the number of templates fired by two. If reduced to zero templates the mortar is destroyed.
- 3-5 The Stormshard Mortar is destroyed and may no longer be used.
- 6 The Stormshard Mortar is destroyed and its ammunition explodes, flashing back through the hull. The Stormshard Mortar may no longer be used. Roll on the Hull Damage Table to determine the result of the flash back.