

Planetary Defence Force Fandex

2011/05/08



By S. White

Revision History

2011-05-08 - Added Apoc GPV formation datasheet and scout squads.

2011-05-04 -Added GPVs and adjusted Heavy Stubber costs.

2011-05-03 - Added Cyclone, Guntrucks and some images.

2011-05-02 -Added SteG4 and Wolfcub.

2011-04-28 -Initial version.

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

STeG 4, perhaps something like an Alvis Saladin, or AMX-10RC?

Wolfcub, from the description its a WW2 German He-162, hence the picture I've used.

Cyclone, again from the description it strikes me as a WW2 Me-329, which is the imagery I've used for it. The coastal defence version is described in Double Eagle by Dan Abnett as having a bubble nose, so I've extrapolated from that and made an alternative weapons fit on the data sheet.

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 5th 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 Soroitas. 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, Truck or GPV 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 or Heavy Stubber +5pts
Heavy Bolter 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, Truck or GPV 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 is 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 any one of the following:
Swap autogun for Flamer, Grenade Launcher or SAR +5pts
Become Heavy Weapon team with Mortar or Heavy Stubber +5pts
Become Heavy Weapon team with Heavy Bolter or Autocannon +10pts
Become Heavy Weapon team with Missile Launcher +15pts

Squad may:
Take Krak grenades +10pts
Take a dedicated N20 or Truck as transport

Scout Squad 30pts

These are either troops specially trained in recon or indigenous trackers inducted into the PDF.

	WS	BS	S	T	W	I	A	Ld	Sv
Scout Sergeant	3	3	3	3	1	3	2	8	5+
Scout Trooper	3	3	3	3	1	3	1	7	5+

Composition

4 Scout Troopers
1 Scout Sergeant

Unit Type

Infantry

Wargear

Flak Armour
Autogun (Troopers)
Autopistol (Sergeant)
Close combat weapon
Frag Grenades

Special Rules

Scouts
Infiltrate

Options

Any squad member may:

Swap Autogun/Autopistol for Shotgun (free)
Swap Autogun for Autopistol (free)

1 trooper may:

add a Vox-caster +5pts
Swap autogun for Flamer, Grenade Launcher, Sniper Rifle or SAR +5pts

2 troopers may:

take a demolition charge +20pts

Squad may:

Take Krak grenades +10pts
Take a dedicated GPV or 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 or Heavy Stubber +5pts

Heavy Bolter or Autocannon +10pts

Missile Launcher +15pts

any remaining un-upgraded troopers may:

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

Squad may:

Take a dedicated N20, Truck or GPV as transport

PDF Infantry Squad 40pts

The backbone of the PDF, and little more than cannon fodder on the 41st 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 or Heavy Stubber +5pts

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

Become Heavy Weapon team with Missile Launcher +15pts

Any trooper may:

swap his Autogun for Autopistol - free

Squad may:

Take a dedicated N20 or 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 or Heavy Stubber

Any team may:

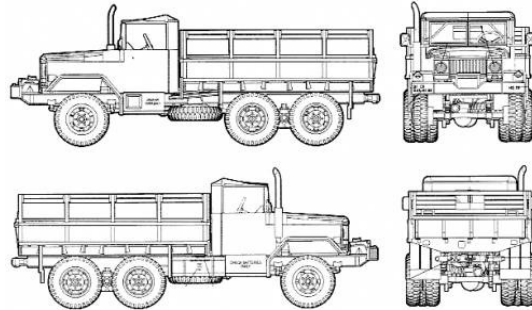
upgrade to Heavy Bolter or Autocannon +5pts

upgrade to Missile Launcher +10pts

Dedicated Transport

Truck 25pts

Just a standard truck, such as a Cargo 6 used for the movement of supplies and troops.



BS	Armour		
	Front	Side	Rear
2	10	10	10

Composition

1 Truck

Unit Type

Vehicle, Fast, Open Topped

Transport Capacity

12 models

Special Rules

Weapons Mount, the truck maybe mount one of the special or heavy weapons from the squad that is currently embarked. It is fired as normal for a fast vehicle.

Options

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

add pintle mounted Heavy Stubber +5pts (replaces Weapons Mount)

Armoured Cab (front armour 11, but no longer fast) +10pts

N20 Half-track 30pts

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)

GPV 15pts

GPV or General Purpose Vehicle is a small transport with improved cross country ability, usually this is done by adding a 4x4 or 6x6 drive system. The GPV serves in many roles besides just transporting troops, it is also used a recon vehicle and as a light convoy escort.



BS	Armour		
	Front	Side	Rear
2	8	8	8

Composition
1 GPV

Unit Type
Vehicle, Fast, Open Topped

Transport Capacity
6 models

Options
Up Armoured + 10pts (treats crew shaken as crew stunned)
add pintle mounted Heavy Stubber +5pts

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

Special Rules

Scouts

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)

STeG 4 Armoured Car 35pts

This is an Urdeshi designed 6-wheeled armoured car used by both the PDF and the by the Blood Pact.

BS	Armour		
	Front	Side	Rear
2	11	11	10

Composition

1-3 STeG 4 Armoured Cars in a squadron

Unit Type

Vehicle, fast

Wargear

Turret mounted heavy Stubber

Searchlight

Smoke launchers

Special Rules

Scouts

Options

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

Replace Heavy Stubber with Heavy Bolter +5pts

Replace Heavy Stubber with Autocannon +5pts

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 +5pts

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 +5pts
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 +5pts

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

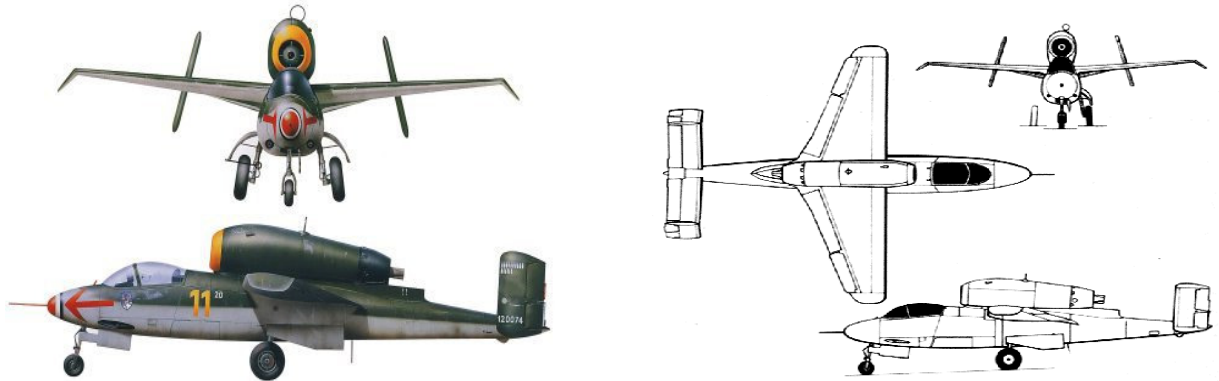
Options

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

Apocalypse

Commonwealth KT-4 Wolfcub 90pts

This is a fighter aircraft used by various PDFs, it is primarily an air-to-air craft but can be pressed into service as a ground attack vehicle in an emergency.



BS	Armour		
	Front	Side	Rear
2	8	8	8

Type: Flyer

Crew: PDF Aircrew

Weapons

Twin-linked Autocannon

Options

Ejector Seat

Chaff or flare Launcher

Distinctive paint-scheme, decals

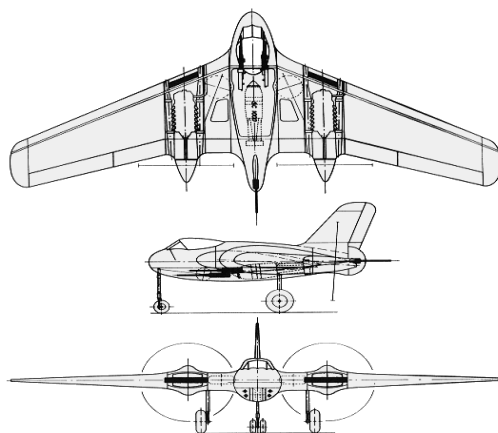
1 x 500lb Gryphon IV bomb +10pts

Bomb

Range G:48” Str: 4 AP:6 Special:Heavy 1/Blast

Commonwealth Cyclone 120pts

The Cyclone is a twin engined interceptor used by some PDFs, however it is largely obsolete and outclassed by most enemy fighters. In addition to its primary role, a variant also serves as a coastal defence fighter, and the primary spotting differences for this aircraft are its plexi-glass bubble nose, reduced cannon armament and underwing hard points for air-to-ground stores.



BS	Armour		
	Front	Side	Rear
2	9	9	9

Type: Flyer

Crew: PDF Aircrew

Weapons

2 Twin-linked Autocannons

OR

1 Twin-linked Autocannon

2 x 500lb Gryphon IV bomb

Options

Chaff or flare Launcher

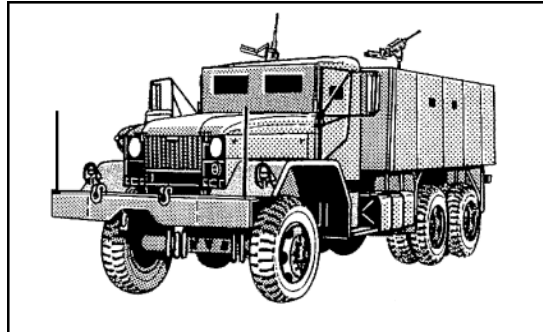
Distinctive paint-scheme, decals

Bombs

Range G:48" Str: 4 AP:6 Special:Heavy 1/Blast

Guntruck 55pts

Without sufficient aerial resupply assets, PDFs must often rely on road transportation to keep their troops provisioned. This leaves the loaded trucks open to ambush by enemy forces, but to combat this the PDF armourers have up-armoured some trucks to defend these supply convoys.



BS	Armour		
	Front	Side	Rear
2	11	11	10

Composition

1 Truck

Unit Type

Vehicle, Open Topped

Wargear

4 pintle mounted Heavy Stubbers

Searchlight

Smoke launchers

Special Rules

Up Armoured (treats crew shaken as crew stunned)

Armoured Cab (included in profile)

Options

Exchange up to 2 Heavy Stubbers for Heavy Bolters or Autocannons (+5pts each)

Recon Company

100pts plus models

A recon company represents a significant amount of a PDF's Scout assets deployed as a single entity for a very specific purpose. This could be to fight in terrain that does not lend itself to more conventional warfare, or to use the unique abilities of the Scout troops to hit-and-run on enemy installations and troop concentrations. For greater manoeuvrability Recon companies are usually mounted in specially modified vehicles, which have been stripped out to save weight and which have been up-gunned to give the squads some heavier firepower. One famous example of such a Company is Major Starlin's Ghibli Raiders formed from the Deharti PDF during the first Ork incursion of Deharti Secundus. This band of fierce warriors we known for their night attacks on Ork aircraft launch sites, leave nothing but smoking remains of Fightas wherever they struck.

Formation:

1 Scout HQ squad in GPV
3+ Scout squads in GPV
1+ Support GPV (1 for every 3 squads)

The Scout HQ is a Scout squad simply designated as the HQ

Special Rules:

Stripped down for Combat: All GPVs in the formation must take a pintle mounted Stubber, and may not take the up-armoured option.

Strike Force: All units in the formation must be deployed within 6" of the Scout HQ squad, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Scout HQ squad.

Outriders: Recon Companies use outriders to scout the land and are famed for tracking and encircling their foe. A Recon Company has the Flank March strategic asset.

Support GPV: This is a GPV that has sacrificed its troop carrying capacity in order to mount a heavy weapon, it costs and additional 10 points over a normal GPV and may mount a pintle Autocannon or Heavy Bolter. This is in addition to the Heavy Stubber it already carries.

Options: The HQ squad may upgrade its Sergeant to Major Starlin (+70pts) who has the following stats:

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

Wargear

Flak Armour

Autopistol

Close combat weapon

Frag Grenades

Special Rules

Swift as the desert wind – the Major gives all Scout squads in his company Hit-and-Run

He'll live to tell the tale – He's a named hero, he'll live to write about his exploits and so has a 3+ invulnerable save.

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 Guard 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/>

Thanks to Haravikk and Yabbadabba from Warseer for useful feedback, and good ideas.

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

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.