

Imperial Guard Recon 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 Salamander Scout vehicle and sentinel are the two most common recon vehicles used and many recon forces include nothing but these two vehicles. Still other forces utilize only one or the other of the vehicles in their recon companies. However, some recon companies, particularly those supplied by Iterus Forgeworld utilize various wheeled vehicles and special squads trained to operate as recon forces.

Most forge worlds do not produce wheeled vehicles for the simple fact that fully tracked vehicles are much more in demand. Certain forge worlds, however, specialize in producing wheeled vehicles (such as the Forge World of Iterus) or produce them in limited numbers when requested. Wheeled vehicles are beneficial for Recon forces because they generally have a much smaller transport capacity, but are much faster and quieter than tracked vehicles. This makes them useful for the recon roll.

Recon Forces rely much more on speed and stealth than firepower and for this reason generally disappear when serious shooting starts. At the same time, recon forces often bring in preliminary barrages either from distant artillery or mortar equipped troops as a prelim to more serious attacks. Further, a recon force, while scouting, will often encounter advance forces of the enemy and be forced to fight either to break the opponents scouting ability, or to buy time for them to get behind larger forces and avoid their annihilation.

How to use this list: Recon Forces come in many shapes and sizes, but for the most part they are supporting a larger combat arm. Therefore this list includes a layout for fielding an entire recon company. Further, there are provided new units which may be used to represent other specialized reconnaissance elements which may either be used herein, or substituted for other units in other Army lists.

HQ

1 Recon HQ

A Recon HQ platoon comprises either a single salamander scout vehicle, a single sentinel squadron, or a recon command squad and 0-3 Support squads as discussed below.

Recon Command Squad

Use the entry in Codex: Imperial Guard with the following changes

Substitution Option: A Recon Command Squad is only used if the force is a pure recon force and may not be substituted into any other list.

A Command Squad in a Recon HQ platoon is altered as follows:

- Only a Junior Officer may be selected.
- The Command Squad only comprises the commander and 2 troopers
- A heavy weapon team may not be selected
- Special weapon troopers may select a sniper rifle at +5 points, or a demolition charge for +10 points.
- The Command Platoon may take a Light Transport Vehicle, a Wheeled Transport, a Half Track, or Chimera for the cost listed below
- A recon command squad gains the “Run for Cover” special rule if on foot or in a light transport vehicle.

Support Squads

The Command platoon may take 0-3 of the Support Squads listed below.

0-3 Special Weapon Support Squad (See Codex: Imperial Guard)

A Special Weapon Squad in a Recon HQ platoon is altered as follows:

- The Special Weapon Squad may take a Wheeled Transport, armored half track, or Chimera for the cost listed below
- Alternatively, you may drop two guardsmen from the squad, reduce the allowed number of weapon replacements to 0-2 and take a light transport vehicle for the squad for free.

Elites

Recon Team

Points	WS	BS	S	T	W	I	A	Ld	Sv
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Recon Team	36	3	3	3	3	1	3	1	7	5+
Vet. Sgt,	+6	3	3	3	3	1	3	2	8	5+

Recon Teams are specially trained troops for scouting advanced positions. Recon teams are generally considered advantageous in situations where a salamander or sentinal squadron cannot approach sufficiently close to the enemy due to their size. The recon team can approach in vehicles, and then dismount to move forward on foot. In the event the team is spotted, they can quickly make their way to their vehicles for a rapid escape. Most recon teams will not carry heavy weapons as they are seen as a hinderance. Some, however, will carry man portable heavy weapons in the form of heavy stubber or heavy flamer in place of a squad assault weapon.

Substitution Option: A Recon Team may replace a salamander scout vehicle anywhere that a salamander scout vehicle can be taken.

Squad: The squad consists of a sergeant and 5 Imperial Guardsmen.

Weapons: Lasguns. The sergeant may have a laspistol and close combat weapon at no additional cost.

Options: The sergeant may be upgraded to a veteran sergeant for +6 points. A veteran sergeant has access to the Imperial Guard Armory.

Any one guardsman, may replace his lasgun with one of the following: flamer at +6 points; grenade launcher at +8 points; meltagun at +10 points, plasma gun at +10 points, heavy stubber at +10 points, heavy flamer at +15 points, sniper rifle at +10 points.

Any number of guardsmen may replace their lasguns with autoguns or shotguns for free.

Transport: A recon team is mounted in either a wheeled transport or a half track.

Troops

Sentinel Squad (See Codex: Imperial Guard)

Salamander Scout Vehicle (See Imperial Armor: Volume 1)

Transports

Light Transport Vehicle (Jeep)					
			Armor		
	Points	BS	front	side	rear
Light Trans Veh	10	3	10	9	9

Command elements in recon squads, which are generally Lieutenants and a couple of assistants or specialists often times will take only light vehicles not really designed for combat roles. These vehicles are taken as they are fast and mobile allowing the commander to survey his troops and move between the fast moving elements under his command. At the same time, they are dangerous to be in if they get into combat.

Type: Wheeled, Fast, Open-Topped

Crew: None, the squad drives the vehicle themselves. This means that the vehicle cannot move if the squad has disembarked.

Options: The vehicle may have an enclosed cab, and then no longer counts as open-topped for +10 points. Light Transports are too small to mount many other modifications and therefore can only take camo netting, improved comms, rough terrain modifications, pintle mounted weapons, or a searchlight.

Transport: A Light Transport vehicle can transport up to four models and may not transport ogryns.

Fire Points: A light transport is open topped, if enclosed, the vehicle counts as having one firepoint.

Access Points: A wheeled transport has doors on both sides and the rear.

SPECIAL RULES

4x4: While it can move through difficult terrain, light transports are much more likely to be bogged down by it than a tracked tank. A light transport can only move 12" through difficult terrain and is immobilized on a D6 roll of 1 or 2 (rough terrain modifications allows a reroll as normal if included).

Reliable: Because of their wheels being such simple systems and because most light transports carry spares, if a light transport is immobilized, instead of shooting you may roll a D6 at the end of the turn. On a roll of 6 the immobilized result is removed. You may only make this roll if the squad is either embarked on the vehicle or in base contact with it.

Wheeled Transport					
	Points	BS	Armor		
			front	side	rear
Wheeled Trans	60 + wpns	3	11	10	10

Recon squads and larger recon elements commonly use wheeled transports. Wheeled transports lack the full terrain crossing capability of their tracked brethren, but are faster and more maneuverable. While the wheeled transport is slower than the light vehicles, it can transport a 6 man squad and is more heavily armed which make it a more useful vehicle for squads where combat is expected.

Type: Wheeled, Agile

Crew: 2 Guardsmen

Options: A wheeled transport must select a turret weapon which may be twin linked heavy bolters for +20 points, a heavy flamer for +15, or a multilaser at +15 points

A wheeled transport may be made open topped for -15 points.

A wheeled transport can take any upgrade available to the Chimera.

Transport: An wheeled Transport can transport up to six models, but cannot transport ogryns.

Fire Points: A wheeled transport generally has no fire points as the mounted lasguns are traded in for speed, unless open topped.

Access Points: A wheeled transport has a rear entrance hatch.

SPECIAL RULES

8x8: While it can move through difficult terrain, wheeled transports are much more likely to be bogged down by it than a tracked tank. A wheeled transport can only move 12" through difficult terrain and is immobilized on a D6 roll of 1 or 2 (rough terrain modifications allows a reroll as normal if included).

Reliable: Because of their wheels being such simple systems and because most wheeled transports carry spares, if a wheeled transport is immobilized, instead of shooting you may roll a D6 at the end of the turn. On a roll of 6 the immobilized result is removed.

Half Track					
	Points	BS	Armor		
			front	side	rear
½ Track	80 + wpns	3	12	10	10

Half Tracks are a compromise used in some recon rolls. Because of their heavier design and armored tracks, they are better suited to rough terrain, but are not as reliable as purely wheeled vehicles

Type: Half-Track, Agile

Crew: 2 Guardsmen

Options: A Half-Track must select a turret weapon which may be a twin linked heavy bolters for +20 points, a heavy flamer at +15 points, or a multilaser at +15 points.

An Armored Half Track may be made open topped for –15 points.

An armored half track may take any upgrades available to the Chimera.

Transport: An Armored Half Track can transport up to six models, but may not transport ogryns.

Fire Points: An armored half track has no fire points, unless open topped..

Access Points: An armored half track has a rear entrance hatch.

SPECIAL RULES

Half track: A Half track can move through difficult terrain but has to be a bit careful. The Half track may only move 12” in difficult terrain.

Fast Attack

Rough Rider Squadron
Use the entry in Codex: Imperial Guard with the following changes

Mounted units are particularly useful for scouting rolls as they can navigate terrain not accessible to vehicles and are faster than troops on foot. Recon rough riders recognize that often the best mounts are local ones and they often utilize specialist beasts of burden.

A Rough Rider Squadron in a Recon force is altered as follows:

- Any Cavalry squadron may be used in place of a Rough Rider Squadron.
- Models may upgrade to xenos mounts (or any specialized mounts such as Mukaali) as if they had that doctrine or option for the point cost for that doctrine or option.

Armored Car					
	Points	BS	Armor		
			front	side	rear
Armored Car	70 + wpns	3	11	10	10

Usually Armored cars are built from heavy truck chassis that are armored and built with turrets and defensive capability. Sometimes crews will convert an armored half-track to carry a heavy weapon. Armored Cars are essentially a lighter version of the salamander but often are used in the same roll.

Substitution Options: An armored car may be substituted for a salamander scout vehicle, wherever a salamander scout vehicle may be taken.

Type: Wheeled, fast

Crew: 3 Guardsmen

Options: The armored car must select a turret weapon which may be twin-linked heavy stubbers for +10 points, twin linked heavy bolters for +20 points, a heavy flamer for +15 points, an autocannon at +20 points, or a multilaser at +15 points.

The armored car may select a second weapon which must be a heavy flamer or heavy bolter for +5 points.

An armored car may be upgraded to an armored half-track for +20 points, if upgraded, the vehicle is reduced to Agile speed and loses the “6x6” and “Reliable” special rule. An Armored half track is limited to 12” of movement through difficult terrain. An armored-half track is a heavier platform and mounts larger weapons. The armored half-track may take a lascannon for +25 points, or a long-barreled autocannon for +30 points instead of the above weapons.

An armored car or armored half-track may be made open topped for –15 points.

An armored car or armored half track may take any upgrades from Codex: Imperial Guard available to the Chimera.

SPECIAL RULES

6x6: While it can move through difficult terrain, an armored car is much more likely to be bogged down by it than a tracked tank. An armored car can only move 12” through

difficult terrain and is immobilized on a D6 roll of 1 or 2 (rough terrain modifications allows a reroll as normal if included).

Reliable: Because of their wheels being such simple systems. If an armored car is immobilized, instead of shooting you may roll a D6 at the end of the turn. On a roll of 6 the immobilized result is removed. An armored half track loses this special rule.

Heavy Support

0-1 Sentinel Support Squadron (See Imperial Armor Volume 3)

A recon force will sometimes include support variant sentinels. They can keep up with advanced scouts and can provide additional firepower to cover retreating troops when necessary.

Cyclops Demolition Vehicle (See Imperial Armor Volume 1)

Recon forces are often performing harassing attacks or are preparing the way for a larger force to come through. The Cyclops demolition vehicle is well suited to their task allowing them to bring the vehicle into position and detonate it remotely before making good their escape. This is often preferred to the use of demolition charges.

A Cyclops Demolition Vehicle in a Recon force is altered as follows:

- The operator and vehicle may take a Wheeled Transport, armored half track, or Chimera for the cost listed above