

Imperial Guard Armored Forces

General Overview: While most people who face the Imperial Guard will see a relatively similar force, the guard is a massive juggernaut of forces made up from millions of planets and therefore has massive variety. Because of this, there is wide variation from what the standard may be in one place. The forces in Codex: Imperial Guard, while having a huge amount of variation, are still generally infantry fighting forces. Further, armored companies are also common in the Imperial Guard.

The armored company rules in White Dwarf, however, have the problem that they do not take into account all the armored units available to the Imperial Guard. The Armored Battleforce rules (In Imperial Armor 1), while generally more broad, suffer because their skill rules really don't comport with the new doctrines system. Further, the Imperial Guard is the only force that currently has armored rules, making them a bit overpowered. For Siegeworld to work, it is necessary to allow people to use a lot of variants and to have a reasonable system of consistency. Therefore, the Siegeworld rules have disallowed both the armored company rules (which require too much interpretation) and the Armored battleforce rules (which feel a little too dated) in favor of its own armored detachment rules. These rules now supercede those rules.

Heavy Armor, Artillery, and Superheavy Forces: These forces are each independent complete lists that may be combined into a combined formation with any other IG force. This actually makes the Guard the largest structure available in Siegeworld, as I think many people would agree it should be (it does have the most different models after all). These lists along with the, IG mechanized recon forces, IG infantry forces (Codex: Imperial Guard), deathworld veterans (Codex: Catachans), and drop troops (IA 3 – Elysians) currently provides an enormous number of IG options for Siegeworld. Therefore an IG force can have a combined formation with detachments comprising any or all of the lists.

A few Notes: These armored forces are basically a broadening of the Armored Company rules in WD _____ to deal with tanks which I think belong in the various armored lists, but which are not shown in those lists. Therefore, they will refer to that document regularly and to understand this document you need a copy of the article. Point values and stats for all vehicles are as given in published materials, newer materials always have precedence, then they have precedence in the following order: Codex: Imperial Guard, Imperial Armor, White Dwarf, Beta test rules from Forgeworld, Siegeworld Rules.

New Rules:

Doctrines: Doctrines are now selected for the formation pursuant to the main rules. Therefore, any unit in the combined formation may use the doctrine if entitled to it.

However, if you have an HQ choice from any of these lists who is able to take a doctrine, he must have it before it can be provided to any other units.

Heavy Armor

Heavy armor is a juggernaut of tanks, while they may lack speed and mobility, they make up for it in raw strength. The Heavy Armor list is made up exclusively of Leman Russ battletanks and the various variants of that design.

The Accepted layout of a Heavy Armor Detachment is a commander leading 3 squadrons of three tanks each for a total of ten tanks. This organization, however, is likely to be altered during the course of a war to allow the detachment access to more specialized vehicles. Many detachments will have attached specialist vehicles such as dedicated anti-aircraft guns, siege tanks, or tank hunters depending on its intended role. Further, commissars will often join heavy armor units in a tank of their own to insure morale stays high.

A tank detachment, may also be joined by survivors from other armor detachments whose command structure has been destroyed to provide for increased numbers in a detachment, and make sure that every soldier can fight.

Special Rules: The Leman Russ Executioner is a rarer variant specific to those supplied from a particular Forgeworld. Therefore you may only have 0-1 executioners as troop choices in the army unless you also have a Heavy Armor Commander or Squadron Commander in an executioner. Then you may have 0-2 per Commander in an executioner.

The Ragnarok is a heavy tank used by Siege forces which may appear in some armored forces. The Ragnarok is limited to 0-3 total vehicles unless taken by a Heavy Armor Commander, then its use is unlimited.

HQ

Heavy Armor Commander (Vehicle +100 points)

Trained to lead the armored forces of the Imperium, the Heavy Armor Commander attempts to crush his opponents under the steel shod tracks of his command.

A Heavy Armor Commander makes the Vehicle in which he rides BS 4 and automatically has the Improved Comms upgrade.

Options: The Heavy Armor Commander must select and will ride into battle in one of the following vehicles: Leman Russ Battle Tank, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror, Leman Russ Executioner, Ragnarok.

A Heavy Armor Commander may be upgraded to a Heavy Armor Commissar for +50 points. a Heavy Armor Commissar allows all tank units within 12 inches to reroll a failed leadership test.

Elites

Heavy Armor Squadron Leader (Vehicle + 65 points)

Heavy Armor Squadron Leaders command the lead tanks in the squadron. Squadrons of Leman Russ tanks therefore always comprise the leader, and the remaining tanks under his command.

A Heavy Armor Squadron Leader makes the Vehicle in which he rides BS 4.

Options: The Heavy Armor Commander must select and will ride into battle in one of the following vehicles: Leman Russ Battle Tank, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror, Leman Russ Executioner, Leman Russ Demolisher, Thunderer Siege Tank, or Ragnarok.

Troops

Tank Unit Per Vehicle

The bulk of an armored force is made up of Leman Russ tanks. Each tank must be led into battle by its squadron leader.

You may only select 0-2 tank units for each Heavy Armor Squadron Leader in the army.

Options: The tank unit is selected as one of the following vehicles: Leman Russ Battle Tank, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror, Leman Russ Executioner, Ragnarok.

Fast Attack

0-2 Support Unit Per Vehicle

On long engagements, heavy armor forces require a number of support vehicles to keep them operational. Transports and Recovery tanks help keep the tanks fighting.

You may select 0-2 support units as fast attack choices, a support unit is either a Supply Vehicle, or an Atlas Recovery Tank

0-1 Techpriest Engineeer (See: Codex: Imperial Guard)

Making sure that a constant barrage is maintained can require careful ritual and tending of machine spirits.

Auxiliary Tank Unit Per Vehicle

The Official layout of a Heavy Armor division calls for 10 Leman Russ tanks, however, in the flow of war, every Heavy Armor formation may end up with the remnants of another force being attached to it or may end up over strength

You are not required to field a Heavy Armor Squadron Leader to field an auxiliary tank unit. The all auxiliary tank unit form into their own squadron.

Options: The tank unit is selected as one of the following vehicles: Leman Russ Battle Tank, Leman Russ Vanquisher, Leman Russ Exterminator, Leman Russ Conqueror, Leman Russ Executioner, Ragnarok.

Heavy Support

Heavy tank Unit	Per Vehicle
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Heavy Armor units are regularly joined by Specialist heavy tanks, particularly when street fighting is likely. These heavy tanks are generally from specialized siege squadrons

Options: The heavy tank unit is selected as one of the following vehicles: Leman Russ Demolisher, Thunderer Siege Tank, Hellhound flame tank.

Any Siegeworld added vehicle which is clearly intended to be a modification of the Leman Russ by altering turret hull or sponson weaponry (such as the Leman Russ Annihilator) and does not carry ANY indirect fire weaponry may be added to a Heavy Armor Force as a heavy tank unit.

Specialist tank Unit	Per Vehicle
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Depending on the orders of a heavy tank unit, they may be joined by certain specialists to help them either carry out their mission, or to survive its undertaking.

Options: The specialist tank unit is selected as one of the following vehicles: Destroyer tank hunter, hydra anti-aircraft gun..

Artillery

Artillery strikes from a distance, its impersonal barrage demolishing anything it happens to find range to. The Artillery list is designed to represent the massive gun batteries that can be maneuvered into position.

Official Imperial Doctrine generally does not condone the fielding of complete artillery detachments at once, except in large siege battles. In these types of battles, huge numbers of artillery pieces are brought up from a myriad of different design and specialties. Most of the pieces will comprise the standard breach loaded cannons which can fire tremendous numbers of shells in a virtually unceasing barrage. For some engagements, however, these cannons are joined by the more sophisticated rocket artillery which may not be able to keep up the rate of fire, but can be invaluable for precision targeting. They may also be joined by very powerful strategic artillery or specialized siege guns.

When large detachments of artillery take the field they are generally joined by specialist AA guns to protect the vulnerable vehicles from attacking aircraft. They will also be led by junior commanders, specifically trained to locate targets.

HQ

Artillery Commander Vehicle +100 points

Tasked with directing the massed guns at his command, an Artillery commander can probably call down the most devastating firepower of any commander, of course, he also has a relatively short life expectancy if seen by the enemy.

An Artillery Commander makes the Vehicle in which he rides BS 4

Options: The Artillery Commander must select and will ride into battle in one of the following vehicles: Salamander command Vehicle, Chimera

Ranging In: Artillery Commanders can act as observers and can target the artillery under their command. If a weapon is fired indirectly from the Artillery company at a target to which the Artillery Command Vehicle has line of sight and the Command vehicle did not shoot this round, is not engaged in hand to hand combat, and is not pinned or fleeing, only 1D6 is rolled for scatter (instead of 2D6 taking the highest). Only a single vehicle may be directed by each command vehicle.

All guns Repeat: An artillery company can bring down a devastating barrage of fire on a location if desired. If an Artillery command vehicle has line of sight to a target and the firing unit rolls a hit, any gun with 12 inches of an artillery command vehicle may immediately add their weight to the fire. The added guns do not roll scatter in the traditional fashion, but instead roll as a barrage based on the initial template (using their own strength to hit).

Elites

Artillery Squadron Leader Vehicle + 65 points

Squadron leaders in artillery companies are those tasked with making sure those under their command keep their shells on the target designated by their commander. Their powder loads and fire angles are duplicated by those under their command.

Options: The Artillery Commander must select and will ride into battle in one of the following vehicles: Basilisk (must take indirect fire upgrade), Griffon Mortar, Bombard.

Troops

Artillery Unit Per Vehicle

No other force can generate the ceaseless pounding that can be inflicted by massed artillery. As they say, big guns never tire.

You may only select 0-2 artillery units for Artillery Squadron Leader in the army.

Options: The Artillery unit is selected as one of the following vehicles: Basilisk (must take indirect fire upgrade), Griffon Mortar, Bombard, Basilisk platform and Tow Tractor, Gotterdammerung and Tow Tractor.

Any Siegeworld added vehicle which carries no more than one main weapon, at least one weapon and all main weapons having indirect fire capability, may be added to an Artillery force as an Artillery Unit.

Fast Attack

0-1 Techpriest Engineeer (See: Codex: Imperial Guard)

Making sure that a constant barrage is maintained can require careful ritual and tending of machine spirits.

Rocket Artillery Unit Per Vehicle

While Rocket artillery can never match the rate of fire of traditional breach loaded artillery, their precision targeting systems can often more than make up for it.

Options: The Artillery unit is selected as one of the following vehicles: Manticore, Manticore platform and Tow Tractor.

Any Siegeworld added vehicle which carries at least three indirect fire single shot weapons may be added to an Artillery force as a Rocket Artillery Unit.

Specialized Artillery Unit Per Vehicle

Specialist units do not necessarily fire in the same manner as their more standard brethren, but in certain prolonged engagements their specialist weapons can be just what is needed.

Options: The specialized artillery unit is selected as one of the following vehicles:
Medusa

Heavy Support

Anti-Aircraft Support Unit Per Vehicle

Tasked with keeping enemy aircraft at bay, AA support is a vital protection for artillery

Options: The Anti-aircraft support unit is selected as one of the following vehicles:
Hydra platform, Hydra tank, Blitzen platform, thunderbolt fighter, lightning fighter.

Strategic Artillery Unit Per Vehicle

Strategic artillery will only be brought up when massive firepower requirements dictate that the ultimate show of force is needed.

Options: The specialized artillery unit is selected as one of the following vehicles:
Deathstrike launcher

Superheavy

Superheavy Detachments field the superheavy tanks of the Imperium. A superheavy detachment does not use force organization slots. Instead a superheavy detachment is arranged that there is a superheavy commander. The superheavy detachment then comprises a superheavy squadron to form a unit of four vehicles.

A full strength superheavy detachment is a truly terrifying sight on the battlefield

HQ

1 Superheavy Commander Vehicle

Ensconed in a beast of Iron, superheavy tank commanders think they are almost invincible, and they are often accurate.
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A Superheavy Commander makes the Vehicle in which he rides BS 4 and automatically has the Improved Comms upgrade.

Options: The Superheavy Commander must select and will ride into battle in one of the following vehicles: Any superheavy tank, a Leman Russ Battletank, or a Chimera.

Superheavy Squadron (select up to 1 squadron per detachment)

Superheavy Squadron Vehicles

Options: The superheavy squadron is selected to include 1-2 of the following vehicles: Glaive, Mark 2 Baneblade, Mark 3 Baneblade, Stormsword, Stormhammer, Falcion, Shadowsword, Stormblade.

Any siegeworld tracked or wheeled vehicle having no more than 4 structure points.