

# Playing Card

## IMPERIAL GUARD ARMY

## GENERATOR

Use a deck of standard playing cards, with each card being pulled adding another asset into your Field Army. Jokers should be pulled out, but could be used to represent the Field Army having something it normally wouldn't (Its own Aerospace Assets, Great Crusade Gear, some sort of superweapon,

### ♠ Spades:

2 ♠: Inquisitor "Support"  
3 ♠: Frateris Militia  
4 ♠: Mechanicus Labor Legion  
5 ♠: Adeptus Arbites Company  
6 ♠: Naval Armsmen Regiment  
7 ♠: Deathwatch Squad  
8 ♠: Naval Liason  
9 ♠: Skitarii Legion  
10 ♠: Sister of Battle Order  
Jack ♠: Pysker Regiment  
Queen ♠: Officio Assassinorum "Support"  
King ♠: Space Marine Support  
Ace ♠: Titan Legion

### ♣ CLUBS:

2 ♣: Militia Mob  
3 ♣: Partisan Band  
4 ♣: PDF Regiment  
5 ♣: Penal Legion  
6 ♣: Light Infantry Regiment  
7 ♣: Infantry Regiment  
8 ♣: Abhuman Regiment  
9 ♣: Motorized Infantry Regiment  
10 ♣: Specalized Environment Regiment  
Jack ♣: Siege Regiment  
Queen ♣: Heavy Infantry Regiment  
King ♣: Storm Trooper Regiment  
Ace ♣: Drop Infantry Regiment

### ♥ Hearts:

2 ♥: Mounted Rifle Regiment  
3 ♥: Mechanized Infantry Regiment  
4 ♥: Rough Rider Regiment  
5 ♥: Light Tank Regiment  
6 ♥: Armored Scout Regiment  
7 ♥: Fast-Attack Regiment  
8 ♥: Flametank Regiment  
9 ♥: Armored (Tank) Regiment  
10 ♥: Tank Destroyer Regiment  
Jack ♥: Subterrenes Assault Regiment  
Queen ♥: Super-Heavy Mechanized Infantry Regiment  
King ♥: Hunter Killer Regiment  
Ace ♥: Super Heavy Armored Company

### ♦ Diamonds:

2 ♦: Corpse Retrieval and Burial Division  
3 ♦: Kitchen Unit  
4 ♦: Chaplain Battalion  
5 ♦: Military Police Regiment  
6 ♦: Labor Corp  
7 ♦: Maintance Corp  
8 ♦: Combat Engineer Regiment  
9 ♦: Heavy Weaponry Regiment  
10 ♦: Artillery Regiment  
Jack ♦: Self-Propelled Artillery Regiment  
Queen ♦: Anti-Air Brigade  
King ♦: Headquarters Company  
Ace ♦: Nuclear Artillery Company