

Imperial Guard - Cadians v1.3

WARRIORS OF CADIA

KASRKIN

KASRKIN				
Type	Speed	Armour	Close Combat	Firefight
Character	15cm	5+	5+	4+
Weapons	Range	Firepower	Notes	
Hellguns	(15cm)	Small Armes	-	
Plasma Guns	15cm	AP5+/AT5+	-	
Notes: -				

IMPERIAL GUARD SPECIAL WEAPON TEAM

IMPERIAL GUARD SPECIAL WEAPON TEAM				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	5+
Weapons	Range	Firepower	Notes	
Meltaguns	15cm	MW5+	-	
and	(15cm)	Small Arms	Macro-Weapon	
Notes: Meltaguns do not give the Imperial Guard Special Weapon Team an extra attack but give the Macro-Weapon ability to their base Firefight attack.				

SANCTIONED PSYKER

SANCTIONED PSYKER				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Psychic Powers	(15cm)	Small Arms	+1 Extra Attack, Macro-Weapon	
Notes: <i>Character.</i>				

IMPERIAL BASTION

IMPERIAL BASTION				
Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	5+	3+
Weapons	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Fixed Forward Arc	
2 x Lascannon	45cm	AT5+	Forward Arc	
4 x Heavy Bolter Turrets	30cm	AP5+		
Notes: 2 Void Shields, Damage Capacity 4, Fearless, Reinforced Armour, Scout, Transport (up to 16 infantry units, Ogryn and Terminators count as two units). Infantry units transported within an Imperial Bastion may fire their weapons normally and use their firefight value in assaults.				
Critical Hit: The Bastion's Void Shield generator shorts out, it loses all Void Shields and cannot regain them for the rest of the game. Subsequent critical hits cause an additional 1DC of damage.				

Special Rule - Mechanized Forces

In addition to their normal transport capabilities, Chimeras and Valkyries in a Cadian army may transport Kasrkin and Kasrkin Commander and Special Weapon Team units.

Special Rule - Cadian Commissars

Cadians tend to be much more disciplined and organized than other Imperial Guard Regiments. To represent this, they gain one free Commissar character plus an additional free Commissar character per 500 points of the scenario.

All other Commissar rules apply.

Special Rule - Sanctioned Psykers

Cadia's proximity to the Eye of Terror means that many with psychic potential are born on the besieged planet. The strongest are trained in the arts of war and assigned as living weapons to assist Cadian Commanders.

At the start of the battle, roll 1D6 to determine the number of free Sanctioned Psykers assigned to the army. Each Sanctioned Psyker must be assigned to a Commander unit, starting with the Supreme Commander, and then any other Commander units. Each Commander unit may only have one Sanctioned Psyker assigned to it and any excess are lost.

Up to 1/3 of an army's points may be spent on available Naval and Titan formations.

CADIAN 'SHOCK TROOP' STRIKE FORCE ARMY LIST

A Cadian 'Shock Troop' Army has a Strategy Rating of 3. Cadian 'Shock Troop' formations and Imperial Navy squadrons have an initiative rating of 2+. All Titan formations have an initiative rating of 1+. "Whiteshields" formations have an initiative rating of 3+.

CADIAN 'SHOCK TROOP' COMPANIES

FORMATION	CORE UNITS	COST
0-1 Kasrkin Mechanized Regimental HQ	One Imperial Guard Supreme Commander unit, eight Kasrkin units, and five Chimera units. (One for Commander)	450 points
Kasrkin Mechanized Infantry Company	One Imperial Guard Commander unit, eight Kasrkin units, and five Chimera units. (One for Commander)	350 points
Cadian Mechanized Infantry Company	One Imperial Guard Commander unit, twelve Imperial Guard infantry units, and seven Chimera transport vehicles (One for Commander)	400 points

CADIAN 'SHOCK TROOP' COMPANY UPGRADES

(Up to three upgrades may be added to each Cadian 'Shock Troop' Company.)

UPGRADE	CORE UNITS	COST
Mechanized Fire Support Platoon	Four Fire Support units and two Chimera transport vehicles	+150 points
Mechanized Special Weapons Platoon	Four Special Weapon Team units and two Chimera transport vehicles	+150 points
Mechanized Kasrkin Platoon	Four Kasrkin units and two Chimera transport vehicles	+175 points
Mechanized Snipers	Two Sniper units and one Chimera transport vehicle	+75 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

CADIAN 'SHOCK TROOP' SUPPORT FORMATIONS

(Up to two Support Formations may be taken for each Cadian 'Shock Troop' Company.)

FORMATION	CORE UNITS	COST
Cadian Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Cadian Sentinel Squadron	Six Sentinels	150 points
Cadian Tank Company	Seven Leman Russ tanks. One Leman Russ may be upgraded to a Vanguisher command tank at no extra cost	450 points
Kasrkin Elite Platoon	Eight Storm Trooper units (may have 4 Valkyrie transport vehicles) or (may have 4 Chimera transport vehicles)	250 points (+150 points) or (+100 points)
Cadian Super-Heavy Tank Platoon	One Baneblade or Shadowsword	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Orbital Support	One Imperial Navy Lunar class Cruiser OR one Emperor class Battleship	150 points 300 points
Cadian Flak Battery	Three Hydra	150 points
Cadian Vulture Squadron	Four Vultures	300 points

CADIAN 'WHITESHIELDS' FORMATIONS

(One 'Whiteshields' formation may be taken for each Cadian 'Shock Troop' Company.)

FORMATION	CORE UNITS	COST
Cadian Whiteshields Company	One Imperial Guard Commander plus twelve Imperial Guard Infantry Units	200 points

IMPERIAL NAVY AIRCRAFT

Three Thunderbolt Fighters	250 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One or Two Warhound Class Titans	250 points each



CADIAN DEFENCE FORCE ARMY LIST

A Cadian Defence Force army has a Strategy Rating of 1. All Cadian Defence Force formations and Imperial Navy squadrons have an initiative rating of 2+. "Whiteshield" formations have an initiative rating of 3+.

CADIAN DEFENSE FORCE COMPANIES

Formation	Core Units	Cost
0-1 Kasrkin Regimental HQ	One Imperial Guard Supreme Command unit, eight Kasrkin units, and five Chimera units (One for Commander)	450 points
Kasrkin Infantry Company	One Imperial Guard Command unit, eight Kasrkin units	250 points
Cadian Infantry Company	One Imperial Guard Command unit, twelve Imperial Guard infantry units	250 points

CADIAN DEFENSE COMPANY UPGRADES

(Up to three may be added to each Cadian Defense Force Company)

Upgrade	Units	Cost
Fire Support Platoon	Four Fire Support units	+100 points
Infantry Platoon	Six Infantry Units	+100 points
Special Weapons Platoon	Four Special Weapon Team units	+100 points
Kasrkin Platoon	Four Kasrkin units	+100 points
Snipers	Two Sniper units	+50 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Lemman Russ or three Lemman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

CADIAN DEFENSE FORCE SUPPORT FORMATIONS

(Two may be taken for each Cadian Defense Force Company)

Formation	Units	Cost
Cadian Artillery Company	Six artillery units chosen from the following list: Basilisk, Bombard, Manticore	450 points
Cadian Sentinel Squadron	Six Sentinels	150 points
Kasrkin Elite Platoon	Eight Storm Trooper units	250 points
	(may have 4 Valkyrie transport vehicles)	(+150 points)
	or (may have 4 Chimera transport vehicles)	(+100 points)
Super-Heavy Tank Platoon	One Baneblade or Shadowsword	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Orbital Support	One Imperial Navy Lunar class Cruiser	150 points
	OR one Emperor class Battleship	300 points
Flak Battery	Three Hydra	150 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more Defense Force companies in the army, or may be fielded as a single formation in their own right.	250 points

CADIAN 'WHITESHIELDS' FORMATIONS

(Up to two 'Whiteshields' formations may be taken for each Cadian Defense Force Company.)

Formation	Units	Cost
Cadian Whiteshield Company	One Imperial Guard Commander plus twelve Imperial Guard Infantry Units	200 points

CADIAN DEFENSE FORCE FORTIFICATIONS

(Up to 25% of points may be spent on Fortifications)

Fortifications	Units	Cost
Imperial Bastion	One Imperial Bastion (The Imperial Bastion is an Imperial Guard formation in its own right and all normal war engine rules apply.)	250 points
Fortified Position	Up to 500mm of trenches and 500mm of razorwire plus up to six bunkers	150 points
Firebase	Up to 500mm of razorwire plus up to six gun emplacements	100 points
0-1 Minefields	Up to six minefields (Minefields benefit from "concealment"; generate 1D3, plus the number of minefields, concealment counters to hide minefields, see "Assault" scenario for more details.)	25 points each

IMPERIAL NAVY AIRCRAFT

Three Thunderbolt Fighters	250 points
Two Marauder Bombers	300 points