

# “Mutants and Scum!”

1700 Pts - Imperial Guard Roster – Jason Dyer

Lieutenant (3<sup>rd</sup> Grade) Guest was not happy. He had no idea who he had annoyed to get this assignment, or what the-warp-be-cursed he was in fact doing out the middle of nowhere, in the dark, with just three of his Artillery Company's blessed Basilisks.

They were miles from the front line of the battle and there seemed no reason for a battery of the Narmerian 501<sup>st</sup>'s support vehicles to be moved away from the fight, he just did not understand it.

To compound matters they were sharing the rendezvous point with abhumans! If there was thing more than Guest disliked more than fragging around in the dark it was working with bloody mutants! The Ratlings he could just about tolerate – barely. They were the best damn cooks this side of Narmeria (not that he'd seen home in almost 7 years, nor was he sure where home was anymore...), and they were pretty damn good snipers too. It was the Ogryns that really made him curse the Departamento Munitorium. Throne on Terra! Who requested these freaks? The stench...

He heard rumours (the usual low-life scuttlebutt) that no none had in fact requested an Ogryn detachment; story went that about 30 years ago they just turned up, and they have been receiving fresh (if you could call those things fresh) units on every redeployment since. The Munitorium clerks would never admit to it, but it was assumed that a request had been misfiled and they were transported to the blessed Narmerian 501<sup>st</sup> in error and the original request was lost somewhere in the labyrinthine processes of the Adeptus.

On the drive out he had overheard the crew talking (he really should stop listening to their fish-wife yammering). They seemed to think they were on some covert mission, liaising with an elite unit of operatives. The only new unit he has seen were some Penal Troopers...

“Mutants and Scum! What is the Imperial Guard coming too?” he muttered.

“You call, we answer, gun-boy!”

Guest turned in a panic at the rasping voice. He had not even heard anyone move behind him! Now there were about twenty rough looking... penal troopers! Oh Throne! No, please not here, not now...

“KAGE! Leave the Lieutenant alone. We actually need him tonight. Get the rest of these scum in order; we move in five.”

“Lieutenant, I recommended you keep those thoughts to yourself. Some of these men don't like being called scum. The truth is about the only thing that will hurt them.”

With that the officer, and his men, blended back into the night as silently as they had appeared.

“Lieutenant!” his Command Squad leader called.

“We have our orders for tonight's mission, Sir. We are to provide close artillery support for operatives who are infiltrating the enemy positions”

Suddenly, Lieutenant Guest was alone with his three Basilisks....

HQ: Command Platoon (5#, 60 Pts)

Command Squad @ [60] Pts

Carapace Armour (doctrine)

1 Junior Officer @ [40] Pts

Carapace Armour; Close Combat Weapon; Laspistol

4 Guardsmen @ [0] Pts

Carapace Armour; Lasgun (x4)

Troops: Last Chancers (24#, 918 Pts)

1 Colonel Schaeffer @ [75] Pts

Bionics; Carapace Armour; Macharian Cross; Medallion Crimson; Plasma Pistol; Power Weapon; Frag Grenades; Krak Grenades

1 Kage @ [35] Pts

Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Meltagun; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Meltagun; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Plasmagun; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Plasmagun; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Flamer; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Flamer; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Sniper Rifle; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Sniper Rifle; Frag Grenades; Krak Grenades

1 Specialist @ [48] Pts - Carapace Armour; Surveyor; Lascannon; Frag Grenades; Krak Grenades

1 Specialist @ [23] Pts - Carapace Armour; Surveyor; Lasgun; Frag Grenades; Krak Grenades

1 Specialist @ [33] Pts - Carapace Armour; Surveyor; Heavy Bolter; Frag Grenades; Krak Grenades

1 Specialist @ [23] Pts - Carapace Armour; Surveyor; Lasgun; Frag Grenades; Krak Grenades

1 Specialist @ [38] Pts - Carapace Armour; Surveyor; Missile Launcher; Frag Grenades; Krak Grenades

1 Specialist @ [23] Pts - Carapace Armour; Surveyor; Lasgun; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Bolt Pistol; Power Weapon; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Bolt Pistol; Power Weapon; Frag Grenades; Krak Grenades

1 Specialist @ [34] Pts - Carapace Armour; Surveyor; Bolt Pistol; Demolition Charge; Frag Grenades; Krak Grenades

1 Specialist @ [34] Pts - Carapace Armour; Surveyor; Bolt Pistol; Demolition Charge; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Make Psyker; Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades

1 Specialist @ [29] Pts - Carapace Armour; Surveyor; Make Psyker; Bolt Pistol; Close Combat Weapon; Frag Grenades; Krak Grenades

1 Chimera @ [90] Pts

Extra Armour; Multilaser; Hull Heavy Bolter

1 Chimera @ [90] Pts

Extra Armour; Multilaser; Hull Heavy Bolter

Heavy Support: Basilisk (1#, 150 Pts)

1 Basilisk @ 150 Pts

Armoured Crew Compartment; Extra Armour; Earthshaker Cannon; Hull Heavy Bolter; Indirect Fire Capability

Heavy Support: Basilisk (1#, 150 Pts)

1 Basilisk @ 150 Pts

Armoured Crew Compartment; Extra Armour; Earthshaker Cannon; Hull Heavy Bolter; Indirect Fire Capability

Heavy Support: Basilisk (1#, 130 Pts)

1 Basilisk @ 130 Pts

Extra Armour; Earthshaker Cannon; Hull Heavy Bolter; Indirect Fire Capability

Elite: Ratlings (5#, 55 Pts)

5 Ratlings @ 55 Pts

Sniper Rifle

Elite: Ogryns (6#, 225 Pts)

4 Ogryns @ 225 Pts

Ripper Gun; Frag Grenades; Chimera

1 Bone 'ead @ [35] Pts

Ripper Gun; Frag Grenades

1 Chimera @ [90] Pts

Extra Armour; Multilaser; Hull Heavy Bolter

**Total Roster Cost: 1688**