

## ULANI TANK REGIMENT IMPERIAL GUARD COMPANIES

FORMATION	UNITS	POINTS COST
0-1 Regimental HQ	One Imperial Guard Ulani HQ Command Tank and Nine Imperial Guard Tanks chosen from the following list: Leman Russ Executioner Tank, Leman Russ Battle Tank	700
Ulani Tank Company	Six Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher Tank, Leman Russ Executioner Tank, Leman Russ Battle Tank	400
	Add one Imperial Guard Ulani Command Tank	+75
	Add three Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher Tank, Leman Russ Executioner Tank, Leman Russ Battle Tank	+175

## ULANI TANK REGIMENT IMPERIAL GUARD SUPPORT FORMATIONS

(Up to two for each Ulani Tank Regiment Imperial Guard Company taken)

FORMATION	UNITS	POINTS COST
Anti Tank Support	Three Imperial Guard Leman Russ Tank Hunters	200
Conqueror Support	Six Imperial Guard Ulani Leman Russ Conqueror Tanks	250
Flak Support	Three Imperial Guard Hydras	150
Hellhound Support	Three Imperial Guard Hellhounds	150
Light Artillery Support	Three Imperial Guard Griffons	100
Medium Artillery Support	Three Imperial Guard Basilisks	250
Recon Support	Six Imperial Guard Salamander Scout Tanks	200
Super Heavy Tank Platoon	One Imperial Guard Super Heavy Tank chosen from the following list: Baneblade, Shadowsword, Stormblade	200

## ULANI TANK REGIMENT IMPERIAL GUARD COMPANY UPGRADES

(Up to two may be added to each Ulani Tank Regiment Imperial Guard Company)

UPGRADE	UNITS	POINTS COST
Flak	One Imperial Guard Hydra	50
Griffon Battery	Three Imperial Guard Griffons	50
Hellhound squadron	Three Imperial Guard Hellhounds	100
Tank Rider Platoon	Six Imperial Guard Tank Rider Infantry units	100
Tank Squadron	Three Imperial Guard Tanks chosen from the following list: Leman Russ Demolisher Tank, Leman Russ Executioner Tank, Leman Russ Battle Tank	175

## IMPERIAL NAVY

FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250
0-1 Orbital Support:	
Lunar Class Cruiser <u>or</u>	150
Emperor Class Battleship	200

### USING THE ARMY LIST

- Each allowed Ulani Tank Regiment Imperial Guard upgrade can be taken once per company.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy formations.

## CODEX IMPERIAL GUARD – ULANI TANK REGIMENT

Strategy Rating: 2

Initiative: 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Imperial Guard Ulani HQ Command Tank	AV	20cm	4+	6+	3+	Vanquisher	75cm	AP4+/AT2+	Blitzkrieg, Reinforced Armour, Supreme Commander
						Lascannon	45cm	AT5+	
						2 × Heavy Bolter	30cm	AP5+	
						Pintle-mounted weapon	(15cm)	Small Arms	
Imperial Guard Ulani Command Tank	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	Blitzkrieg, Reinforced Armour, Commander
						Lascannon	45cm	AT5+	
						2 × Heavy Bolter	30cm	AP5+	
Imperial Guard Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	Reinforced Armour
						Lascannon	45cm	AT5+	
						2 × Heavy Bolter	30cm	AP5+	
Imperial Guard Leman Russ Executioner Tank	AV	20cm	4+	6+	4+	Plasma Destroyer	60cm	MW4+, Slow Firing	Reinforced Armour
						Lascannon	45cm	AT5+	
						2 × Heavy Bolter	30cm	AP5+	
Imperial Guard Leman Russ Demolisher Tank	AV	20cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	Reinforced Armour
						Lascannon	45cm	AT5+	
						2 × Plasma Cannon	30cm	AP4+/AT4+, Slow Firing	
Imperial Guard Leman Russ Tank Destroyer	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT2+, Sniper	Reinforced Armour
Imperial Guard Ulani Leman Russ Conqueror Tank	AV	25cm	5+	6+	5+	Conqueror Cannon	45cm	AP5+/AT5+	Blitzkrieg, Reinforced Armour
						Lascannon	45cm	AT5+	
Imperial Guard Salamander Scout Tank	AV	30cm	6+	6+	5+	Autocannon	45cm	AP5+/AT6+	Scout
						Heavy Bolter	30cm	AP5+	
Imperial Guard Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Indirect Fire	
						Heavy Bolter	30cm	AP5+	
Imperial Guard Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, Ignore Cover	
						Heavy Bolter	30cm	AP5+	
Imperial Guard Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+ <u>or</u> 1BP, Indirect Fire	May only use the indirect fire ability when firing a barrage.
						Heavy Bolter	30cm	AP5+	
Imperial Guard Hydra	AV	30cm	6+	6+	5+	2 × Twin Hydra Autocannons	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Imperial Guard Baneblade	WE	15cm	4+	6+	4+	Bane Battle Cannon	75cm	AP3+/AT3+	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
						Autocannon	45cm	AP5+/AT6+	
						Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover, FF Arc	
						Twin Heavy Bolters	30cm	AP4+, FF Arc	
						2 × Twin Heavy Bolters	30cm	AP4+	
						2 × Lascannons	45cm	AT5+	
Imperial Guard Shadowword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, TK (D3), FF Arc	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
						2 × Heavy Bolter	30cm	AP5+	
Imperial Guard Stormblade	WE	15cm	4+	6+	4+	Plasma Blastgun	45cm	2 × MW2+, Slow firing, FF Arc	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
						Heavy Bolter	30cm	AP5+, FF Arc	
						2 × Twin Heavy Bolters	30cm	AP4+	
						2 × Lascannon	45cm	AT5+	

## CODEX IMPERIAL GUARD – ULANI TANK REGIMENT

Strategy Rating: 2

Initiative: Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	
Lunar Class Cruiser	SC	na	na	na	na	Orbital Bombardment Pin-point attack	na na	3BP, MW MW2+, TK (D3)	
Emperor Class Battleship	SC	na	na	na	na	Orbital Bombardment	na	8BP, MW	Slow and Steady – may not be used on turns one and two.

### Ulani Tank Regiment Special Rules

#### Commissars

An Imperial Guard army may include up to one Commissar Character for each full five hundred points. The Commissar characters are a free upgrade; however they must be appropriately modelled to be included in the army.

If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess are lost.

Commissars may not be attached to Titan or Imperial Navy units.

#### Tank Riders

Units with the *Tank Riders* ability may ride into battle on the back of any Imperial Guard Leman Russ tank in their formation. This effectively gives any Imperial Guard Leman Russ tanks in a formation containing *Tank Riders* the following ability; transport (may carry one unit with the *Tank Riders* ability).

Units with the *Tank Riders* ability are allowed to provide firefight support in engagements even when embarked on an Imperial Guard Leman Russ tank. A formation containing any Imperial Guard Leman Russ tanks does not receive blast markers for any destroyed units with the *Tank Riders* ability. However the unit with the *Tank Riders* ability is destroyed automatically, with no save allowed if the Imperial Guard Leman Russ tank which is transporting it takes a hit of any kind.

#### Blitzkrieg

Tank Regiment Imperial Guard formations containing a unit with the *Blitzkrieg* ability receive a +1 modifier to their action test roll when attempting a double action.

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