



Imperial Guard

GUARDSMAN TROOPER

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	7

Lasgun

44+2/3

Gun butt

34+2/3

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GUARDSMAN TROOPER

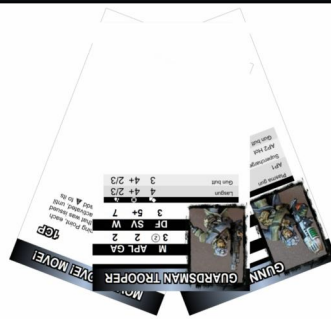
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Imperial Guard

Imperial Guard  
Operative

FAQ : 1.8, DECK:4.0  
Datafile: Q3 2023

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Lasgun	4	4+	2/3
Gun butt	3	4+	2/3

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Lasgun	4	4+	2/3
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Lasgun	4	4+	2/3
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	M	APL	GA
	3 ②	2	2
DF	SV	W	
	3	5+	7

	④	⑥	⑧
Lasgun	4	4+	2/3
Gun butt	3	4+	2/3

GUARDSMAN COMMS



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	5+	7

	④	⑥	⑧
Lasgun	4	4+	2/3
Gun butt	3	4+	2/3

**Signal (1AP):** Select one friendly GUARDSMAN operative within ⑥ of and Visible to this operative. Add 1 to the friendly operative's APL. This operative cannot perform this action while within Engagement Range of enemy operatives.

**Relay Orders:** Once in each Turning Point, when this operative is issued a Guardsman Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly GUARDSMAN operatives in the killzone are issued that order.


GUNNER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	5+	7

	④	⑥	⑧
Grenade launcher	4	4+	2/4
Blast ②			
Krak	4	4+	4/5
AP1			
Gun butt	3	4+	2/3

GUNNER



	M	APL	GA
	3 ②	2	1
DF	SV	W	
	3	5+	7

	④	⑥	⑧
Plasma gun	4	4+	5/6
AP1			
Supercharge	4	4+	5/6
AP2 Hot			
Gun butt	3	4+	2/3

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GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Flamer	5	2+	2/2
Gun butt	3	4+	2/3



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Meltagun	4	4+	6/3
Rng 🔴 AP2			! MW4
Gun butt	3	4+	2/3



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Sniper Rifle	4	3+	3/3
Heavy Silent			! MW1
Gun butt	3	4+	2/3



GUARDSMAN SERGEANT

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	8

Plasma Pistol	4	2+	5/6
AP1 Rng 🔴			
Supercharge	4	2+	5/6
AP2 Hot Rng 🔴			
Power weapon	4	3+	4/6
Lethal 5+			

Operative

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## FIX BAYONETS!

**Strategic**

**1CP**

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.

**Ceaseless Melee**

## MOVE! MOVE! MOVE!

**Strategic**

**1CP**

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order is activated, until the end of that activation, add ▲ to its Movement characteristic.

**+1 M**

## BRING IT DOWN!

**Tactical**

**1 CP**

Use this Tactical Ploy after a friendly IMPERIAL GUARD operative makes a shooting attack. Until the end of the Turning Point, each time another friendly IMPERIAL GUARD operative makes a shooting attack against the target of that shooting attack, in the Roll Attack Dice step of that subsequent shooting attack, you can re-roll any or all of your attack dice.

**Rerolls against target**

**Tac Op**

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**Strategic**

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**Strategic**

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**Tactical**

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## TAKE AIM!

**Strategic**

**1CP**

Until the end of the Turning Point, each time a friendly operative that was issued this Guardsman Order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1.

**Ceaseless Shoot**

## TAKE COVER!

**Strategic**

**1CP**

Until the end of the Turning Point, each time a shooting attack is made against a friendly operative that was issued this Guardsman Order, in the Roll Defence Dice step of that shooting attack, if it is in Cover, you can re-roll any or all of your defence dice results of 1.




**Ceaseless Df**

## FRAG GRENADE

**Max: 1**

**2EP**

The operative is equipped with the following ranged weapon for the battle:

Frag grenade			
	4	3+	2/3
Rng		Blast ②	Indirect Limited

## KRAK GRENADE

**Max: 1**

**3EP**

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade			
	4	3+	4/5
Rng		AP1	Indirect Limited

**Strategic**

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**Strategic**

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**Equipment**

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**Equipment**

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## MEDIKIT

2EP

The operative gains the MEDIC keyword until the start of the next battle and can perform the following action during the battle:

**MEDIKIT 1AP:** Select one friendly IMPERIAL GUARD operative within **▲** of and Visible to this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

Heal 2D3

## REGIMENTAL STANDARD

Max: 1

3EP

The operative gains the following ability for the battle:

**Regimental Standard:** When determining control of an objective marker, treat this operative's APL as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour. The operative can perform the following action during the battle:

**PLANT THE STANDARD 1AP:** Until the end of the Turning Point, while this operative is Visible to and within **3** of a friendly IMPERIAL GUARD operative with the same or keyword as this operative, that friendly operative is inspired by the regimental standard. While an operative is inspired by the regimental standard, each time a shooting attack is made against it, in the Roll Defence Dice step of that shooting attack, you can re-roll one of your defence dice.

+1 Control, Reroll 1 Df

## CARAPACE ARMOUR

3EP

GUARDSMAN operative only. The operative has a 4+ Save characteristic for the battle.

Sv 4+

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3EP

GUARDSMAN operative only. The operative has a 4+ Save characteristic for the battle.

Sv 4+

Equipment

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## IMPERIAL GUARD

### Security

#### 2 Fire Teams (inc 1 leader)

GUARDSMAN FIRE TEAM (7 Operatives)  
Max 3 from Gunner and Comms. No duplicates in Kill Tea

TEMPESTUS SCION FIRE TEAM  
Can take 5 Scion operatives (max 2 gunners and 1 comms)  
Unlocks all secondary)

## GUARDSMAN ORDERS

### Faction Ability

**Guardsman Orders:** Each time you use one of the Strategic Play it takes effect as a Guardsman Order. All friendly TEMPESTUS SCION operatives, and all friendly GUARDSMAN operatives that are within 6" of and Visible to a friendly IMPERIAL GUARD LEADER operative, are issued that Guardsman Order.

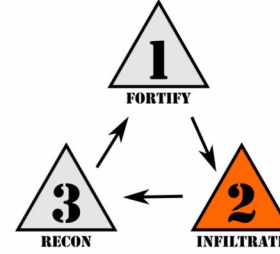
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



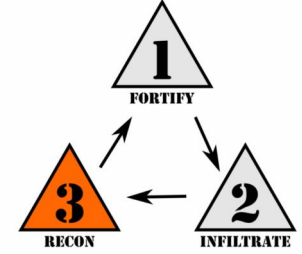
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



Team

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Abilities

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Scouting

Imperial Guard

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Scouting

Imperial Guard

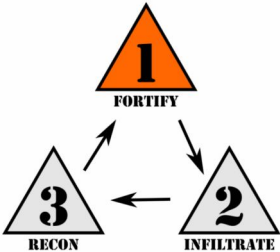
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FORTIFY

**Matched Play**  
Set up one additional barricade within 🏠 of your drop zone

**Critical Ops**  
Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY		
		1	2	3
		1	2	3
		1	2	3

Scouting

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Matched

Imperial Guard

Matched

Imperial Guard

Scorecard

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