

TALLARN IMPERIAL GUARD

The Tallarn Infantry regiments of the Taros Campaign should be represented using the standard Imperial Guard Codex and using the following doctrines.

DOCTRINES
Light Infantry
Sharp Shooters
Priests
Techpriests
Rough Riders

The exceptions to the codex are listed below.

The Tallarn Armoured regiments should be represented using the Imperial Guard Armoured battlegroup army list from Imperial Armour Volume 1 – Imperial Guard and Imperial Navy.

TROOPS

The following army list entry may be taken in Tallarn armies, occupying one Troops choice on the Force Organisation chart.

TALLARN INFANTRY PLATOON

PLATOON COMMAND SQUAD 40 pts + upgrades										
	WS	BS	S	T	W	I	A	Ld	Sv	
Lieutenant	4	4	3	3	2	4	3	8	5+	
Veteran	3	3	3	3	1	3	2	8	5+	
Guardsmen	3	3	3	3	1	3	1	7	5	

Squad: The squad consists of one Lieutenant and four Guardsmen.

Weapons: Lasguns or las pistol and close combat weapons.

Options: Two Guardsmen may form a weapons team armed with a missile launcher at +15 pts.

One model may be given a vox-caster at +5 pts.

The entire Command squad may be given frag grenades for an additional +5 pts. The entire Command Squad may be given krak grenades for an additional +10 pts.

Characters: One Guardsman can be upgraded to a Veteran Sergeant for an additional +6 pts. The Lieutenant and Veteran Sergeant may choose additional equipment from the armory.

One Guardsman, not forming part of a Heavy Weapons Team or equipped with a vox-caster may be upgraded to a Medic at +5 pts. The Medic has a medipack.

SPECIAL RULES

Light Infantry: The unit rolls an additional dice when determining how far they can move in difficult terrain. The squad may infiltrate if the scenario permits.

Sharp Shooters: Any squad member with a BS of 3 may make a single re-roll of a shooting to hit roll of 1. This ability has no effect when firing plasma guns or sniper rifles.

Leadership: Any Imperial Guard unit within 12" of the officer may use his leadership when taking morale and leadership tests, as long as he isn't in close combat, falling back or pinned.

2-5 INFANTRY SQUADS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+

Squad: The squad consists of one Sergeant and nine Guardsmen.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a las pistol and close combat weapon at no extra points costs.

Options: One model may be armed with the following: flamer at +6 pts; melt gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be armed with a sniper rifle for +6 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades for an additional +10 pts. The entire squad may be given krak grenades for an additional +20 pts.

Characters: The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the armory.

SPECIAL RULES

Light Infantry: The unit rolls an additional dice when determining how far they can move in difficult terrain. The squad may infiltrate if the scenario permits.

Sharp Shooters: Any squad member with a BS of 3 may make a single re-roll of a shooting to hit roll of 1. This ability has no effect when firing plasma guns or sniper rifles.

Leadership: Any Imperial Guard unit within 12" of the officer may use his Leadership when taking Morale and Leadership tests, as long as he isn't in close combat, falling back or pinned.

FAST ATTACK

The following army list entry may be taken in Tallarn armies, occupying one Fast Attack choice on the Force Organisation chart.

TALLARN ROUGH RIDER SQUADRON

	Pt	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	8	3	3	3	3	1	3	1	7	5+
Veteran	+6	3	3	3	3	1	3	2	8	5+

Squad: The squadron consists of one Sergeant and between ten and nine Rough Riders.

Weapons: Las pistol and close combat weapons.

Options: The squadron can replace their las pistols or close combat weapons with hunting lances at +3 pts per model.

Up to two Rough Riders, without hunting lances, may be armed with one of the following: melt gun +10 pts, plasma gun +10 pts, grenade launcher at +8 pts.

One Guardsman not equipped with a special weapon may be equipped with a vox-caster at +5 pts.

The entire squadron may be given krak grenades for an additional +2 pts per model. The entire squadron may be given melt bombs for an additional +4 pts per model.

Any Rough Rider squadron may upgrade their horses to Muls for an additional +5 pts per model.

Characters: The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the armory.

SPECIAL RULES

Cavalry: Rough Riders are cavalry (see Warhammer 40,000 rulebook for more details).

Hunting Lance: A model using a hunting lance cannot use an additional close combat weapon but gains +2 to its Strength and Initiative when charging. There is no Armour Save against hunting lance attacks. Hunting lances are automatically used in the first close combat they fight, and cannot be used again.

Fleet of Hoof: In the Shooting phase you may state that the squadron will move rather than shoot. Roll a D6 – this is the distance the unit moves instead of firing any weapons.

Mukaali: Due to creature's size and bulk, a Rough Rider on a Mukaali gains +1 T.