

Imperial Guard: Medical Units

When a large army hits the battlefield everyone expects the tanks and troops, but the truth is that for every injured trooper, there must be three people to take care of them.

Medical vehicles and medics form the core of an Imperial armies medical personnel. While most races utilize some form of battlefield medicine, many do so with only individual troopers classed to squads, while others will immediately remove injured personnel from the battlefield to a safe location. Others, will simply leave their dead to be part of later consumed biomatter.

There are generally three levels of medical personnel on an Imperial battlefield. Individual medics, space marine apothecaries, and sisters hospitaller are dealt with in appropriate codicies. The below items are for larger scale battles.

Selecting Medical Units is a little different from selecting other units because medical teams are attached to forces as regimental assets, therefore the number of medical units present will depend on the size of the force.

Field Ambulance Team - 100 points										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Medic	---	3	3	3	3	1	3	1	7	6+

A Field Ambulance Team is a team of medics in a custom battlefield ambulance or similar vehicle. As Field Ambulance Teams are forced to go forward into battle, these medical vehicles will generally be quite well armored and it is not surprising that the forces will sometimes have to take up arms of their own.

Number/Squad: A medical team comprises 2 medics and their transport vehicle.

Availability: An Imperial Guard force may take up to two Field Ambulance Teams for every Battalion Commander present in the force.

Weapons: A Medic will carry a laspistol for self defense.

Options: None

Transport: A Field Ambulance Team must select a transport vehicle which is their ambulance. This may be a Samaritan field ambulance or a converted Chimera or Trojan. Regardless of the specific vehicle chosen, the stats are the same. The interior space has been taken over by medical apparatus and heavy weapon turrets have been removed. The vehicle can only carry, at most, a single heavy bolter for defense.

SPECIAL RULES

Medic!: Medics in a Field Ambulance Team will not leave their vehicle unless it is destroyed. Any squad within six inches of the ambulance counts as having a medipack. If the Medical vehicle is lost, the medics can escape in the same manner as for a destroyed transport. Once they have left, they are independent characters and may then join any squad which then counts as having a medipack.

Battlefield Hospital - 250 points										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Medic	---	3	3	3	3	1	3	1	7	6+

A Battlefield hospital is a semi-permanent structure designed to provide for advanced medical care. So long as it is in play, medical care is dramatically increased as far advanced technologies are available.

Number/Squad: A Battlefield Hospital comprises 4 medics and the hospital itself, as well as a Field Ambulance Team as discussed in the prior entry. The medics assigned to the hospital will remain in it unless it is destroyed. They may then exist in the same manner as leaving a destroyed transport vehicle and are independent characters until attached to a squad, which counts as having a medi-pack.

Availability: An Imperial Guard force may take a single Battlefield Hospital if there is a Regimental Commander present in the force.

Weapons: A Medic will carry a laspistol for self defense.

Options: None

Transport: A Battlefield Hospital may be a large vehicle which may extend, inflate, or otherwise adjust to a semi-permanent structure or may be a conscripted building or the like. Regardless of how it is modeled, a Surgical Hospital is a stationary war machine having armor 12 on all sides and 2 structure points. It is unarmed.

SPECIAL RULES

Advanced Medicine: A battlefield hospital allows for advanced medical care for the seriously injured. So long as the battlefield hospital is in play, you may use a medi-pack even in the event that the hit was by a close combat weapon which allows no armor save

Save the General!: When a Battalion or Regimental Commander has his last wound removed (except by weapons which cause instant death), if he is currently under the influence of a medic (either from a Field Ambulance Team or from having a medic still alive in his command squad), the medic will make a heroic effort to save the officer's life. Remove the medic from play but the officer keeps his final wound, and is placed at the Battlefield Hospital.

