

## 750 Pts - Imperial Guard - Guard Duty, Third platoon, 8th company, Niflheim 13th

| Name  | # | Grp                             | WS | BS | S | T | Wo | I | A   | Ld | Save       | Cost  |
|---|---|---------------------------------|----|----|---|---|----|---|-----|----|------------|-------|
| <b>The AA Guns (2<sup>+</sup>, 170 pts)</b>   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Hydra Flak Tank   | 1 |                                 |    |    |   |   |    |   |     |    |            | 85    |
| TAMBORA   | 1 | Grp: BS: 3 FA: 12 SA: 10 RA: 10 |    |    |   |   |    |   |     |    |            | [85]  |
| Unit Type: Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Pintle Heavy Stubber                                      |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Hydra Flak Tank   | 1 |                                 |    |    |   |   |    |   |     |    |            | 85    |
| VATNAJÖKULL   | 1 | Grp: BS: 3 FA: 12 SA: 10 RA: 10 |    |    |   |   |    |   |     |    |            | [85]  |
| Unit Type: Vehicle (Tank); Auto-targeting System; Heavy Bolter; Searchlight; Smoke Launchers; Twin-Linked Hydra Autocannons (x2); Pintle Heavy Stubber                                      |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Name  | # | Grp                             | WS | BS | S | T | Wo | I | A   | Ld | Save       | Cost  |
| <b>Infantry (25<sup>+</sup>, 199 pts)</b>   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Third Platoon   | 1 |                                 |    |    |   |   |    |   |     |    |            | 199   |
| Three Niner   | 2 |                                 | 3  | 3  | 3 | 3 | 1  | 3 | 1   | 7  | 5+         | [62]  |
| Unit Type: Infantry; Flak Armour; Frag Grenades; Close Combat Weapon (x2); Lasgun (x1); Krak Grenades; Vox Caster; Grenade Launcher (x1)  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Fox One   | 1 |                                 | 3  | 3  | 3 | 3 | 2  | 3 | 2   | 7  | 5+         | [25]  |
| Missile Launcher; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Krak Grenades  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Lt. Billoy Kaboz  | 1 |                                 | 4  | 4  | 3 | 3 | 1  | 3 | 2   | 8  | 5+         | [8]   |
| Flak Armour; Frag Grenades; Close Combat Weapon; Krak Grenades; Bolter; Junior Officer  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Three One   | 7 |                                 | 3  | 3  | 3 | 3 | 1  | 3 | 1   | 7  | 5+         | [72]  |
| Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Vox Caster; Grenade Launcher (x1); Combined Squad   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Boltgun Golf  | 1 |                                 | 3  | 3  | 3 | 3 | 2  | 3 | 2   | 7  | 5+         | [20]  |
| Heavy Bolter; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Sarge Alloy   | 1 |                                 | 3  | 3  | 3 | 3 | 1  | 3 | 2/3 | 8  | 5+         | [7]   |
| Flak Armour; Frag Grenades; Close Combat Weapon; Bolt Pistol  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Three Two   | 7 |                                 | 3  | 3  | 3 | 3 | 1  | 3 | 1   | 7  | 5+         | [65]  |
| Unit Type: Infantry; Frag Grenades; Close Combat Weapon (x7); Flak Armour; Lasgun (x6); Grenade Launcher (x1); Combined Squad   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Heavy Weapons Team  | 1 |                                 | 3  | 3  | 3 | 3 | 2  | 3 | 2   | 7  | 5+         | [20]  |
| Heavy Bolter; Frag Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1)   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Sarge Gedwan  | 1 |                                 | 3  | 3  | 3 | 3 | 1  | 3 | 2/3 | 8  | 5+         | [5]   |
| Flak Armour; Frag Grenades; Laspistol; Close Combat Weapon  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Name  | # | Grp                             | WS | BS | S | T | Wo | I | A   | Ld | Save       | Cost  |
| <b>Ratling Squad (3<sup>+</sup>, 30 pts)</b>  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Godsmack  | 3 |                                 | 2  | 4  | 2 | 2 | 1  | 4 | 1   | 6  | 5+         | 30    |
| Unit Type: Infantry; Flak Armour; Laspistol (x3); Sniper Rifle (x3); Infiltrate; Stealth  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Name  | # | Grp                             | WS | BS | S | T | Wo | I | A   | Ld | Save       | Cost  |
| <b>Overwatch (12<sup>+</sup>, 350 pts)</b>  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Valkyrie Assault Carrier Squadron   | 1 |                                 |    |    |   |   |    |   |     |    |            | 140   |
| Deep Strike; Grav Chute Insertion; Scouts   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Valkyrie "Mad Dog"  | 1 | Grp: BS: 3 FA: 12 SA: 12 RA: 10 |    |    |   |   |    |   |     |    |            | [140] |
| Vehicle (Fast, Skimmer); Transport Capacity: 12 Models; Extra Armor; Searchlight; Multilaser; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2)   |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Lord Commissar  | 1 |                                 | 5  | 5  | 3 | 3 | 3  | 3 | 3/4 | 10 | 5+5(i)     | 80    |
| Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Refractor Field; Bolt Pistol; Power Weapon; Aura of Discipline; Independent Character; Summary Execution; Stubborn          |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Veteran Squad   | 9 |                                 | 3  | 4  | 3 | 3 | 1  | 3 | 1   | 7  | 5+         | 130   |
| Unit Type: Infantry; Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon (x9); Lasgun (x3); Demolition Charge; Melta Bombs; Shotgun (x3); Flamer (x2); Heavy Flamer; Demolitions |   |                                 |    |    |   |   |    |   |     |    |            |       |
| Veteran Sergeant Mitch Hunter   | 1 |                                 | 3  | 4  | 3 | 3 | 1  | 3 | 2   | 8  | 5+         | [7]   |
| Flak Armour; Frag Grenades; Krak Grenades; Close Combat Weapon; Melta Bombs; Shotgun  |   |                                 |    |    |   |   |    |   |     |    |            |       |
| <b>Total Cost:</b>  |   |                                 |    |    |   |   |    |   |     |    | <b>749</b> |       |

| Option Footnotes                     |   |
|--------------------------------------|---|
| Doctrines                            |   |
| Demolitions                          | Entire squad has melta bombs. One veteran carries a demolition charge in addition to his other equipment.   |
| Orders                               |   |
| 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).   |
| 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                        |   |
| Aura of Discipline                   | Friendly units within 6" may use the Lord Commissar's Ld for Morale, Pinning and Orders tests.  |
| Combined Squad                       | Infantry squads may combine during deployment (see C:IG, pg. 37).   |
| Deep Strike                          | Unit may arrive by Deep Strike (BRB, pg. 95).   |
| Grav Chute Insertion                 | Special passenger deployment (see C:IG, pg. 56).  |
| Independent Character                | (See WH40k, pg. 50.)  |
| Infiltrate                           | Deploy last within 12" or 18", conditions apply (p75 WH40K 5E)  |
| 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).   |
| Scouts                               | May move at the start of the battle before the first turn, conditions apply (p76 WH40K 5E)  |
| Stealth                              | Improve cover save by +1, conditions apply (p76 WH40K 5E)   |
| 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                            |   |
| <b>Unit Type:</b> Infantry           | Unit Type: Infantry (p.54 WH40k)  |
| <b>Unit Type:</b> Vehicle (Tank)     | Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)  |
| Wargear                              |   |
| Auto-targeting System                | Skimmers cannot claim the cover save from moving flat out against shots fired by the Hydra. Bikes cannot claim the cover save due to turbo-boosting against shots fired by the Hydra (see C:IG, pg. 51).  |
| Bolt Pistol                          | 12" Range; S4; AP5; Pistol  |
| Bolter                               | 24" Range; S4; AP5; Rapid Fire  |
| Close Combat Weapon                  | If used with another close combat weapon, +1 attack in close combat.  |
| Demolition Charge                    | 6" Range; S8; AP2; Assault 1, Large Blast, One Shot Only.   |
| Extra Armor                          | Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage tables as a Crew Shaken result instead.  |
| 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).   |
| Grenade Launcher                     | Frag: 24" Range; S3; AP6; Assault 1; Blast.<br>Krak: 24" Range; S6; AP4; Assault 1.   |
| Heavy Bolter                         | 36" Range; S5; AP4; Heavy 3   |
| Heavy Bolter Sponsons                | 36" Range; S5; AP4; Heavy 3   |
| Heavy Flamer                         | Template; S5; AP4; Assault 1  |
| Krak Grenades                        | One attack with 6+D6 AP (exceptions apply p72 WH40K)  |
| Lasgun                               | 24" Range; S3; AP-; Rapid   |
| Laspistol                            | 12" Range; S3; AP-; Pistol  |
| Melta Bombs                          | One attack with 8+2D6 AP (exceptions apply p72 WH40K)   |
| Missile Launcher                     | Frag: 48" Range; S4; AP6; Heavy 1; Blast.<br>Krak: 48" Range; S8; AP3; Heavy 1.   |
| Multilaser                           | 36" Range; S6; AP6; Heavy 3   |
| Multiple Rocket Pods                 | 24" Range; S4; AP6; Heavy 1, Large Blast.   |
| Pintle Heavy Stubber                 | 36" Range; S4; 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).  |
| 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. |
| Shotgun                              | 12" Range; S3; AP-; Assault 2   |
| 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).  |
| Sniper Rifle                         | 36" Range; SX; AP6; Heavy 1; Sniper; Pinning  |

|                               |   |
|-------------------------------|---|
| Twin-Linked Hydra Autocannons | 72" Range; S7; AP4; Heavy 2, Twin-linked.   |
| 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). |

### Roster Notes

The Regiment:

The "Niflheim 13th" was created from what was left in the battered regiments that participated in the Hel Segundo Campaign.

During the fight to liberate the moon Nifleheim from the Ork menace warboss Red Skullz, Cadian, Catachan and Vostroyan Regiments were reduced to scraps. Combined into one new regiment, they were baptized after the moon that caused their cooperation combined with a number designating their new assignment to the 13th Crusade.

The Third Patrol:






8th Company, Third Platoon have been assigned to protect the two Hydra Flak Tanks "TAMBORA" and "VATNAJÖKULL" in the outer perimeters of any battlefield. Their role is to secure vital objectives and keep crossroads open for the main effort to pass through, and they are also occasionally sent on support missions requested by fellow crusaders. To act as their eyes and ears they have been assigned three ratling scouts, callsign "GODSMACK".

### Validation Report

c-1. File Version: 1.20 For Bug Reports/www.ab40k.org; 1. Guard Regiments: Imperial Guard (5th); a-1. Scenario: Normal Mission  
Roster satisfies all enforced validation rules

### Roster Statistics

% Elite: 4  
% Fast: 18.7  
% Heavy: 22.7  
% HQ: 10.7  
Model Count: 39  
% Troops: 43.9  
% Wargear: 0  
Files version: 1.19  
Faith Points: 0

| Group  | Min | Max | Used |
|--|-----|-----|------|
|  | 1   | 2   | 1    |
|  | 0   | 3   | 1    |
|  | 2   | 6   | 2    |
|  | 0   | 3   | 1    |
|  | 0   | 3   | 2    |