

Imperial Guard Army List (5220 pts.)

Regimental HQ formation (830pts)

Leviathan (400pts.)/[2] Hellhounds (100pts.)/[1] Bombard (85pts.)/[4] Fire Support (120pts.)/[1] Supreme Commander (125pts.)

Heavy Tank Company (675 pts.)

[3] Imperial Superheavy Battle-tanks (600pts.)/[1] Armored Regimental Commissar (75pts.)

1st Battle Company (545 pts.)

[2] Leman Russ (150pts.)/[1] Leman Russ Demolisher (75pts.)/[3] Chimeras (120pts.)/[6] Imperial Guard Infantry (150pts.)/[1] Commissar (50pts.)

2nd Battle Company (755pts.)

[2] Leman Russ Demolishers (150pts.)/[1] Leman Russ (75pts.)/[4] Gorgons (200pts.)/[6] Sappers (180pts.)/[1] Commissar (50pts.)/[1] Commander (100pts.)

Scout Detachment

[4] Sentinels (100pts.)

Penal Company (130pts.)

[7] Penal Company Infantry (75pts.)/[3] Suicide Bombers (60pts)

Deathstrike Launcher Detachment

[3] Deathstrike Launchers (375pts.)

1st Manticore Battery (200 pts.)

[2] Manticore Launchers (170pts.)/[1] Fire Support (30pts)

2nd Manticore Battery (285 pts.)

[3] Manticore Launchers (170pts.)/[1] Fire Support (30pts)

Warlord Titan (1325pts.)

Titan has: Carapace Multilasers (x2), Carapace Landing Pad, Legate, Sacred Icon
Weapons: Quake Cannon, Gatling Blaster, Multi Rocket Launcher

Notes

- Army may deploy barbwire entanglements up to a total length of 100cm anywhere within the deployment zone.
- Army generates 4 Fate cards.