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40k imperial guard weapons

Warhammer 40k imperial guard heavy weapons.

Imaginary Army in the Warhammer 40,000 and epic table games and universe in the imaginary universe of Warhammer 40,000, the Imperial Guard is the army of the Imperium in the Warhammer 40,000 miniature table. The Imperial Guard, now known as the "Astra Militarum", is an army or a specific faction in the games and a universe of Epic tabletops. The army itself is characterized by being able to operate a multitude of infantry slightly armored in combination with some of the most difficult and powerful tanks of the game. [1] In the universe of the game, the Imperial Guard is a colossal military organization consisting of about 500 trillion men and women supported by at least a few hundred billion armoured vehicles each by thousands of different systems within the imperium plant. [2] The Imperial Guard was first introduced to the game in White Dwarf 109, January 1989. In April 2014, a new codex was released for the sixth edition of the game, along with a series of new plastic kits. These models included plastic versions of ONRRYNS and Militarum TempeStus Scions (formerly called Stormtroopers) which had been metal. Also a plastic hydraulic kit (formerly a world model of forge) has become available. In addition to the new kits and models, the Imperial Guard has had a name that passes to the change Astra Militarum in line with the passage of the workshop of games away from the generic name of their intellectual property. Overview The Imperial Guard (formerly the Imperial Army, now the Astra Militarum) is an imaginary colossal military organization, consisting of many hundreds of thousands of armies throughout the Imperium, and forming the vast mass of the Imperium military machine. Unlike space Marines, an elite unit that relies on precision affects the enemy's critical assets to bring the day, the imperial guard has the reputation of relying on massive assaults consisting of almost endless waves of infantry and armor to achieve victory. "If a space marine assault is compared to a surgeon's scalpel, the assault of the Assalto Imperial Guard is compared to a sledgehammer blow" It is this battle strategy that has earned the organization the moniker "the Emperor's hammer". He also gains the guard's reputation as a paracocretta, whose most infamous or desperate commanders are more than willing to waste the lives of their soldiers for the smallest of their earnings or in the most suicidal defensive actions. Indeed, most imperial commanders are highly qualified and qualified career soldiers who have learned how to exploit the vast resources of imperishment for maximum effect. Each imperial guard regiment is usually lifted by a single world and can number anywhere from several thousand upwards, and vary enormously, [3] and are supported by a wide range of light and heavy armored vehicles. Each regiment also has its own entourage, consisting of support staff, field followers, suppliers, priests, psykers, doctors, religious leaders and the like. When multiple regiments are grouped into large combat forces, larger and more powerful goods are issued as planetary artillery and super heavy tank regiments from thousands of Munitorum armours, fortresses and worlds of staging, with large scale deployments requiring decades if not centuries of preparation. Although a player can field a mixed force of these armor, artillery and infantry units on the table, in the universe of the game, the composition of any regiment is quite uniform; i.e., a infantry regiment will contain thousands of foot soldiers and are entirely limited by having any form of heavy armor orA armored regiment will quickly conserve its armored vehicles and support crews without any form of integrated air support or artillery, and an artillery regiment will be focused entirely on the task of providing anti-fighting support to front-line regiments. This policy has been implemented by the Imperium to prevent, or at least minimize, large-scale scale damage In the wake of the eresy horus, since no regiment constitutes a complete self-sufficient fighting force at its own right. However, all the guards, from the highest Lord General General, at the lowest cook, has secondary work to be a first-line guard and should know the foundations of the infantry war and the use of the best basic of the standard kit. A special manual called Imperial Fintryman's building primer, is given to all the members of the Guard as a means of informing them about things that could lose through training. If a primer should be vandalized, lost or stolen, his owner faces death. Regiments are taken from all types of IMPerium planets; From the worlds of fortress as a Caiaa, where the entire population has increased under the arms from birth, the wild and medieval worlds, and the contributions of some planets in ten thousand years of the imperium, if not more. The Imperial Guard is constantly at war, freeing the worlds from chaotic or alien influence, or defending them from it, or more often putting rebellions or other human enemies of the imperium. The imperial guard is based on the imperial marina for transport to and from war zones, orbital bombing and most of the types of air support. The naval and earthy forces of the Imperium are strictly separated in such a way that a multiforous general will not access an integrated military machine. It was not the case of the army of the pre-Horus Arsy army, which did not have such strict distinction, led to Horus acquiring a powerful fleet in addition to its vast forces of land and numerous worlds detected by ambitious commanders who could Hold entire systems redeemed to know that people were helpless to stop their famous and specialized the famous imperial guard regimes, many regiments of the imperial guard do not adhere to the standard Cadian style of the war on the table. Although Cadiano style regiments are the most common due to the Cadiani who are the boys of the imperial guard poster, some regiments from other worlds specialized in other forms of war, a facet that often inherit from the conditions of their domestic planet. The catachans go up from a "world of death" covered by jungle, and therefore to use more clamps, more mobile transport than heavy, bulky, specialized in the jungle war and in hostile environments. Kirg's death (inspired by the armies of the First World War) has a propensity for Sieges and Trench Warfare, where their suicide and tenacity obstinacy are more valuable, as well as their unusually wide shop of biochemical weapons. Some, in particular, Drop Elysian soldiers and Harakoni Warhawks, rely on aerial distribution and are experts in vertical envelope. Others, such as Tallarn's desert raiders train their men to better fight in some climates and adapt their war style around their choice specialties. While every regiment has strengths and weaknesses, imperial planners are often forced to implement the regiments where their most suitable rips, of Tallarn Desert in an ice world, Elysian Drop Trooper on an ocean world, Korp Korg death In Garrison Duty, etc. . Often times imperial planners cannot even be sure of which regiments will arrive at a hotzone, since the fickle nature of the warp means that you can arrive tomorrow, or in hundred years later. Equipment The vast majority of basic imperial guard guards are armed with a laser rifle known as a "lasgun" or "lasrifle" that acts as a standard armor and is the only piece of secured equipment that all the guards will be possessed, but even then some will go into battle without one. Lasogun is Easy to produce in series and reliable. While it is a powerful anti-infantry weapon (capable of cleaning cleanly human limbs and explosion holes through solid concrete) is considered a relatively weak weapon against numerous inhuman and superhuman enemies the faces of the imperium, But in the numbers it is capable of damaging only only Nothing, the ammunition of a lasgun is in the form of a power pack that on the standard settings of a lasgun can provide up to 80-120 shots before having to be recharged, but this is not a problem since the package can be easily recharged practically by any heat source if it comes from sunlight, solar panels or even to throw it in a bonfire, although this last option risks damaging the package, shortening the hard. It can also be overloaded in the situations of the last ditch that turn it into an improvised grenade, a tactic favored by veterans, but results in the destruction of the weapon. Most of the lasagna are also equipped with a bayonet shed that allows a bayonet or another tight combat weapon to attack, useful when assisting trenced enemy positions. combat knives are also standard problems, these can vary from basic knives made of plastic to mono knives whose advantage remains increasingly sharp and never matte, for protection, a guard will typically be extracted in a flak vest, similar armor in principle and design to the 21st century anti-project vests, but made with more advanced and durable materials. While the flak vest is seen as a very simple form of combat armor, it is extremely easy to produce mass and requires little knowledge to repair. Many guards (usually veterans) can also be found by carrying an additional evening as a backup weapon, usually lespistols (such as krieg korps death) or autopotysically (such as the cadians.) guards can also be issued with a small package of 2-4 grenades, typically fragmentation, fragmentation, crack, smoke and/or grenades flash folies. Although the even more specialized or exotic types of grenades can be emitted in rare cases, they are normally delivered to more elite soldiers such as slides or specialists such as the bits (looks that have formed specially in demolition tactics) instead of the rank-e-file standard guard. scions have access to superior gergeaur and are specially trained to be able to undertake a variety of advanced missions, are equipped in the armor of the carapace that offers superior protection than a flak vest, but at the cost of reduced movement speed. However, most, if not all slides receive minor genetic improvements that allow them to endure extra weight without problems, cancelling the disadvantage, are also armed with a more advanced and powerful version of the lasgun known as a hotshot and/or hellgun lasogun which is very favored for its ability to penetrate the upper armor, able to pierce even the powerful armor of the mighty armor of the marines superhuman spaces. scions are also privileged to require more exotic equipment to meet certain missions or to defeat some goals. the imperial guard also makes a wide oo of autoguns, an improved version of modern assault rifles, bolter type weapons (heavy notes in particular,) direct-energy weapons, grenade launchers, flamethrowers, a huge arsenal of weapons of ordnances such as artillery and cannon tank and various tight fighting weapons such as chain and power weapons. the imperial guard can also operate a wide range of vehicles, from the amphibious ifv to the TAY-inspirer and the Baneblade tank that induce to terror, most of which is usually maintained by the members of the adeptus mechanic assigned to their successive regiments. Usually not as sophisticated as the vehicles used by space marines but effective to themselves, can be numerous as infantry itself and are proven to be reliable. two examples of thisThe piece of mobile artillery known as the Basilisco, which is known for the field both anti-armor and round incendiary, not to mention the devastating round of the Tertido. The second example is the main battle tank of Leman Russ, an extremely versatile armored unique that has multiple variants that have several main cannons for a variety of situations, from the versatile battle cannon to tempered plasma destruction. While they are versatile, it is known that other forces like the IL and the forces of chaos affirm these units for themselves and can be seen fighting against the Imperium. Some units, such as Baneblade, are even classified by the Imperial Guard as essential for their campaigns because of their incredible prowess in battle, the vehicle in question is a super heavy tank similar to a mobile fortress 3-4 high stories. When these vehicles are about to fall into enemy hands, the imperial commanders usually smoke or save them at the expense of many of their men. After all, if there is a resource in the commitment that can be considered "infinity" is the labor. History of Imperial Guard gameplay as an army the Codex for the 2nd edition of the game. The first Codex Imperial Guard for Warhammer 40,000 30th edition. The first Warhammer 40,000 included rules for a force known as "Army". Later their name was changed to "Imperial Guard" and then from the 7th edition "Astra Militarum". The Imperial Guard is the backbone of the Imperium armed forces. The Imperial Guard was initially linked by a series of rules, published in the Warhammer Compendium 40,000, relating to its command structure. Unit teams formed platoons under a command team. The units that were separated from the command team were more limited in action. The initial army of the imperial guard could include, in addition to the basic teams, the Russian pilots (a form of cavalry), criminal units, human bombs, abhumans and robots. Several vehicles were available, including; Motorcycles with an optional side machine, jet cycles (a form of jet propulsion motion), grav attack vehicles (coarized combat vehicles that use anti gravity for propulsion) and sentinels (a two-legged walker, similar to an At-St).. [4] The first incarnation of the Imperial Guard as a fully supported army was in 1995, with the release of the Codex: IMPERIAL GUARD SOURCEBOOK for the second edition of Warhammer 40,000. This was the first time that the army itself had specific rules of the army collected in its own book of origin. [5] With the release of the third edition of the game, almost all Warhammer 40,000 armies had new codes compatible with the new edition. In line with this, Codex: Imperial Guard was released in 1999, [6] followed by Codex: Catachans in 2001. This was a smaller source book (or mini-dex/mini-codex) that was to be used in combination with the Code "Genitor": Imperial Guard. The mini-DEX has provided even more specific rules for fielding one of the most famous Imperial Guard sub-exercises, the Catachan jungle fighters, for which plastic models were available. [7] In 2003, the game lab conducted the eye of Terror's worldwide's campaign and released a corresponding book of origin, Codex: Eye of Terror. This campaign's source book contained various rules, including a specific army list for another Imperial Guard sub- Army, the Cadian shock troops. [8] Shortly after the end of the campaign, changes in the army list of shock troops Cadian were integrated into the rules of Imperial Guard, and the game workshop released a second renewed version of the Codex: Imperial Guard [1]. In the current in-universe background, the predecessors of the Imperial Guard were the imperial army together countless imperial cults and militias present throughout the Great Crusade, but also more elite forces, such as the solar Auxilia. However, after the heresy of Horus, the imperial army was divided into the imperial guard and the Navy to prevent it from being the force of having the ability to quickly gain access to the transports or to the occupation troops of the sector quickly ifTheir divisional units turned quickly. Overview Please note that this text has been written during the seventh edition of the game and is therefore obsolete, as the Codex 9th Edition has now been released of individual guards are weak and have low point costs of 5, for The comparison of spatial marine costs 14, so imperial guard armies are usually quite large (a full guard platoon can boast up to 138 models, not counting counting Characters, by choice of troops. When you add dedicated transport, this number rises to 144 the total cost of the point of such quotation could be up to 1,000 points and hundreds of dollars). Moreover, they have access to various vehicles, such as the battle tany of Leman Russ, the mobile artillery of Basilisk, the artillery of the Manticore rocket, the chimera Transport of armored troops and the Sentinel Walker. As they require so many units, an imperial guard army can be expensive and expensive in terms of time to assemble and paint. As for their weak infantry, when they are not more and more of the enemy, the guards rely on their unique tanks and fire support. In a later codex, the "doctrines" of the imperial guard were removed, replaced by the "orders" system. Units designated by the "order" must be within a specific radius of distance from a platoon officer or an HQ officer. Performance is provided if both the official unit and the team receiving the order have "vox-roters" (in-universe term for "radio"). In addition to basic human beings, the Imperial Guard also contains different types of Abhumans - humans have evolved from a radically different planetary environment than tens of thousands of years that differ greatly from the norm. The two species are most commonly found are the Ogryns (the counterpart of the Warhammer fantasy setting) whose superhuman strength and incredibly hard resilience makes them excellent combat fighters to fight and rats (similar to halflings/hobbit) that work as expert snipers and trackers. One of the most distinctive aspects of the Imperial Guard army is its commissioners. They are represented as Akin for the ruthless political commissioners of the former Soviet Union. The Imperial Commissioner, as described by many Warhammer novelists, is given complete jurisdiction to judge the actions of any soldier or officer and to act accordingly. This includes the synthetic execution of units showing disobedience or cowardice (in gameplay, this is a often useful function that increases the morale of the waving units and prevents the possessed Psykers from damaging their companions) This is useful for the Imperium -The attention in case their subjects turn to chaos. Understandably, they are very hated by the guards they serve with. Many novels suggest that a good portion of the commissioners killed in battle are "accidentally" hit by a friendly fire: The codex 4a-Edition for Catachan regiments notoriously anti-authoritarian of the Imperial Guard includes the government "Oops, Sorry Lords" which gives commissary models included in a catacan army, a 1-in-6 probability of being killed â€" or more appropriately, fragile - before the beginning of the game. Krieg's Kirps deaths are famous for killing commissioners / CO should never commit cowardice wine and try to escape. There are also suggestions that most if not all commissioners mainly inspire heroic or suicidal troops, hoping to emulate figures such as the "heroic" commissioner Claphas Cain or Colonel-commissary Ibram Gunt. Another unique aspect of the Imperial Guard is that models for regiments of different worlds are physically distinct, rather than the same models with different paint patterns like other armies (save space marines where blood angels, dark angels, space wolves, and the heads of the Grey Knights have all the specific models for them that other chapters can not be fields and as such are considered separate armies). For example, models for the cadian shock troops resemble mobile infantry soldiers seen in starship troopers and Catachan jungle fighters appear inStripped down as worn by American and Australian soldiers during the Vietnam War, and as seen in the films like Rambo A € ª ~ "a document that suits the inhabitants of a world of the jungle in which everything is trying to kill them. Like a Only platoon contains several teams, and each team has options to take special and heavy weapons, a choice of single troops can take a stunned stunned Of these weapons: a full load platoon can take up to 11 special weapons and 20 heavy weapons in a single choice of troops, while most other armies can only take one of them. This, combined with the heavy fire power of the guard vehicles, produces an army that is mainly oriented towards the power of fire. To compensate for this and create a fair balance to the game, designers have made the average imperial guardian is physically weaker and less skilled with their weapons. This means that if an enemy resists the bladder of the fire of weapons and closes the distance to attack the guardian in Melee, the guardians will be more than probably torn. Some of the main army forces of the Imperial Guard are their vehicles. From the fragile, but Mobile Scout Sentinel to the devastating destructive Leman Russum Demolisher Shoot small nuclear weapons at the long interval Basilisk monopropulse, the imperial guard vehicles can significantly add to their effectiveness as an army. Although the individual tanks of other armies (such as Necrons) can sports more fire, speed and / or armor compared to those of the imperial guard, the guard has, overall, the most powerful and varied armed force, with many Devastating units like the super heavy Baneblade Tank and is many variants, or the Deathstrike ICBM launcher platform (armed with serial plasma nuke). Team of imperial guards led by a commissioner in the game Warhammer 40,000: Dawn of War The Imperial Guard makes several appearances in many of the video games that occur in the Warhammer 40,000 universe. The imperial guard makes a guest appearance in the Single Player campaign of Warhammer 40,000: Dawn of War driven by Colonel Carus Brom as NPC and playable units in some missions. Since then they have been extended in a playable faction in game expansion packages: the imperial guard was part of the power of the imperage in the final liberation: Warhammer Epic 40,000, the other two parts composed by spatial marines and the legions of Adeptus Mechanicus Titan. [9] The imperial guard also makes appearances as opposition into the 40,000 Warhammer: first-person shooter. Among the possible opponents, there are guards equipped with Lasguns, Autogun-Wielding stormtroopers, officials with cheneparole and a Valkyrie Gunship as a boss. [10] The imperial guard also made an appearance in the game of the Warhammer 40,000 computer: war rituals, usually used next to the spatial marine forces (very as in the final liberation). Very similar to the dawn of the original war the imperial guard (most specifically the stormtroopers and regular guard teams) look at a support as NPC in Warhammer 40,000: Dawn of War II during various campaign battles, including the final mission against Tyrarids. They also appear in its expansion, Chaos Rising, with some guardians who become traitors and pledging their loyalty to Chaos in the first missions in Aurelia. In Warhammer 40,000: Dawn of War II â € "Retribution, the Imperial Guard became a completely playable race and are more dangerous when you put a large number of tanks or a huge infantry horde into the field. In Warhammer 40,000: Space Marine, the Cadian 203rd regiment (so abused is under the command of a second lieutenant) is trying to survive on graia, a protomotor adeptus mechanicus, as the player's ultramarines team falls into. Guardians serve as NPCs throughout the game, and both the guard and the player provide mutual support in terms of combat, navigation and air transport. Bibliography Chambers, Andy; Haines, Pete; Hoare, Andy (2003). Warhammer 40,000 codex: imperial guard (3 ª ª ed.). Nottingham: game workshops. ISBN 978-1-84154-410-6. Johnson, Jervis (2001). Warhammer 40,000 codex: Catachans. Nottingham: Workshop. ISBN 978-1-84154-016-0. Priestley, Rick; Ansell, Bryan; Stillman, Nigel; Davis, Graeme; Knifton, Pete; Weeds, Ivan; Brunton, Mike; Warwick, Andy; Norton, Norton,(1989). Warhammer 40,000 Compendium (1 ª ed). Nottingham: Workshop di giochi. ISBN 1-869893-71-9. Imperial Guard Homepage dal sito del UK Games Workshop. URL Consultation il 9 Gennaio 2006. Haines, Pete, "Chapter Approved - Rolling Thunder: Armoured Companies Army List", Workshop di giochi. Archiviato dall'originale (PDF) su 2007-08-29. Recovery 2007-08-12. Riferimenti ^ a b Chambers, Andy; Haines, Pete; Hoare, Andy (2003). 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