BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST[1]

"We've been "claiming" this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

Anon

Forces

The Baran Siegemasters Imperial Guard Army List uses the datasheets from the Baran Siegemaster Forces section and the Imperial Navy Forces section.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a "stand in" army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Baran Siegemaster formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Baran Siegemasters Imperial Guard armies may be supported by Imperial Navy aircraft. A maximum of up to a fourth of the points available to the army may be spent on these formations.

Special Rules

The *Commissars* rule applies to Baran Siegemasters Imperial Guard armies (see *Commissars*).

SPECIAL RULE
Regimental HQs

When playing Epic tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the "Break Their Spirit" goal by destroying this formation or by destroying the most expensive formation in the army (see Victory Conditions).

SPECIAL RULE
Fortified Positions[2]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

1. Baran Siegemasters Imperial Guard Army List

Q: If a Sapper Platoon is split up and added to one or more companies is the Break Their Spirit goal or tiebreak affected?

A: Yes, each unit of Sappers adds +30 points to the company it is added to.

2. Fortified Positions

Q: Do all Fortified Positions purchased need to be set up?

A: No.

Q: Are Fortified Positions counted during tiebreak?

A: No.

Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?

A: No, these are setup with the formation they are part of.

Q: Are the Gun Emplacements that come with certain formations in the formation?

A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

SPECIAL RULE
Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST

Baran Siegemaster Imperial Guard armies have a strategy rating of 1. All formations have an initiative rating of 2+.

BARAN SIEGEMASTER COMPANIES

FORMATION	UNITS	COST
Infantry Company	One Commander unit and nine Siege Infantry units	175 points
1 Regimental HQ	One Supreme Commander unit and nine Siege Infantry units	225 points

BARAN SIEGEMASTER COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Griffon Battery	Add three Griffons	+50 points
Hellhound Squadron	Add up to three Hellhounds	+25 points each
Rapier Platoon	Add three Rapier Laser Destroyer units	+75 points
Siege Infantry Platoon	Add six Siege Infantry units	+75 points
Snipers	Add up to two Snipers	+25 points each
Thudd Gun Platoon	Add three Thudd Gun units	+75 points

BARAN SIEGEMASTER SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS	COST
Artillery Battery	Three Götterdämmerung Howitzers and three Bruenhilde	150 points
Artillery Company	Nine Götterdämmerung Howitzers and nine Gun Emplacements	425 points
Bombard Battery	Three Bombards	250 points
0–1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Blitzen AA Guns and either three Bruenhilde or three Gun Emplacements	125 points
Heavy Tank Platoon	Six Ragnarok Heavy Tanks	300 points
Light Tank Platoon	Six Siegfried Light Tanks	150 points
Rough Rider Platoon	Six Rough Rider units	150 points
0–1 Sapper Platoon	Eight Sappers (The units may be split up and added to one or more companies in the army, or fielded as a single formation in their own right.)	250 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points

BARAN SIEGEMASTER FORTIFIED POSITIONS

(One may be fielded per each company.)

TYPE	NOTES	COST
Fortified Positions	Up to 52cm of trenches and 52cm of razor wire, plus up to six of the following: Gun Emplacements, Bunkers	+75 points

IMPERIAL NAVY AIRCRAFT

(Up to a fourth of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

BARAN SIEGEMASTER FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	*Commander.*
Rapier Laser Destroyer	INF	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Sappers	INF	15cm	6+	5+	5+	Heavy Flamer	15cm	AP4+, IC	*Walker.*
						and	(15cm)	Small Arms, IC	
						Melta Bombs	(bc)	Assault Weapons, EA(+1), MW	
Siege Infantry	INF	15cm	-	6+	5+	Heavy Stubber	30cm	AP6+	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Thudd Gun	INF	10cm	-	-	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	
Blitzen AA Gun	LV	0cm	-	-	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Bruenhilde	LV	15cm	6+	-	6+	Heavy Stubber	30cm	AP6+	*Transport. May transport one of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Rapier Laser Destroyer, Thudd Gun.*
Götterdämmerung Howitzer	LV	0cm	-	-	6+	Howitzer	90cm	1BP, Ind	
Siegfried Light Tank	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout.*
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Ragnarok Heavy Tank	AV	15cm	4+	6+	4+	Ragnarok Battlecannon	60cm	AP4+/AT4+	*Reinforced Armour, Walker.*
						2× Heavy Stubber	30cm	AP6+	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	

SPECIAL RULE

Baran Siegemaster Fortified Positions[3]

Bunker: Counts as Fortifications (see Terrain Effects). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see Infantry Cover Saves). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

3. Fortified Positions

Q: What is a fortified positions?

A: They are not units. They are terrain that is placed by the player.

Q: Do fortified positions block a line of fire?

A: No.

Q: Do fortified positions work against fire from all directions?

A: Yes.

Q: Do units entering or starting their move in their own fortified position have to take a dangerous terrain test?

A: If it is dangerous to their unit type, yes.

Q: How wide is razor wire and a trench?

A: They are assumed to be under 5cm wide, crossible in one move when a unit is moving cautiously.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	