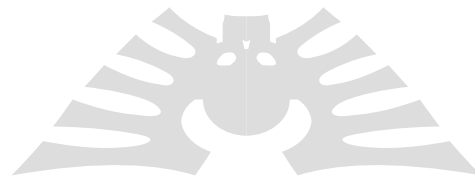




**Imperial Guard Sapper**  
 Type: Inf  
 Speed: 15cm  
 Armor: 6+  
 CC: 5+  
 FF: 5+  
 Notes: Ignore Cover  
 Firepower: AP4+  
 Range: 15cm (Base)  
 Weapon: Heavy Flamer  
 Mehta Bombs  
 Assault Weapon  
 Sapper: No Special



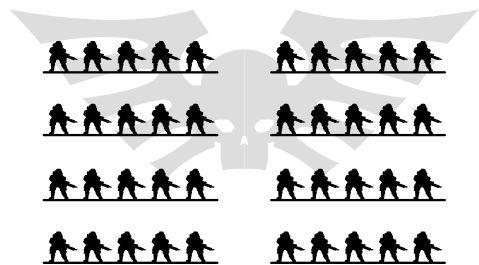
**Imperial Guard Deathstrike**  
 Type: AV  
 Speed: 20cm  
 Armor: 6+  
 CC: 6+  
 FF: 5+  
 Notes: One-Shot, TK (D6)  
 Firepower: MW2+  
 Range: U/L  
 Weapon: Deathstrike Missile  
 Heavy Bolter  
 Deathstrike Missile  
 Deathstrike: No line of fire is required to fire a Deathstrike Missile.



**Imperial Guard Bombard**  
 Type: AV  
 Speed: 20cm  
 Armor: 6+  
 CC: 6+  
 FF: 5+  
 Notes: Ignore Cover, Slow  
 Firepower: 2BP  
 Range: 45cm  
 Weapon: Siege Mortar  
 Heavy Bolter  
 Bombard: No Special

## BARAN SIEGEMASTER SAPPER PLATOON

Eight Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right. Only one Sapper formation may be purchased per army.



250 Points



## BARAN SIEGEMASTER DEATHSTRIKE MISSILE BATTERY

A Baran Siegemaster Deathstrike Missile Battery consists of 2 Imperial Guard Deathstrike units. Only 1 Deathstrike Missile Battery may be included in the army.



200 Points



## BARAN SIEGEMASTER BOMBARD BATTERY

A Baran Siegemaster Bombard Battery consists of 3 Imperial Guard Bombard units.



250 Points

