

ADVANCED **SPACE CRUSADE** **IMPERIAL GUARD**

BY JERVIS JOHNSON

The Imperial Guard make up the vast bulk of the Imperial military machine. Regiments are recruited from the Imperium's millions of worlds, forming a huge force of Humans and Abhumans.

This article contains rules for using the Imperial Guard in your games of Advanced Space Crusade with a complete Imperial Guard force list. You can either launch assaults using only the Imperial Guard, or you can include them as part of your Space Marine force.

Each regiment in the Imperial Guard is raised from a single homeworld, and the Imperial Guard trooper regards himself as belonging first and foremost to his regiment ahead of family and planet of birth. Regiments are divided into companies, which vary widely in their size and composition, and then into platoons made up of a number of Imperial Guard squads led by a group of officers and a command section.

When it recruits a regiment, the Imperial Guard creams off the elite of the homeworld's Planetary Defence Force. Regimental quotas are normally set for each generation but, in times of great need, the Administratum may require a planet to supply many regiments from a single generation. The Horus Heresy was one such time of need – the attack of Hive Fleet Kraken is an equal threat to the safety of the Imperium.

It is considered a great honour to be chosen for recruitment into the Imperial Guard and many young hopefuls flock to the Planetary Defence Force in the hope of being found worthy of the Guard. Methods of recruitment vary according to the world involved. On hive worlds such as Necromunda, it is common to draft entire street gangs into the Planetary Defence Force, the gang leaders becoming officers. The most successful gangs become platoons or even whole companies in the Imperial Guard.

On feral and medieval worlds, the Planetary Defence Force is recruited from the warrior caste by a series ordeals and given names such as the Knights of the Star Lord or the Eagle Warriors. The greatest of these, chosen again by trial, may join the Warriors from the Stars when their great ships come out of the sky.

Particularly on feral worlds and amongst hive world gangs, the taking of scalps, ears and other trophies is encouraged as an index of martial prowess. On Necromunda, for example, many gangs take the smallest finger of the right hand as a trophy. Trophies are all-important proof of martial prowess and thus of worthiness to join the Imperial Guard

When they join the Imperial Guard, recruits are already partially trained by virtue of their service with the Planetary Defence Forces. Advanced weapons training and various drills take place during the long voyage from the regiment's homeworld to their posting. By the time an Imperial Guard regiment arrives at its destination, it is a highly-trained and cohesive force, ready for almost any eventuality.

A successful regiment can look forward to being granted the overlordship of the planet to which they are posted. If the planet remains peaceful and meets its quotas, the regimental commander may in time be rewarded with the title of Imperial Commander and governorship of the planet and – substantial land grants may be made to Guard veterans who retire from active service due to old age.

In due course, the regiment will become a hereditary nobility, almost indistinguishable from the native population. The descendants of the first garrison may well be recruited, first into the Planetary Defence Force and then into the Imperial Guard regiments that are raised from the planet.

Although many of the boarding actions performed against Tyranid ships are made by the Space Marines, the Imperial Guard have their part to play. Imperial Guard squads may be temporarily attached to Space Marine assault groups, even to the extent that the number of Imperial Guardsmen greatly outnumber the Space Marines in the force (although the Space Marines are, of course, still in command).

The Imperial Guard also provide boarding parties on the Imperial Navy patrol craft that orbit the regiment's homeworld, in which case Imperial Guardsmen will make up the entire force.

The following new rules allow you to add the Imperial Guard to your games of Advanced Space Crusade and recreate another facet of the Imperium's desperate struggle against Hive Fleet Kraken.

LAUNCHING AN ASSAULT

The Imperial Guard use very similar tactics to the Space Marines when assaulting a Tyranid spaceship, advancing on three lines of attack in order to locate and destroy the ship's vital organs. When playing with an assault force of Imperial Guard, you therefore use the Strategic Display exactly the same as if you were playing a Space Marine force. Deployment, exploration and battles are also handled in the same way.

The only exceptions to the normal rules for playing with Space Marines are given below. They recreate the different squad and platoon organisation of the Imperial Guard and the weapons they carry that aren't normally carried by Space Marines.

IMPERIAL GUARD OFFICERS

The Imperial Guard has a rigid command structure. Platoons are led by officers, chosen because they were the leaders of the warband or gang that was originally recruited into the Guard. In overall command of a platoon is usually a **Captain**, who is supported by several **Lieutenants**. If their officer is killed, an Imperial Guard squad tends to go to ground, tenaciously defending the territory it has captured but failing to carry out any direct offensive actions.

Included in the category of Imperial Guard officers are **Commissars**. It is the Commissars who increase the troops' awareness of Imperial ideals, disseminate the wisdom of the Imperium to the ranks and maintain discipline. They are also perfectly capable of taking charge of Imperial Guard squads and leading them into battle.

Number of Officers

An Imperial Guard force always includes one Captain – it can't include more than one. The Captain is attached to a command section at all times.

An Imperial Guard force may also include up to one Commissar and any number of Lieutenants. Commissars and Lieutenants don't have to be attached to command sections.

Note that Sergeants, Medics and Orderlies are not officers.

Command Sections

An Imperial Guard force always includes at least one command section – this is the one the Captain is attached to.

You can include as many more command sections as you want, provided each one has a Lieutenant and/or a Commissar attached to it.

Officers attached to command sections aren't represented by a separate squad counter – simply record the officer's characteristics on your roster as part of the section. As long as every command section has an officer, you can have extra officers that aren't attached to command sections and have their own squad counters.



Lasgun



KEVIN WALKER

Promoting Sergeants

If all the officers in an Imperial Guard force are killed, you can pick one Sergeant and give him a field promotion to the brevet rank of Lieutenant. This represents the most senior Sergeant taking temporary command of the Guardsmen. Obviously, the Sergeant's characteristics aren't changed – just make a note on the roster that he's been promoted.

If the newly-promoted brevet Lieutenant is killed, you can pick another Sergeant to promote. If there are no Sergeants remaining alive, the Guardsmen are left without orders and immediately begin to retreat – the Imperial Guard player loses the game.

Officers and Exploring

Officers affect the ability of Imperial Guard squads to deploy, explore and fight in battles. In order for Imperial Guard squads to do any of these things, there must be an officer in the same box (recon squad, assault forces or reserves) on the Strategic Display.

If any box doesn't have an officer in it, the Imperial Guard forces represented by the counters in that box can't do anything that turn – they can't move to another box, turn over exploration cards or take part in a battle.

Note that an officer which is represented by a separate counter doesn't have to move with the squads when they redeploy – he can stay in the same box. If he's attached to a squad (such as the Captain attached to a command section), he always moves with the squad.

Because of their importance in exploring the ship, you should include quite a few officers in your force. For most games you'll need a minimum of 7 officers (one for each box on the Strategic Display) – it often helps to have 8, 9 or even more!

IMPERIAL GUARD SQUADS

Because of its enormous size, the Imperial Guard is an incredibly diverse organisation. To define every variation of troop organisation and equipment would fill the pages of White Dwarf for years to come, so we must confine ourselves to standard issue equipment and common troop types.

Most Imperial Guardsmen wear flak armour and the most common weapons used are the lasgun and laspistol. Although not quite as effective as boltguns, laser weapons are easy to manufacture, rarely need to be reloaded and are almost impossible to break, making them the ideal weapon for the Imperial Guard. Squads also carry heavier weapons to lay down supporting fire, such as lascannon and grenade launchers.

Like the Space Marines, Imperial Guard squads are organised into different types of squad, each of which fulfills a different battlefield role. The squads most commonly used in assaulting Tyranid spacecraft are **tactical squads** and **assault squads**. Tactical squads are the standard Imperial Guard squad type, flexible enough to fight in most circumstances. Assault Squads are armed with laspistols and plasma guns in order to fight the enemy at close quarters.

Recon

Because an Imperial Guard squad needs an officer in command to be able to explore, you can put two squad counters into the recon box on the Strategic Display, provided one is a squad of troopers and the other is an officer. Alternatively, of course, you can use a squad that has an officer permanently attached (in which case, you can only have one counter in the recon box).

Ambushes

As Imperial Guard squads have 10 men, the set up for an ambush can become unrealistically crowded. To stop this happening, you only set up 5 men on the central board section. Any remaining members of the recon squad must be set up on board section one (the board section that leads to the Imperial Guard entry/exit area).

ABHUMANS

Imperial Guard forces may include squads of **Beastmen** or **Ogryns**, creatures of mutated human stock. Beastmen are noted for their aggression and determination, and their fierce devotion to the Imperial cult, hoping to atone for their sin of being born mutants. Ogryns are large, powerfully-built Abhumans, valuable because of their strength, bravery and unflinching loyalty to both the Imperium and their fellow troopers.

Neither of these races is noted for their intelligence and to reflect this they may only be given an extra action if they are within 6 squares of the Packmaster or Leader of their squad or any Imperial Guard officer.

EXTRA ACTIONS

When using an Imperial Guard force, subtract -2 from the dice when you roll for extra actions. This modifier is increased to -4 if the Captain in command of the force has been killed.

Officers and Sergeants that are involved in the battle give bonuses to extra action rolls which may offset this penalty.

CHOOSING AN IMPERIAL GUARD FORCE

If you choose to field an Imperial Guard force you can use any of the units shown on the Imperial Guard force list.

Use the Force Points Table just as if you were choosing a Space Marine force – the same maximum number of force points and required number of victory points apply.

Once you've chosen your force, record it on the force roster as usual, using the squad counters you'd normally use for Space Marines.

To summarise the restrictions for different troop types mentioned already:

Troop Type	Minimum	Maximum
Captain	1	1
Lieutenant	0	any
Commissar	0	1
Command Section	1	any
All other types	any	any

IMPERIAL GUARD IN SPACE MARINE FORCES

If you're picking a Space Marine force, you can include Imperial Guard units. The types of units you may choose are limited, as Space Marines won't serve alongside the tainted Abhuman units that are included as part of the Imperial Guard.

When an Imperial Guard force is part of a Space Marine force, any Space Marine officer or squad can command the Guardsmen. Imperial Guard squads can redeploy, explore and fight battles provided an Imperial Guard officer or any Space Marines are in the same box on the Strategic Display.

Because they're under the command of the Space Marines, you don't have to pick an Imperial Guard Captain and command section, though you can include them if you want. For Imperial Guard attached to Space Marine forces, the restrictions on troop types are:

Troop Type	Minimum	Maximum
Captain	0	1
Lieutenant	0	any
Commissar	0	1
Command Section	0	any
Beastmen and Ogryns	0	0
All other types	any	any

When you're fighting a battle with a combined Space Marine and Imperial Guard force, you also ignore the normal penalty that the Imperial Guard suffer when rolling for extra actions – the Guardsmen are inspired by fighting alongside humanity's elite warriors.

GAME VARIANTS

You can use Imperial Guard squads as Tyranid mind slaves. If they're mind slaves, you don't have to worry about officers and command squads – just use whatever squads or officers you want at the points listed and allocate a mind slave counter to each squad or officer. The Mind-Slaver totally controls the Guardsmen so ignore all penalties and bonuses for extra action rolls – officers don't get any fate points.

NEW WEAPONS

The Imperial Guard regularly use a number of weapons not normally employed by Space Marines, namely lascannon, grenade launchers and bomb harnesses.

Special rules for these weapons are included below.

LASCANNON

Lascannon are extremely powerful weapons, primarily designed for use against heavily-armoured targets. The laser energy they release impacts with explosive force, literally disintegrating a target. With a to hit roll of 1D+9, even the most heavily-armed targets stand no chance against a well-aimed shot from a lascannon.

BOMB HARNESS

Penal Battalions contain troops in the service of the Imperium who have committed capital crimes. The troops sentenced to penal battalions are there for life – with one very important exception. Penal Battalion troopers may volunteer for service as **Human Bombs**.

This is not as terminal as it may sound – a percentage of bomb harnesses are designed not to go off and any trooper who survives the battle is freed from the Penal Battalion. This is a way for the Penal Battalion troopers to escape their sentence with integrity or at least to die with honour in the service of their Emperor.

You may include Penal Battalion Human Bombs in your force at a cost of 10 points each. Any Human Bombs you purchase are attached to a command section and are treated as part of the command section for the rest of the game.

Human Bombs move and attack normally. They don't have any ranged weapons and can only attack in close combat or by detonating their bomb harness. The Human Bomb may attempt to detonate a bomb harness at any time instead of moving one square – it doesn't matter what action has been chosen, just so long as the model has a square of movement left in its action. Bomb harnesses may not be detonated as a reaction.

Roll a D12 when you detonate the bomb harness. On a roll of 1 or 2, the harness is a dud and doesn't explode – the Human Bomb is unharmed. On a roll of 3-12, the harness explodes. If the Human Bomb is killed by an enemy ranged attack or in close combat, roll to see if the harness explodes just as if it had been detonated by the model.

If the harness was a dud, the Penal Battalion trooper is a free man and attempts to head back to the Entry Points board section. You can move the model normally, except you can't move it into a square adjacent to an enemy model. You can't make a close combat attack with the model but it can defend if attacked in close combat. If the trooper makes it to the Entry Points he's removed from play and takes no further part in the game.

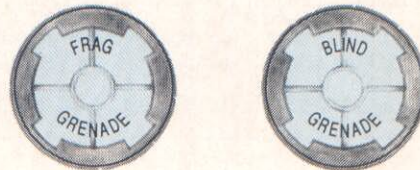
If the harness explodes, the Human Bomb is killed. Any model in an adjacent square is attacked with a to hit roll of 1D+3 and models within 2 squares (provided there's not an intervening blocked square) are attacked with a to hit roll of 1D+1.

GRENADE LAUNCHERS

Grenade launchers are capable of firing most of the grenades used by Imperial troops. Their range is restricted when fired inside a ship, as it's impossible to lob the grenades in the standard manner used with this weapon.

The grenade launcher is a single-shot weapon, and must be reloaded after each use. The type of grenade being used is specified when the launcher is loaded. Photocopy the frag and blind grenade counters we've provided and stick them to sturdy card. At the start of a battle, take the appropriate counter and place it by the model. When the grenade launcher is fired, use the counter to indicate the grenade's target square and then discard it. When the grenade launcher is reloaded, choose which grenade type is being loaded and place the appropriate counter by the model again. Even if the weapon hasn't been fired, you can change from one ammo type to another with a reload action – just swap the grenade counters to show the new ammo type.

You don't move grenades from a grenade launcher one square for bounce – just pick a target square within the firer's line of sight, fire arc and range and scatter the grenade from that point.



ADVANCED SPACE CRUSADE ERRATA

Unfortunately, the first few rulebooks printed for Advanced Space Crusade have a number of errors. The necessary corrections are listed below with our apologies.

On the Space Marine force list, the heavy plasma gun carried by the Space Marine tactical squad is actually a plasma gun. The gun's characteristics are unchanged but the Space Marine is manoeuvrable (delete the U in the manoeuvrability column). The heavy plasma gun description on page 49 actually refers to the plasma gun.

Also on the force list, note 4 for the Space Marine assault squad is wrong. Space Marines can't fire both weapons simultaneously – they fire one or other weapon, not both!

On the Tyranid force list, the weapon characteristics for the Genestealer Hybrid with laspistol are wrong: the range should read 8 for snap fire and 16 for aimed fire. The Hybrid with plasma gun can't snap fire – delete the snap fire range and to hit roll.

On page 45, some of the strangers' stats are wrong: the Squat and Eldar weapon characteristics should both read 12 for snap fire range, 1D for snap fire to hit roll, 24 for aimed fire range and 1D+2 for aimed fire to hit roll; the Imperial Guardsman should read 7 for exposed armour rating and 9 for in cover armour rating; the Ogryn should read 6 for movement, 5 for reaction, 12 for both armour ratings and 1D+7 for close combat to hit roll.

Finally, the rules for frag grenades on page 51 give the wrong to hit rolls. A frag grenade attacks targets in the square where it lands with a to hit roll of 1D+3, and targets in adjacent squares with 1D+1.

IMPERIAL GUARD FORCE LIST

IMPERIAL GUARD OFFICERS

20 POINTS EACH

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Guard Captain ¹	4	—	10	8	10	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+3	P
Lieutenant ²	4	—	8	7	9	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+1	P
Commissar ³	4	—	10	7	9	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+3	P

Notes: 1) Captain has 1 fate point – adds +2 to Imperial Guard's roll for extra actions. 3) Commissar has 1 fate point – adds +2 to Imperial Guard's roll for extra actions.
 2) Lieutenant adds +1 to Imperial Guard's roll for extra actions. (Force must include 1 Captain, plus up to 1 Commissar and any number of Lieutenants).

IMPERIAL GUARD COMMAND SECTION

150 POINTS FOR 1 MEDIC, 1 SERGEANT, 1 ORDERLY AND 2 GUARDSMEN WITH LASCANNON

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Medic ¹	4	—	9	7	10	Laspistol	U	—	8	1D	16	1D+2	1D+3	—
Sergeant ²	4	—	8	7	9	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+1	P
Orderly	4	—	7	7	9	Laspistol	U	—	8	1D	16	1D+1	1D	—
Guardsman	4	U	7	7	9	Lascannon ³	U	—	—	—	U	1D+9	1D-1	—

Notes: Each Imperial Guard force includes 1 to any number of command sections. 1) Medic has 1 fate point.
 Each command section must be led by an officer. 2) Sergeant adds +1 to Imperial Guard's roll for extra actions.
 All Guardsmen are equipped with frag grenades. 3) Targets attacked by a lascannon may make a reaction roll to dive prone.

IMPERIAL GUARD TACTICAL SQUAD

150 POINTS FOR 1 SERGEANT, 1 GUARDSMAN WITH LASCANNON, 1 GUARDSMAN WITH GRENADE LAUNCHER AND 7 GUARDSMEN WITH LASGUNS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Sergeant ¹	4	—	8	7	9	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+1	P
Guardsman	4	—	7	7	9	Grenade Launcher	S	A ²	8	*2	16	*2	1D	—
Guardsman	4	U	7	7	9	Lascannon ³	U	—	—	—	U	1D+9	1D-1	—
Guardsman	4	—	7	7	9	Lasgun	U	—	12	1D	24	1D+2	1D	—

Notes: All Guardsmen are equipped with frag grenades. 2) Area effect and roll to hit depend on type of grenade: fires frag or blind.
 1) Sergeant adds +1 to Imperial Guard's roll for extra actions. 3) Targets attacked by a lascannon may make a reaction roll to dive prone.

IMPERIAL GUARD ASSAULT SQUAD

150 POINTS FOR SERGEANT, 2 GUARDSMEN WITH PLASMA GUNS AND 7 GUARDSMEN WITH LASPISTOLS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Sergeant ¹	4	—	8	7	9	Laspistol & Chainsword	U	—	8	1D	16	1D+2	2D+1	P
Guardsman	4	—	7	7	9	Plasma Gun	S	A ²	—	—	8 ²	1D+4	1D	—
Guardsman	4	—	7	7	9	2 Laspistols	U	—	12	1D	24	1D+2	2D	—

Notes: All Guardsmen are equipped with frag and blind grenades. 2) Use plasma bolt template – place the template pointing from model's square and within its fire arc – any square half or more under the template is attacked.
 1) Sergeant adds +1 to Imperial Guard's roll for extra actions.

BEASTMAN ATTACK SQUAD

100 POINTS FOR 1 PACKMASTER AND 9 BEASTMEN

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Packmaster	5	—	8	9	10	Power Sword & Hand Flamer	2	—	4	1D+2 ¹	—	—	1D+4	P
Beastman ²	5	—	7	9	10	Hand Weapons	—	—	—	—	—	—	2D+2	—

Notes: 1) Roll to hit against exposed armour rating, even if target is in cover or prone. 2) May only take extra action if within 6 squares of Packmaster or officer.

OGRYN SQUAD

150 POINTS FOR 1 LEADER AND 4 OGRYNS

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Leader	6	U	6	12	12	Ripper Gun	2	—	4	3D+1	—	—	1D+7	—
Ogryn ¹	6	U	5	12	12	Hand Weapons	—	—	—	—	—	—	1D+7	—

Notes: 1) May only take extra action if within 6 squares of Leader or officer.

IMPERIAL GUARD PENAL BATTALION

10 POINTS FOR 1 HUMAN BOMB

Name	Movement		Reaction	Armour		Weapons	Ammo	Target	Snap Fire		Aimed Fire		Close Combat	
	Speed	Man.		Exposed	In Cover				Range	To Hit	Range	To Hit	To Hit	Parry
Human Bomb	4	—	7	7	9	Bomb Harness	—	—	—	—	—	—	1D	—

Notes: Bomb may be set off using any action, instead of moving one square – roll 1D12 – on a score of 1 or 2 bomb is a dud; 3+ bomb explodes – if bomb explodes, Human Bomb is killed, adjacent squares attacked at 1D+3, targets within 2 squares at 1D+1 – roll to see if Human Bomb explodes if killed by shooting or close combat.

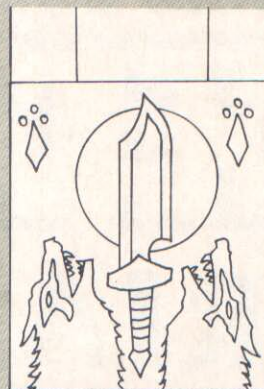
SPACE MARINE SCOUTS



A Scythes of the Emperor Scout with combat knife and laser-sighted bolt pistol.



An Ultramarine Scout armed with combat knife and bolt pistol.



SPACE WOLVES



ULTRAMARINES

The back banners carried by the Space Wolves and Ultramarine Sergeants shown in the photos below are reproduced here for you to photocopy, colour and use on your own models



This Veteran Blood Angel Scout Sergeant has both campaign markings and honours on his legs



A Scythes of the Emperor Scout armed with combat knife and heavy bolter.



A Dark Angel Scout armed with bolt pistol and combat knife.



Four Space Wolves Scouts with their Veteran Space Marine Sergeant from the 1st Squad (shown by the black breast plate with a white triangle) of the Scout Company.



These Ultramarine Scouts belong to the 8th Squad of the Scout Company, as shown by the device on their breast plates. Their Veteran Space Marine Sergeant displays his campaign markings and honour badges on his backbanner and legs.