

# **Planetary Defence Force Fandex**

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## Introduction and Designer's Notes

Right, this is bit where I get to justify why I've spent all my evenings for the past week or two scouring my codex collection and mistyping words on the PC! I've always wanted to play a PDF army, it's something odd about me, and about a number of wargamers that I've played against over the years, which is that sometimes I find the worst armies can be the most fun to play. When I played WW2 gaming there were two sort of player, those who wanted a company of Tiger 2s and those who wanted Panzer 2s – I was in the latter camp.

I know a number of people use the Guard codex for their PDF forces, and that's good and totally apt when representing the higher quality armies that occur in the Black Library books from time to time. I wanted something not quite so good, and I wanted autoguns! (Even if they have lasgun stats – blame Forgeworld for that!) In addition to that I wanted something a little different a PDF army wasn't just Guard models with a different paint job – hence some of the new weapons and vehicles. After posting a thread on the Apocalypse40k forum the issue of IG vehicles with different stats being confusing if you couldn't model the differences clearly – and because the guy driving/firing is just not as good it's hard to do! This re-enforced the idea that the PDF should have some very different types of kit hence the inclusion of the vehicles from the Gaunt's Ghost novels, albeit this time in Imperial service!

If you are wondering what any of the items for which I've written stats, and are not already produced looks like, here are my thoughts:

The SAR: It's a Bren gun, Browning Automatic Rifle or modern SAW type gun.

The AT-70/83: According to the web it's like a Leman Russ but different, have fun!

The N-20 and its variants, something like a WW2 SdKfz251, M3 Half-track I think. The Kite, Kestros and Firebug are my own creations, and I had in mind some of the German WW2 half-track variants

Please give these rules a try and please let me know how you get on – feedback good and bad is welcomed! This is something of a living document so if something's really wrong it'll be corrected and new version published, and stuff on we can't agree can go in the optional rules section! :)

Above all have Fun!

Simon

# **Wargear**

## **Autoguns/Autopistols**

These have identical stats to Lasguns and pistols, and for modelling purposes may be replaced by their Las equivalents in squads.

## **Squad Auto Rifles (SAR)**

These are heavy barrelled versions of Autoguns designed for a higher rate of fire. They have the following characteristics:

Range 24" S3 AP:- Assault 3

## **105mm Cannon**

As found on the AT-70 tanks, this is a heavy autocannon with armour piercing shells, its stats are:

Range 48" S7 AP:4 Heavy 4

## **Leveller Howitzer**

Artillery weapon found on the Usurper SPG.

Range 24-180" S8 AP4 Ordinance Barrage 1, Large Blast

# **Army List**

## **Army Rules**

The PDF army uses the Imperial Guard orders system as well as their troops choice system of taking a Platoon HQ, 2-5 Infantry Squads and 0-5 Heavy Weapon squads as a single choice.

Many weapons and wargear referenced here are from the Imperial Guard 5<sup>th</sup> edition codex, so a copy of that is required to make use of this document.

## HQ

### 0-1 Planetary Governor 120pts

This is not the incapable, indecisive Governor so often read about, but one of those who has served his time in the Guard, and who is once again willing to take to the field with his men. Obviously a personage of such importance does not fight alone but surrounds himself with capable warriors drawn from either an elite unit sworn to protect him, or from the forces of the Sororitas. The latter are often tasked with guarding and guiding the governor's household and in times of war are more than capable of functioning as a full military unit.

	WS	BS	S	T	W	I	A	Ld	Sv
Planetary Governor	4	4	3	3	3	3	2	9	4+
Palace Guardian	3	4	3	3	1	3	1	7	4+
Sister Of Battle	3	4	3	3	1	3	1	8	3+

#### Composition

- 4 Palace Guardians
- 1 Planetary Governor

#### Unit Type

- Infantry

#### Wargear

- Carapace Armour (Governor and Guardians)
- Powered Armour (Sisters)
- Boltguns (Sisters)
- Shotguns (Guardians)
- Bolt Pistol (Governor)
- Close combat weapon (Governor and Guardians)
- Refractor Field (Governor only)
- Frag and Krak Grenades

#### Special Rules

- Senior Officer (Governor)

#### Options

- The Governor may:

- Swap his close combat weapon for a power weapon +10pts
  - Swap his Bolt pistol for a Plasma pistol +10pts

- any 1 Guardian may:

- add a Vox-caster +5pts
  - take a medi-pack +30pts

- 2 Guardians may:

- Swap shotgun for Flamer, Grenade Launcher or SAR +5pts

any Guardian may:

Swap his shotgun for Boltgun or Hot-shot Lasgun +2pts

Any Sister may:

Swap her Boltgun for a Bolt Pistol and Close combat weapon

1 Sister may:

Upgrade her Boltgun to a Flamer +6pts

Upgrade her Boltgun to a Stormbolter +5pts

Upgrade her Boltgun to a Meltagun +10pts

Squad may:

Exchange all Guardians for Sisters +25pts

Take a dedicated N20 or Cargo 6 Truck as transport

### Company HQ 40pts

The senior officers of the PDF accompanied by specialists or other heavy weapons.

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander	3	4	3	3	1	3	2	9	5+
Veteran Trooper	3	3	3	3	1	3	1	7	5+
Veteran Heavy Weapon Team	3	3	3	3	2	3	1	7	5+

### Composition

4 Veteran Troopers

1 Company Commander

### Unit Type

Infantry

### Wargear

Flak Armour

Autogun (Troopers)

Autopistol (Company Commander)

Close combat weapon

Frag Grenades

### Special Rules

Senior Officer (Company Commander only)

### Options

Company Commander may:

swap his close combat weapon for a power one +10pts

any 1 trooper may do one of the following:

add a Vox-caster +5pts

take a medi-pack +30pts  
carry the regimental standard +15pts

any 2 troopers not taking any of the above can become a special weapons team with:

Mortar +5pts  
Heavy Bolter, Heavy Stubber or Autocannon +10pts  
Missile Launcher +15pts

any remaining un-upgraded troopers may:

Swap autogun for Flamer, Grenade Launcher or SAR +5pts

Squad may:

Take Krak grenades +5pts  
Take a dedicated N20 or Cargo 6 Truck as transport

### **Commissar 35pts**

While the PDF in theory have commissars often there is only one assigned for a whole sub-sector, and hence he is rare sight on the battlefield. Usually the commissars assigned to the PDF are either those reassigned for political reasons, or those who are in semi-retirement.

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	1	3	2	9	5+

#### Composition

Commissar

#### Unit Type

Infantry

#### Wargear

Flak Armour  
Bolt Pistol  
Close combat weapon  
Frag Grenades

#### Special Rules

Stubborn  
Summary Execution  
Independent Character

#### Options

Commissar may:

Swap his close combat weapon for a power one +10pts

## Elite

### Veteran PDF Squad 50pts

These are the troops who have seen combat before, even if it's only against local insurgents and who are likely to be conscripted into the Imperial Guard.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	3	3	3	3	1	3	2	8	5+
Veteran Trooper	3	3	3	3	1	3	1	7	5+
Veteran Heavy Weapon Team	3	3	3	3	2	3	1	7	5+

### Composition

9 Veteran Troopers

1 Veteran Sergeant

### Unit Type

Infantry

### Wargear

Flak Armour

Autogun (Troopers)

Autopistol (Sergeant)

Close combat weapon

Frag Grenades

### Options

Any squad member may:

Swap Autogun/Autopistol for Shotgun

1 trooper may:

add a Vox-caster +5pts

2 troopers may do any one of the following:

Swap autogun for Flamer, Grenade Launcher or SAR +5pts

Become Heavy Weapon team with Mortar +5pts

Become Heavy Weapon team with Heavy Bolter, Heavy Stubber or Autocannon +10pts

Become Heavy Weapon team with Missile Launcher +15pts

Squad may:

Take Krak grenades +10pts

Take a dedicated N20 or Cargo 6 Truck as transport

## Troops

### Platoon HQ 25pts

The junior officers of the PDF accompanied by specialists or other heavy weapons.

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	3	3	3	3	1	3	2	6	5+
Trooper	2	2	3	3	1	3	1	5	5+
Heavy Weapon Team	2	2	3	3	2	3	1	5	5+

### Composition

4 Troopers

1 Platoon Commander

### Unit Type

Infantry

### Wargear

Flak Armour

Autogun (Troopers)

Autopistol (Platoon Commander)

Close combat weapon

Frag Grenades

### Special Rules

Junior Officer (Platoon Commander only)

### Options

any 1 trooper may do one of the following:

add a Vox-caster +5pts

take a medi-pack +30pts

carry the platoon standard +15pts

any 2 troopers not taking any of the above can become a special weapons team with:

Mortar +5pts

Heavy Bolter, Heavy Stubber or Autocannon +10pts

Missile Launcher +15pts

any remaining unupgraded troopers may:

Swap autogun for Flamer, Grenade Launcher or SAR +5pts

Squad may:

Take a dedicated N20 or Cargo 6 Truck as transport



## PDF Infantry Squad 40pts

The backbone of the PDF, and little more than cannon fodder on the 41<sup>st</sup> millenniums battlefields.

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	2	2	3	3	1	3	2	6	5+
Trooper	2	2	3	3	1	3	1	5	5+
Heavy Weapon Team	2	2	3	3	2	3	1	5	5+

### Composition

9 Troopers

1 Sergeant

### Unit Type

Infantry

### Wargear

Flak Armour

Autogun (Troopers)

Autopistol (Sergeant)

Close combat weapon

Frag Grenades

### Options

1 trooper may:

add a Vox-caster +5pts

Swap autogun for Flamer, Grenade Launcher or SAR +5pts

2 troopers may do any any one of the following:

Become Heavy Weapon team with Mortar +5pts

Become Heavy Weapon team with Heavy Bolter, Heavy Stubber or Autocannon +10pts

Become Heavy Weapon team with Missile Launcher +15pts

Squad may:

Take a dedicated N20 or Cargo 6 Truck as transport

## Heavy Weapon Squad 50pts

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Weapon Team	2	2	3	3	2	3	1	5	5+

### Composition

3 Heavy Weapon Teams

### Unit Type

Infantry

### Wargear

Flak Armour

Autogun (Troopers)

Autopistol (Sergeant)

Close combat weapon

Frag Grenades

Mortar

### Any team may:

upgrade to Heavy Bolter, Heavy Stubber or Autocannon +5pts

upgrade to Missile Launcher +10pts

## Dedicated Transport

### Cargo 6 Truck 35pts

BS	Armour		
	Front	Side	Rear
2	10	10	10

#### Composition

1 Truck

#### Unit Type

Vehicle, Fast, Open Topped

#### Wargear

1 pintle mounted Heavy Stubber

#### Transport Capacity

12 models

#### Options

Armoured + 10pts (treats crew shaken as crew stunned)

## N20 Half-track 40pts

Urdeshi designed APC, in service with many guard and PDF units. This versatile vehicle is also used as basis many specialist AFVs.

BS	Armour		
	Front	Side	Rear
2	11	10	10

### Composition

1 N20 Half-track

### Unit Type

Vehicle, Open Topped

### Wargear

1 pintle mounted Heavy Stubber

Searchlight

Smoke launchers

### Transport Capacity

12 models

### Special Rules

Mobile Command Vehicle

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

swap Heavy Stubber for Heavy Flamer (free)

## Fast Attack

### Lancers / Light Horse 45pts

These are cavalry squadrons, the Lancers equipped with a hunting lance, the light horse providing mounted infantry.

	WS	BS	S	T	W	I	A	Ld	Sv
Lancer Sergeant	2	2	3	3	1	3	2	6	5+
Lancer	2	2	3	3	1	3	1	5	5+

#### Composition

- 4 Lancers
- 1 Lancer Sergeant

#### Unit Type

Cavalry

#### Wargear

- Flak Armour
- Autopistol or Close combat weapon
- Frag Grenades
- Hunting Lance

#### Options

- Squad may
  - add Krak grenades at 1pt per model
  - add up to 5 more Lancers at 8pts each
  - become Light horse by trading their hunting lances for autoguns (free)

Up to 2 Lancers or Light Horsemen may:

Swap autogun or lance for Flamer, Grenade Launcher or SAR +5pts

1 Lancer or Light Horseman may:

add a Vox-caster +5pts

## **“Firebug” Flame Thrower 110pts**

Based on the Urdeshi designed N20 half-track APC, this variant drops its troop carrying capacity in order to mount an Inferno cannon.

BS	Armour		
	Front	Side	Rear
2	11	10	10

### Composition

1-3 “Firebug” Half-tracks in a squadron

### Unit Type

Vehicle, Open Topped

### Wargear

Inferno cannon

Searchlight

Smoke launchers

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

## Heavy Support

### AT-70 Reaver 130pts

An Urdeshi tank of inferior quality to a Leman Russ, armed with a 105mm cannon and a Las Cannon this is “value engineered” option of the PDF. It is also in service with the Blood Pact.

BS	Armour		
	Front	Side	Rear
2	12	11	10

### Composition

1-3 Reavers in a squadron

### Unit Type

Vehicle, Tank

### Wargear

105mm Cannon

Las Cannon (Hull mounted)

Searchlight

Smoke Launchers

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

add pintle mounted Heavy Stubber +10pts

add a dozer blade +10pts

## AT-83 Brigand 150pts

An Urdeshi heavy tank of comparable quality to a Leman Russ. It is also in service with the Blood Pact.

BS	Armour		
	Front	Side	Rear
2	14	12	10

### Composition

1-3 Brigands in a squadron

### Unit Type

Vehicle, Tank

### Wargear

Demolisher Siege Cannon  
Las Cannon (Hull mounted)  
Searchlight  
Smoke Launchers

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)  
add pintle mounted Heavy Stubber +10pts  
add a dozer blade +10pts



## U90 Usurper 105pts

Urdeshi SPG used by PDF forces and the Blood Pact.

BS	Armour		
	Front	Side	Rear
2	11	10	10

### Composition

1-3 Usurpers in a battery

### Unit Type

Vehicle, Tank, Open Topped

### Wargear

Leveller Howitzer

Searchlight

Smoke Launchers

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

add pintle mounted Heavy Stubber +10pts

add a dozer blade +10pts

## **“Kite” SPAAG 55pts**

Based on the Urdeshi designed N20 half-track APC, this variant drops its troop carrying capacity in order to mount anti aircraft weaponry. The light variant mounts a quad heavy stubber, whereas the heavier version mounts a twin-linked Hydra autocannon.

BS	Armour		
	Front	Side	Rear
2	11	10	10

### Composition

1-3 “Kite” Half-tracks in a squadron

### Unit Type

Vehicle, Open Topped

### Wargear

2 twin-linked heavy stubbers

Searchlight

Smoke launchers

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

replace stubbers with a twin-linked Hydra autocannon +10pts

## **“Kestros” Mortar Carrier 35pts**

Based on the Urdeshi designed N20 half-track APC, this variant drops its troop carrying capacity in order to mount a mortar.

BS	Armour		
	Front	Side	Rear
2	11	10	10

### Composition

1-3 “Kestros” Half-tracks in a battery

### Unit Type

Vehicle, Open Topped

### Wargear

1 pintle mounted Heavy Stubber

Searchlight

Smoke launchers

Mortar

### Options

Up Armoured + 10pts (treats crew shaken as crew stunned)

## **Modelling**

There are many options for representing PDF on the tabletop, here is just a small sample of ideas.

### **Games Workshop / Forge World**

The most obvious choice and their Imperial Gaurd models can be used to make PDF troops with Lasguns easily. Indeed the plastic troops with parts from some of the ranges below can make excellent PDF models.

### **Troll Forged**

Troll Forged offer a good number of figures which are ideal for PDF. The Greatcoat troops and Trenchers are obvious Candidates, whilst their Mutant Leader and Ice Trooper cavalry can be used easily with the above stats. They are also releasing Chem troopers shortly which are my choice for Palace Guardians.

### **Miniatures of the North**

A new company from IceSword who sculpted a number of Troll Forged ranges. Hopefully we will soon see other Greatcoat figures (including cavalry) which is my personal choice for a PDF army.

## **Maxmini**

These guys have a load of PDF friendly bits to combine with GWs Guard kits. Their range includes numerous suitable head swaps and modern style assault rifles – ideal for use as autoguns. In addition to this they have some very nice IG style torsos and some heavy support weapons – a heavy howitzer and towed minigun which would be useful “counts-as” models.

## **Old Crow**

These guys have a number of interesting vehicles which could be used as “count-as” for some of those described in this Fandex.

## **Pig Iron**

Pig Iron's Kolony Militia figure range or their head swaps from the same line make excellent PDF in my opinion, indeed the figures already seem to have autoguns and missile teams are available.

## **Chapterhouse**

Hopefully their range of weapons will be released shortly as they have autoguns, autopistols, shotguns as well as Hot-shot lasguns in it.

## **Micro Art Studio**

This company offers a number of head swaps which could easily be used with PDF forces.

## **Secret Weapon Miniatures**

Apart from their shell casings which are great for detailing many miniatures, they also offer Pith Helmet head swaps and various size packs which would be ideal for use on PDF troopers

## **Victoria Lamb Miniatures**

Offer a range of kilted legs that fit GW's IG torsos, and could easily represent a more Celtic themed PDF.

## **Reference**

Want to get some background reading on the PDF? Well Dan Abnett's Gaunt's Ghosts novels, as well as his Double Eagle book offer some great background information. Sandy Mitchell's Ciaphas Cain series makes frequent reference to the PDF too. Pretty much any Black Library book about the Guard will also mention the PDF so there's no shortage of background ideas for your army!

## **Optional Rules**

These were ideas removed from the codex during development for reasons of balance, or because they made it hard to distinguish a PDF force from an IG one in larger/Apocalypse games. You may wish to

use them or experiment with them, hence they are included for completeness.

As an alternative dedicated transport:

### **Chimera 50 pts**

As IG entry but BS2 and must have HB or Flamer turret

As alternative heavy support choices:

### **Leman Russ**

As Imperial Guard Leman Russ (the standard one, not the variants) with the following changes:

- Cost reduced by 5pts
- BS2
- May not have Las Cannons, Multi-Meltas or Plasma Cannons in the sponsons nor hull positions
- May not have a pintle stormbolter

### **Leman Russ Demolisher**

As Imperial Guard Leman Russ Demolisher with the following changes:

- Cost reduced by 5pts
- BS2
- May not have Las Cannons, Multi-Meltas or Plasma Cannons in the sponsons nor hull positions
- May not have a pintle stormbolter

## **Credits**

Thanks to the helpful people on the Apocalypse40K forum:

<http://apocalypse40k.com/>

## TODO

Here are some of the ideas I intend to work on, and add to this fandex in subsequent versions. Ideas here are open for discussion and I welcome feedback.

**Arbites Squad?** As an elite option – with Cyberhounds of course, I need to work that model in!

**Towed Guns** – as a heavy support choice

**SteG 4** – The armoured car as a fast attack choice.

**Wolfcub Fighter** – As a fast attack choice, or Apocalypse only.

**Cyclone, Shrike and Magog** – Aircraft for Apocalypse only.

**Apocalypse Formation** – something cool, but no ideas what at the moment!

**Named Characters, Sergeant upgrades?**

**New heavy weapon squad, Auto Grenade launcher?** Might work but how to make good rules?  
Effectively twin-linked GL or something RT Thud gun style?

**Photos/Artwork** for the Units and the dex in general – will need help here.