ARMAGEDDON STEEL LEGION IMPERIAL GUARD ARMY LIST

"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."

Lord General Solar Macharius

Forces

The Armageddon Steel Legion Imperial Guard Army List uses the datasheets from the Imperial Guard Forces section, the Imperial Navy Forces section, and the Titan Legion Forces section.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a "stand in" army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallan Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. 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. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (i.e., an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). 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. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 + 75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company; so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Armageddon Steel Legion Imperial Guard armies may be supported by Imperial Navy assets and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

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.

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Armageddon Steel Legion Imperial Guard armies have a strategy rating of 2. Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

STEEL LEGION COMPANIES

FORMATION	UNITS	COST
Artillery Company	Any nine of the following units: Basilisk, Manticore	550 points
Infantry Company	One Commander unit and twelve Infantry units	250 points
Mechanized Infantry Company	One Commander unit, twelve Infantry units and seven Chimera	400 points
0–1 Regimental HQ	One Supreme Commander unit, twelve Infantry units and seven Chimera	475 points
Super-heavy Tank Company	Any three of the following units: Baneblade, Shadowsword	500 points
Tank Company	Ten Leman Russ	650 points
	(replace one Leman Russ with a Leman Russ Vanquisher)	(Free)

STEEL LEGION COMPANY UPGRADES

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

UPGRADE	UNITS	COST
Fire Support Platoon*	Add four Support Squad units	+100 points
Flak	Add one Hydra	+50 points
Griffon Battery	Add three Griffons	+50 points
Hellhound Squadron	Add up to three Hellhounds	+25 points each
Infantry Platoon*	Add six Infantry units	+100 points
Ogryns*	Add up to two Ogryns	+25 points each
Snipers*	Add up to two Snipers	+25 points each
Tank Squadron	Add three Leman Russ or Leman Russ Demolishers	+175 points

** These upgrades may add up to one Chimera per each of their units for +25 points each. All infantry units in the formation must be transported in Chimera if any are taken but you may not take more than one Chimera per unit in the formation.*

STEEL LEGION SUPPORT FORMATIONS

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

FORMATION	UNITS	COST
Artillery Battery	Three Bombards or Manticores	250 points
Basilisk Battery	Three Basilisks	225 points
0–1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Hydras	150 points
Rough Rider Platoon	Six Rough Riders	150 points
Sentinel Squadron	Four Sentinels	100 points
Storm Trooper Platoon	Eight Storm Troopers	200 points
	(add four Chimera or Valkyries)	(+100 or +150 points)
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Vulture Squadron	Four Vultures	300 points

IMPERIAL ALLY FORMATIONS

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

IMPERIAL NAVY ASSETS

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
0–1 Orbital Support	Lunar Class Cruiser or Emperor Class Battleship	150 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

IMPERIAL GUARD FORCES [1]

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.*
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	*One unit in every two has an Autocannon.*
						Lasguns	(15cm)	Small Arms	
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns	(15cm)	Small Arms	*Counts as two units each for the purposes of being transported.*
						Ogryn Combat Weapons	(bc)	Assault Weapons, EA(+1), MW	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	*Scout.*
Support Squad	INF	15cm	-	6+	4+	2× Autocannon	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Walker.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
						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+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	

1. Imperial Guard Forces

Q: If an Imperial Guard formation has Blast markers how many units of Infantry can shoot their autocannon?

A: Count up the number of units of Infantry that are not supressed and divide this number by two, rounding up.

Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, D, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.*
						2× Heavy Bolter	30cm	AP5+	
						2× Rocket Pod	30cm	1BP, D, SS	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Scout, Skimmer.*
						Twin Autocannon	45cm	AP4+/AT5+	
						2× Hellstrike	120cm	AT2+, SS	
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+	

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)	

TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2× Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4× AP4+/AT4+, FwA 4× AP5+/AT3+, FxF	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

SPECIAL RULE

Imperial Void Shields[2]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

2. Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.