

1.2 IMPERIAL GUARD

1.2.1 GENERAL IMPERIAL GUARD SPECIAL RULES

1.2.1.1 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 then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other Steel Legion formations.

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

1.2.1.2 Fortifications

Fortifications must be set up after Objectives, but before any formations are deployed. They may be set up anywhere a vehicle may deploy in the Imperial Guard half of the table. You may split up a set of fortifications as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortifications count as having a move of zero, and may 'garrison' (e.g., they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up, fortifications may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

1.2.2 GENERAL IMPERIAL GUARD UNITS

1.2.2.1 GENERAL IMPERIAL GUARD CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(contact)	(Assault Weapons), EA (+1), MW
NOTES: Leader, Fearless, Inspiring								

1.2.2.2 GENERAL IMPERIAL GUARD INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Commander	INF	15 cm	6+	5+	5+	Chainswords Lasguns Autocannon	(contact) (15 cm) 45 cm	(Assault Weapons) (Small Arms) AP5+/AT6+
NOTES: Commander								
Imperial Guard Infantry	INF	15 cm	n/a	6+	5+	Lasguns Autocannon	(15 cm) 45 cm	(Small Arms) AP5+/AT6+
NOTES: Only one unit in every two has an Autocannon. Count up the number of IG Infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of Autocannon shots you may take.								
Ogryns	INF	15 cm	3+	4+	5+	Ogryn Combat Weapons Ripper Guns	(contact) (15 cm)	(Assault Weapons), EA (+1), MW (Small Arms)
NOTES: --								
Rapier Laser Destroyer	INF	10 cm	n/a	n/a	5+	Rapier Laser Destroyer	45 cm	AP6+/AT4+
NOTES: --								
Rough Riders	INF	20 cm	6+	4+	6+	Power Lance Chainswords Las pistols	(contact) (contact) (15 cm)	(Assault Weapons), EA (+1), First Strike (Assault Weapons) (Small Arms)
NOTES: Mounted, Scout, Infiltrator								
Sappers	INF	15 cm	6+	5+	5+	Melta Bombs Heavy Flamer	(contact) (15 cm) AND 15 cm	(Assault Weapons), EA (+1), MW Ignore Cover AP4+, Ignore Cover
NOTES: Walker								
Siege Infantry	INF	15 cm	n/a	6+	5+	Lasgun Heavy Stubber	(15 cm) 30 cm	(Small Arms) AP6+
NOTES: --								
Snipers	INF	15 cm	n/a	6+	5+	Sniper Rifles	30 cm	AP5+, Sniper
NOTES: Scout								
Storm Troopers	INF	15 cm	5+	5+	4+	Hellguns Plasma Guns	(15 cm) 15 cm	(Small Arms) AP5+/AT5+
NOTES: Scout								
Support Squad	INF	15 cm	n/a	6+	4+	2 x Autocannon	45 cm	AP5+/AT6+
NOTES: --								
Supreme Commander	INF	15 cm	5+	4+	5+	Power Weapon Lasguns Autocannon	(contact) (15 cm) 45 cm	(Assault Weapons), EA (+1), MW (Small Arms) AP5+/AT6+
NOTES: Supreme Commander								
Thudd Gun	INF	10 cm	n/a	n/a	5+	Thudd Gun	45 cm	AP4+/AT6+, Indirect Fire
NOTES: --								

1.2.2.3 GENERAL IMPERIAL GUARD LIGHT VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Heavy AA Gun	LV	0cm	n/a	n/a	6+	Heavy AA Gun	6 cm	AP6+/AT5+/AA5+
NOTES: --								
Howitzer Weapon Platform	LV	0cm	n/a	n/a	6+	Howitzer	90cm	1 BP, Indirect Fire
NOTES: --								
Land Crawler	LV	15cm	6+	n/a	6+	Heavy Stubber	30cm	AP6+
NOTES: Transport (may carry 1 of the following units: Any Weapon Platform, Thudd Gun or Rapier Laser Destroyer)								
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+
NOTES: Scout, Walker								

1.2.2.4 GENERAL IMPERIAL GUARD ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Basilisk	AV	20 cm	5+	6+	5+	Heavy Bolter Earthshaker	30cm 120cm	AP5+ AP4+/AT4+ OR 1 BP, Indirect Fire
	NOTES:	<i>May either shoot normally or fire a barrage. May only use the Indirect Fire special ability when firing barrages.</i>						
Bombard	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 45 cm	AP5+ 2 BP, Ignore Cover, Slow Firing, Indirect Fire
	NOTES:	--						
Chimera	AV	30 cm	5+	6+	5+	Heavy Bolter Multilaser	30 cm 30 cm	AP5+ AP5+/AT6+
	NOTES:	<i>Transport (may carry 1 Ogryn unit OR any 2 of the following units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers)</i>						
Deathstrike Missile Launcher	AV	20 cm	6+	6+	5+	Heavy Bolter Deathstrike Missile	30 cm Unlimited	AP5+ MW2+, TK(D6), One-Shot, Indirect Fire
	NOTES:	--						
Griffon	AV	30 cm	6+	6+	5+	Heavy Bolter Heavy Mortar	30 cm 30 cm	AP5+ 1 BP, Indirect Fire
	NOTES:	---						
Hellhound	AV	30 cm	4+	6+	3+	Heavy Bolter Inferno Cannon	30 cm 30 cm	AP5+ AP3+, Ignore Cover
	NOTES:	--						
Hydra	AV	30 cm	6+	6+	5+	Heavy Bolter 2 x Twin Hydra Autocannon	30 cm 45 cm	AP5+ AP4+/AT5+/AA5+
	NOTES:	--						
Leman Russ	AV	20 cm	4+	6+	4+	2 x Heavy Bolter Lascannon Battle Cannon	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT4+
	NOTES:	<i>Reinforced Armour</i>						
Leman Russ Demolisher	AV	20 cm	4+	6+	3+	2 x Plasma Cannon Demolisher Lascannon	30 cm 30 cm 45 cm	AP4+/AT4+, Slow Firing AP3+/AT4+, Ignore Cover AT5+
	NOTES:	<i>Reinforced Armour</i>						
Leman Russ Vanquisher	AV	20 cm	4+	6+	4+	2 x Heavy Bolter Lascannon Vanquisher	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT2+
	NOTES:	<i>Reinforced Armour</i>						
Manticore	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 150 cm	AP5+ 2 BP, Disrupt, Slow Firing, Indirect Fire
	NOTES:	--						
Ragnarok Heavy Tank	AV	15 cm	4+	6+	4+	2 x Heavy Stubber Ragnarok Battlecannon	30 cm 60 cm	AP6+ AP4+/AT4+
	NOTES:	<i>Reinforced Armour, Walker</i>						
Siegfried Light Tank	AV	30 cm	5+	6+	5+	Multilaser	30 cm	AP5+/AT6+
	NOTES:	Scout						
Valkyrie	AV	35 cm	5+	6+	5+	2 x Rocket Pod 2 x Heavy Bolter Multilaser	30 cm 30 cm 30 cm	1 BP, Disrupt, One-Shot AP5+ AT5+
	NOTES:	<i>Skimmer, Scout, Transport (may carry 2 Storm Trooper units)</i>						
Vulture	AV	35 cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2 x Hellstrike	30 cm 45 cm 120 cm	AP5+ AP4+/AT5+ AT2+, One-Shot
	NOTES:	<i>Skimmer, Scout</i>						

1.2.2.5 GENERAL IMPERIAL GUARD WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Baneblade	WE	15 cm	4+	6+	4+	3x Twin Heavy Bolter Demolisher Autocannon 2 x Lascannon Main Battle Cannon	30 cm 30 cm 45 cm 45 cm 75 cm	AP4+ AP3+/AT4+, Ignore Cover, FxP AP5+/AT6+ AT5+ AP3+/AT3+
	NOTES:	<i>DC3, Reinforced Armour</i> <u>Critical Hit Effect:</u> The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						
Shadowsword	WE	15 cm	4+	6+	5+	2 x Heavy Bolter Volcano Cannon	30 cm 90 cm	AP5+ MW2+, TK(D3), FxP
	NOTES:	<i>DC3, Reinforced Armour</i> <u>Critical Hit Effect:</u> The Volcano Cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						

1.2.2.6 GENERAL IMPERIAL GUARD FORTIFICATIONS

FORTIFICATION	INFANTRY	VEHICLE	WAR ENGINE	CAPACITY
Trench	4+ cover save	Dangerous	No effect	One unit per 4cm length
Gun Emplacement	4+ cover save	5+ cover save	No effect	One unit
Bunker	3+ cover save	Dangerous	Impassable	Three units
Razorwire	Dangerous	No effect	No effect	n/a

1.2.3 EXPERIMENTAL IMPERIAL GUARD UNITS

1.2.3.1 EXPERIMENTAL IMPERIAL GUARD CHARACTERS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Armoured Commissar	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15 cm)	(Small Arms), EA (+1)
Armoured Supreme Commander	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15 cm)	(Small Arms), EA (+1)
Sanctioned Psyker	CH	n/a	n/a	n/a	n/a	Psychic Powers	(15cm)	Small Arms, EA (+1), MW
	NOTES:	--						

1.2.3.2 EXPERIMENTAL IMPERIAL GUARD INFANTRY

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Deathworld Veterans	INF	15 cm	6+	4+	5+	Demolition Charges Heavy Flamer	(contact) (15cm) AND 15cm	(Assault Weapons), EA (+1), MW, One Shot Ignore Cover AP4+, Ignore Cover
	NOTES:	<i>Scouts, Infiltrators</i>						
Heavy Mortar Squad	INF	10cm	none	6+	6+	Heavy Mortar	30cm	1BP, Indirect Fire
Mortar Squad	INF	15 cm	6+	5+	5+	Lasguns 2 x Mortar	(15 cm) 45 cm	(Small Arms) AP5+, Indirect Fire
	NOTES:	--						
Special Weapons Squad	INF	15 cm	none	6+	5+	Meltaguns	15cm AND (15cm)	MW5+ (Small Arms), MW
	NOTES:	--						

1.2.3.3 EXPERIMENTAL IMPERIAL GUARD LIGHT VEHICLE

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Centaur	LV	35cm (20cm)	6+	6+	6+	Heavy Stubber	30cm	AP6+
	NOTES:	<i>Transport (May carry one Grenadier, Heavy Mortar Team, Rapier Laser Destroyer, or Thudd Gun unit). Centaurs transporting Heavy Mortar Teams, Rapier Laser Destroyers, or Thudd Guns reduce their speed to 20cm.</i>						
Earthshaker	LV	0cm	6+	6+	6+	Earthshaker	120cm	AP4+ / AT4+ OR 1BP Indirect Fire
Weapon Platform	LV	0cm	6+	6+	6+	Rocket Launcher	150cm	2BP, Indirect, Slow Firing, Disrupt
Manticore Weapon Platform	LV	0cm	6+	6+	6+	2x Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+
Hydra Weapon Platform	LV	0cm	6+	6+	6+	Medusa Siege Gun	60cm or 30cm	1BP, Ignores Cover, Disrupt, Indirect MW4+, Ignores Cover
Medusa Weapon Platform	LV	0cm	6+	6+	6+	Chainsaw Heavy Flamer	(contact) (15cm) AND 15cm	(Assault Weapons) Ignore Cover AP4+, Ignore Cover
	NOTES:	--						
Deathworld Sentinel	LV	20cm	6+	5+	5+	Multi-Melta	15cm AND (15cm)	MW5+ (Small Arms), MW
	NOTES:	<i>Scouts, Walker. Threats Jungle terrain as Dangerous instead of Impassable.</i>						
Drop Sentinel	LV	20 cm	6+	6+	5+	Quad Missile Launcher	45cm	AP5+/AT6+, Indirect
	NOTES:	<i>Teleport, Walker</i>						
Support Sentinel	LV	20 cm	6+	6+	5+	Quad Missile Launcher	45cm	AP5+/AT6+, Indirect
	NOTES:	<i>Walker. The Quad Missile Launcher's range does not double range when using indirect fire.</i>						

1.2.3.4 EXPERIMENTAL IMPERIAL GUARD ARMoured VEHICLES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Leman Russ Conqueror	AV	30 cm	4+	6+	5+	Conqueror Cannon Lascannon	45 cm 45 cm	AP5+/AT5+ AT5+
	NOTES:	<i>Reinforced Armour</i>						
Leman Russ Executioner	AV	20 cm	4+	6+	5+	Lascannon Plasma Destroyer	45 cm 60 cm	AT5+ MW4+
	NOTES:	<i>Reinforced Armour</i>						
Leman Russ Exterminator	AV	20 cm	4+	6+	3+	2 x Heavy Bolter Lascannon Twin Autocannon	30 cm 45 cm 45 cm	AP5+ AT5+ AP4+/AT5+
	NOTES:	<i>Reinforced Armour</i>						
Leman Russ Tank Destroyer	AV	20 cm	4+	6+	6+	Laser Destroyer	75 cm	AT4+, TK(1)
	NOTES:	<i>Reinforced Armour. The Laser Destroyer may only target AVs, LVs, and WEs.</i>						
Leman Russ Thunderer	AV	20 cm	4+	6+	5+	Demolisher Cannon	30 cm	AP3+/AT4+, Ignore Cover
	NOTES:	<i>Reinforced Armour, Thick Rear Armour</i>						
Medusa Assault Gun	AV	20 cm	6+	6+	5+	Heavy Bolter Medusa Siege Gun	30 cm 30 cm	AP5+ MW4+, Ignore Cover
	NOTES:							
Salamander Commander	AV	35 cm	6+	6+	5+	Heavy Flamer Heavy Bolter	(15cm) AND 15 cm 30 cm	(Small Arms), Ignore Cover AP4+, Ignore Cover AP5+
	NOTES:	<i>Commander, Leader, Scout</i>						
Salamander Scout	AV	35 cm	6+	6+	5+	Heavy Bolter Autocannon	30 cm 45 cm	AP5+ AP5+/AT6+
	NOTES:	<i>Scout</i>						
Trojan Support Vehicle	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+
	NOTES:	<i>Transport (May carry 1 Weapon Platform)</i>						

1.2.2.5 EXPERIMENTAL IMPERIAL GUARD WAR ENGINES

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Imperial Bastion	WE	immobile	4+	5+	3+	Battle Cannon 2 x Lascannon 4 x Heavy Bolter Turrets	75cm 45cm 30cm	AP4+/AT4+, FxF AT5+, FA AP5+
	NOTES:	DC4, 2 Void Shields, Fearless, Reinforced Armour, Scout, Transport (up to 16 infantry units, Ogryn and Terminators count as two units). Infantry units transported within an Imperial Bastion may fire their weapons normally and use their firefight value in assaults. Despite being a unit, the Imperial Bastion is deployed like a fortification. <u>Critical Hit Effect:</u> The Bastion's Void Shield generator shorts out, it loses all Void Shields and cannot regain them for the rest of the game. Subsequent critical hits cause an additional IDC of damage.						
Deathstrike Silo	WE	immobile	4+	6+	4+	Deathstrike missile	Unlimited	MW2+, TK (D6), Indirect Fire, Slow Firing
	NOTES:	DC3, Reinforced Armour. Despite being a unit, the Deathstrike Silo is deployed like a fortification. <u>Critical Hit Effect:</u> The bunker is destroyed in an awesome detonation. All units within 5cm take a MW4+ hit.						
Gorgon Siege Transporter	WE	20cm	4+	6+	5+	2 x Twin Heavy Stubbers Gorgon Mortars <u>OR</u> 2 x Twin Heavy Bolters	30cm 30cm 30cm	AP5+ 2BP One-Shot, Indirect Fire, FxF. AP4+
	NOTES:	DC3, Reinforced Armour, Walker, Transport (10 Infantry Units). The Gorgon may either have 'Gorgon Mortars' or '2 x Twin Heavy Bolters', not both. <u>Critical hit effect:</u> The Gorgon is immobilized. A Further Critical Hit will destroy the Gorgon outright.						
Leviathan Mobile Command Centre	WE	15cm	4+	3+	3+	Battle Cannon 3 x Twin Lascannons 3 x Twin Lascannons Doomsday Cannon	75cm 45cm 45cm 120cm	AP4+/AT4+ AT4+, Right Fire Arc AT4+, Left Fire Arc 3BP, MW, FxF
	NOTES:	DC4, 2 Void Shields, Reinforced Armour, Thick Rear Armour, Transport (up to 16 infantry units, Ogryn count as two units) <u>Critical Hit Effect:</u> The Leviathans tracks are destroyed and it become immobile. Subsequent critical hits cause an extra point of damage.						
Macharius Heavy Tank	WE	15cm	4+	6+	4+	2 x Battlecannons 2 x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AT4+ / AP4+ AP5+ AP5+
	NOTES:	DC2, Reinforced Armour <u>Critical Hit Effect:</u> The Macharius is destroyed instantly.						
Macharius Heavy Tank (Command Variant)	WE	15cm	4+	6+	4+	2 x Vanquisher cannons <u>OR</u> Vulcan Megabolter 2x Heavy Bolters Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+ / AT2+ 4x AP3+ / AT5+ AP5+ AP5+
	NOTES:	DC2, Reinforced Armour. The Macharius Command Tank may have either 2 x Vanquisher cannons or a Vulcan Megabolter, not both. <u>Critical Hit Effect:</u> The Macharius is destroyed instantly.						
Stormblade	WE	15 cm	4+	6+	5+	Heavy Bolter 2 x Twin Heavy Bolter 2 x Lascannon Plasma Blastgun	30 cm 30 cm 45 cm 45 cm	AP5+ AP4+ AT5+ 2 x MW2+, Slow-Firing, FxF
	NOTES:	DC3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormblade's plasma generator ignites. The Stormblade is destroyed, and any units within 5cm suffer a hit on a roll of 6+						
Stormhammer	WE	15 cm	4+	6+	3+	4 x Twin Heavy Bolter 4 x Lascannon 2 x Twin Snub Battle Cannon	30 cm 45 cm 45 cm	AP4+ AT5+ AP3+/AT3+
	NOTES:	DC3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormhammer's magazine explodes. The Stormhammer is destroyed, and any units within 5cm suffer a hit on a roll of 6+						
Stormsword	WE	15 cm	4+	6+	4+	2 x Heavy Flamer Heavy Bolter 2 x Twin Heavy Bolter Siege Cannon	15 cm 30 cm 30 cm 30 cm	AP4+, Ignore Cover AP5+ AP4+ 3 BP, Disrupt, Ignore Cover, FxF
	NOTES:	DC3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormsword's cannon munitions detonate. The Stormsword is destroyed, and any units within 5cm suffer a hit on a roll of 6+						

1.2.2.6 EXPERIMENTAL IMPERIAL GUARD FORTIFICATIONS

FORTIFICATION	INFANTRY	VEHICLE	WAR ENGINE	CAPACITY
Minefield	Dangerous	Dangerous	Dangerous	n/a
Tank Trap	6+ cover save	Impassable	Dangerous	n/a



STEEL LEGION IMPERIAL GUARD ARMY LIST

ARMY CHAMPION: Chris "The_Real_Chris" Hayes

Version: FINAL



Steel Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+. The "Commissars" special rule applies to Steel Legion Imperial Guard armies.

STEEL LEGION COMPANIES

(A Steel Legion Imperial Guard army may contain any number of Steel Legion Companies.)

COMPANY	CORE UNITS	COST
0-1 Regimental HQ	One Supreme Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	500 points
Steel Legion Infantry Company	One Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Steel Legion Mechanised Infantry Company	One Imperial Guard Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	400 points
Steel Legion Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650 points
Steel Legion Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	500 points
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore	650 points

STEEL LEGION COMPANY UPGRADES

(Up to three upgrades may be added to each Steel Legion Company)

UPGRADE	UNITS	COST
Fire Support Platoon	Add four Support Squad units*	+100 points
Infantry Platoon	Add six Infantry units*	+100 points
Tank Squadron	Add three Leman Russ or three Leman Russ Demolisher	+200 points
Hellhound Squadron	Add three Hellhounds	+150 points
Griffon Battery	Add three Griffons	+100 points
Snipers	Add two Sniper units*	+50 points
Ogryns	Add two Ogryn units*	+50 points
Flak	Add One Hydra	+50 points

* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

STEEL LEGION SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units	150 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
0-1 Orbital Support	One Imperial Navy Lunar class cruiser <u>OR</u> One Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydras	150 points
Vulture Squadron	Four Vultures	300 points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

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

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points



BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Chris "The_Real_Chris" Hayes

Version: ????



Baran Siegemaster armies have a Strategy rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+. The "Commissars" special rule applies to Steel Legion Imperial Guard armies.

SIEGE REGIMENT COMPANIES

(A Siegemasters Imperial Guard army may contain any number of Siege Regiment Companies.)

COMPANY	CORE UNITS	COST
1 Siegemasters Regimental HQ	One Supreme Commander unit and nine Siege Infantry units	225
Siegemasters Infantry Company	One Commander unit and nine Siege Infantry units	175

SIEGE REGIMENT COMPANY UPGRADES

(Up to three upgrades may be added to each Siege Regiment Company)

UPGRADE	UNITS	COST
Siege Infantry Platoon	Add six Siege Infantry units	+75
Rapier Platoon	Add three Rapier Laser Destroyer units	+75
Thudd Gun Platoon	Add three Thudd Gun units	+75
Hellhound Squadron	Add three Hellhounds	+125
Griffon Battery	Add three Griffons	+100
Snipers	Add one or two Sniper units	+25 each

SIEGE REGIMENT SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Siege Regiment Company)

FORMATION	UNITS	COST
Siege Regiment Artillery Company	Nine Howitzer Weapon Platforms, plus 9 Gun Emplacements	425
Rough Rider Platoon	Six Rough Rider units	150
Light Tank Platoon	Six Siegfried light tanks	150
Heavy Tank Platoon	Six Ragnarok heavy tanks	300
Siege Regiment Artillery Battery	Three Howitzer Weapon Platforms plus 3 Land Crawlers	150
Siege Regiment AA Battery	Three Blitzen AA gun units plus 3 Land Crawlers <u>OR</u> 3 Gun Emplacements	100
Super-Heavy Tank Platoon	One Baneblade <u>OR</u> one Shadowsword	200
Bombard Battery	Three Bombards	250
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200
0-1 Sapper Platoon	Eight Sapper units (may be split up and added to one or more companies in the army, or be fielded as a single formation in their own right)	250

SIEGE REGIMENT FORTIFICATIONS

(One Fortified Position may be taken per Siege Regiment Company)

FORTIFICATIONS	UNITS	COST
Fortified Position	Up to 50cm of trenches and 50cm of razor wire, plus up to six Gun Emplacements or Bunkers in any combination	+75

IMPERIAL ALLIES

(Up to one quarter of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

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

SPECIAL RULE - Siege Regiment HQ

When playing Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army.

MINERVAN TANK LEGION ARMoured REGIMENT

IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: W. L. "Moscovian" Sturtevant

Version: ???

Minervan Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.

TANK LEGION ARMoured COMPANIES

(A Tank Legion Imperial Guard army may contain any number of Companies.)

COMPANY	CORE UNITS	COST
Tank Company	Ten Leman Russ variants, in any combination, chosen from the list below: (up to two may be rare Leman Russ variants)	varies
Super-Heavy Tank Company	Three of the following Super-Heavy Tanks (in any combination): Baneblade, Shadowsword, Stormblade, Stormhammer, Stormsword	500
Self-Propelled Artillery Company	Nine units of the same type chosen from the following list: Basilisk, Bombard, Manticore	650

TANK LEGION ARMoured COMPANY UPGRADES

(Up to three upgrades may be added to each Tank Legion Company)

UPGRADE	UNITS	COST
Flak Support	One or two Hydras	+50 each
Griffon Battery	Three Griffons	+100
Hellhound Squadron	Three Hellhounds	+150
Salamander Command Vehicle	One Salamander Command Vehicle	+25
0-1 Supreme Commander	One Armoured Supreme Commander character upgrade	+100
Tank Squadron	Three Leman Russ variants (may not include rare variants)	+varies

TANK LEGION SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Armoured Company)

UPGRADE	UNITS	COST
Assault Gun Platoon	Three Medusa Siege Guns	150
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200
Mechanized Platoon	Ten Infantry units plus five Chimeras (may add one Salamander Command Vehicle)	300 (+25)
0-1 Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 250
Salamander Scout Platoon	Three Salamander Scout Vehicles (may add one Salamander Command Vehicle)	100 (+25)
Self-Propelled Artillery Platoon	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Self-Propelled Flak Battery	Three Hydras	150
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 (+150)
Super-Heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade, Stormhammer or Stormsword	200
Tank Platoon	Six Leman Russ variants (may include one rare variant)	varies
Vulture Squadron	Four Vultures	300

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

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

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Leman Russ Variants

The Minervan Tank Legion makes use of many different types of Leman Russ tanks, each with their own strengths and weakness.

The following point values to determine the cost of specific tank formations as the army is created.

STANDARD VARIANTS	COST	RARE VARIANTS	COST
Leman Russ	+65 points	Leman Russ Demolisher	+65 points
Leman Russ Conqueror	+55 points	Leman Russ Executioner	+65 points
Leman Russ Destroyer	+150 points	Leman Russ Vanquisher	+75 points
Leman Russ Exterminator	+55 points		
Leman Russ Thunderer	+45 points		

SPECIAL RULE - Amphibious

The Armoured Legions of Minerva are able to convert many of their vehicles on the fly to amphibious use. For every 1000 points, the Minervan player may designate one Armoured Company as *amphibious*.

Units in an *amphibious* company ignore the Terrain Effects of Marshes and count Rivers as Dangerous Terrain (instead of Impassable). The designation of specific formations as Amphibious must be made prior deploying any units.

SPECIAL RULE - Armoured Regiment Commissars

The Armoured Regiment armies include one Commissar for every 500 points. If there is a Supreme Commander present, then the first Commissar must join that formation. Subsequent Commissars can be allocated to any unit in any order, though no formation may have more than one Commissar. Any excess Commissars are lost.

DEATH KORPS OF KRIEG SIEGE REGIMENT

IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Ben "Evil & Chaos" Skinner

Version: v1.13



Death Korps armies have a strategy rating of 2. All Death Korps and Imperial Navy formations have an initiative rating of 2+. Titan Legion formations have an initiative rating of 1+.

DEATH KORPS COMPANIES

(A Death Korps Imperial Guard army may contain any number of Companies.)

COMPANY	CORE UNITS	COST
0-1 Death Korps Regimental HQ	One Supreme Commander unit and nineteen Imperial Guard Infantry units	450 points
Death Korps Infantry Company	One Commander unit and nineteen Imperial Guard Infantry units	350 points
Death Rider Company (0-1 Per 1500pts)	Twelve Rough Rider units (Units in this formation <u>lose</u> the scouts special ability)	250 points

DEATH KORPS COMPANY UPGRADES

(Up to three upgrades may be added to each Death Korps Company)

UPGRADE	UNITS	COST
Tank Squadron	Three Leman Russ variants (May not include rare Leman Russ variants)	+varies
Hellhound Squadron	Three Hellhounds	+150 points
Gorgon Siege Transporters	Two Gorgons (May not be added to Death Rider Companies)	100 Points
Light Support Battery	Three Thudd Guns <u>OR</u> three Heavy Mortars Squads (May have three Centaurs)	75 Points (+25 Points)
Infantry Platoon	Ten Death Korps Infantry Units (May have one Gorgon Siege Transporter)	175 Points (+50 Points)

DEATH KORPS SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Death Korps Company)

FORMATION	UNITS	COST
Grenadiers Platoon	Eight Death Korps Grenadier units (May add eight Centaurs <u>OR</u> one Gorgon)	225 Points (+75 Points)
Engineers Platoon	Eight Death Korps Engineer units and a Hades Breaching Drill	300 Points
Tank Platoon	Six Leman Russ variants (0-1 of which may be a rare Leman Russ variant)	400 Points
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank.	350 Points
Flak Battery	Three Hydra Weapon Platforms or three Heavy Anti-Aircraft Weapon Platforms, or a mix of the two. (may have three Trojans or three Gun Emplacements)	100 Points (+25 Points)
Heavy Support Battery	Choose on of the following Heavy Support Batteries : Three Earthshaker Weapon Platforms Three Manticore platforms Three Medusa platforms (may have three Trojans or three Gun Emplacements)	175 Points 200 Points 225 Points (+25 Points)
Self-Propelled Heavy Support	Three Bombards.	250 Points
Super-Heavy Tank Platoon	One Stormblade, Stormsword, Baneblade, or Shadowsword	200 Points
Super-Heavy Tank Company	Three of the following Super-Heavy Tanks (in any combination): Baneblades, Shadowwords, Stormblades, or Stormswords	500 Points
Death Rider Scout Platoon	Six Rough Rider units	150 Points
0-1 Deathstrike Silo	One Deathstrike Missile Silo	250 points

DEATH KORPS FORTIFICATIONS

(One Fortification may be taken per Death Korps Company)

FORTIFICATIONS	UNITS	COST
Trenchworks	50cm of Trenches plus 4 bunkers.	100 Points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY

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

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE – Leman Russ Variants

The Death Korps makes use of many different types of Leman Russ tanks, each with their own strengths and weakness.

The following point values to determine the cost of specific tank formations as the army is created.

STANDARD VARIANTS	COST
Leman Russ	+65 points
Leman Russ Demolisher	+65 points
Leman Russ Thunderer	+45 points

RARE VARIANTS	COST
Leman Russ Vanquisher	+75 points

SPECIAL RULE – Death Korps

What the Death Korps lacks in high tech equipment it makes up in sheer, bloody-minded tenacity. The following rules reflect this situation:

- All Commander, Imperial Guard Infantry, and Supreme Commander units have their Autocannon replaced by Twin Heavy Stubbers with the following statistics:

Twin Heavy Stubber 30cm AP5+

- All Commander, Imperial Guard Infantry, Mortar Squad, and Support Squad units in the Ork Hunter army gain +1 to their Close Combat statistic.
- All Rough Rider units gain a 5+ Armour Save.

ARMY SPECIFIC UNITS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Death Korps Grenadier	INF	15cm	5+	5+	4+	Heavy Flamer	(15cm) AND 15cm	Ignore Cover AP4+, Ignore Cover
Death Korps Engineers	INF	15cm	5+	4+	5+	Gas Grenades Mole Launcher	(Contact) 30cm	(Small Arms) (Assault Weapons), EA(+1), First Strike, Ignore Cover
Hades Breaching Drill	Special	immobile	n/a	n/a	n/a	none	—	—
NOTES: <i>Tunneler, Transport (May transport 8 Engineers). Note that the Hades Breaching Drill is not a unit and so may not be shot at nor have hits applied to it. It is in all respects simply a marker, to be used in a similar manner to Space Marine Drop Pods. No Blast marker is generated for its parent formation leaving the Hades Breach Drill behind during the game.</i>								

ARMAGEDDON ORK HUNTER AIR CAVALRY IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Dave Susco

Version: v1.1

Ork Hunter Imperial Guard armies have a strategy rating of 2. Ork Hunter formations have an initiative rating of $3\pm$ while Imperial Navy aircraft formations have an initiative rating of 2+. The "Commissars" special rule applies to Ork Hunter Imperial Guard armies.

ORK HUNTER PLATOONS

(An Ork Hunter army may contain any number of Platoons.)

COMPANY	CORE UNITS	COST
0-1 Ork Hunter Command Platoon	One Supreme Commander unit and four units selected from the following list, in any combination: Support Squad, Mortar Squad (may have five Valkyrie transport vehicles)	200 points (+175 points)
Ork Hunter Infantry Platoon	One Commander unit and eight Imperial Guard Infantry units (may have five Valkyrie transport vehicles)	175 points (+175 points)

ORK HUNTER PLATOON UPGRADES

(Up to three upgrades may be added to each Ork Hunter Platoon)

UPGRADE	UNITS	COST
Infantry	Four Imperial Guard Infantry units (may have two Valkyrie transport vehicles)	75 points (+75 points)
Ogryns	One to two Ogryns (may have an equal number of Valkyrie transport vehicles)	25 points each (+50 points each)
Ork Hunter Firesweep Teams	One to two Ork Hunter Firesweep Teams (may have one Valkyrie transport vehicles)	25 points each (+50 points)

ORK HUNTER SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Ork Hunter Platoon)

FORMATION	UNITS	COST
Sentinel Squadron	Four Deathworld Sentinels	100 points
Vulture Squadron	Four Vultures	300 points
Ork Hunter Veteran Platoon	Eight Deathworld Veteran units (may have four Valkyrie transport vehicles)	200 points (+150 points)
0-1 Ork Hunter Skull-Taker Platoon	Eight Armageddon Ork Hunter Skull-Taker units	300 points

IMPERIAL ALLIES

(Up to one quarter of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

SPECIAL RULE - Guerrillas

The Ork Hunters have fought so extensively in Armageddon's equatorial jungles that they have become cold-blooded masters of guerrilla warfare; hitting their enemies hard and fast before slipping away to strike elsewhere. This vicious form of warfare is reflected in the following rules:

- All Commander, Imperial Guard Infantry, and Supreme Commander units have their Autocannon replaced with Heavy Bolters with the following statistics:

Heavy Bolter 30cm AP5+

- All Commander, Imperial Guard Infantry, Mortar Squad, and Support Squad units in the Ork Hunter army gain +1 to their Close Combat statistic.
- Ork Hunter infantry units may still make Cover Saves when performing an engage action.

SPECIAL RULE - Air Cavalry

Infantry units in any Ork Hunters formation with assigned Valkyrie transports may use their transport slots as normal; Ogryn count as two units for transport purposes.

SPECIAL RULE - Oops! Sorry, sir!

Ork Hunters don't take kindly to strangers telling them what to do or threatening their friends; this makes it difficult for Commissars to maintain order without succumbing to "accidents" when dealing with such Guardsmen.

When determining the number of Commissars assigned to an Ork Hunters army halve the number allowed. All other rules regarding Commissars apply.

SPECIAL RULE - Power of the WAAAGH!!!

The Armageddon Ork Hunters have adapted to the Ork way of war so completely that worrying psychological similarities have been to emerge.

Because of this, Armageddon Ork Hunter formations that are attempting to take an engage or double action receive a +2 modifier to their action test.

ARMY SPECIFIC UNITS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Ork Hunter Firesweep Team	INF	15cm	none	6+	4+	Heavy Flamer	(15cm) AND 15cm	Ignore Cover AP4+, Ignore Cover
NOTES: Scouts								
Ork Hunter Skull-Takers	INF	15cm	6+	5+	4+	Shootas Scalpers	(15cm) (contact)	(Small Arms) (Assault Weapons), EA(+1), First Strike, Ignore Cover
NOTES: Infiltrators, Scouts, Teleport								

ELYSIAN DROP TROOP REGIMENT

IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Jim "Honda" Kontilis

Version: v2.1.5



Drop Troop Imperial Guard armies have a strategy rating of 2. Drop Troop formations and Imperial Navy aircraft formations have an initiative rating of 2+. The "Commisars" special rule applies to Drop Troop Imperial Guard armies.

ELYSIAN DROP TROOP COMPANIES

(A Drop Troop Imperial Guard army may contain any number of Companies.)

COMPANY	CORE UNITS	COST
0-1 Drop Troop Regimental HQ	One Supreme Commander unit and seven Imperial Guard Infantry units. (May have four Valkyrie transport vehicles)	275 points (+160 points)
Drop Troop Infantry Company	One Commander unit and seven Imperial Guard Infantry units. (May have four Valkyrie transport vehicles)	200 points (+160 points)

ELYSIAN DROP TROOP COMPANY UPGRADES

(Up to three upgrades may be added to each Drop Troop Company)

UPGRADE	UNITS	COST
Hardened Veterans	Add one or two Elysian Hardened Veterans units	+25 points each
Fire Support Platoon	Add two Fire Support Squad units	+50 points
Mortar Platoon	Add one or two Mortar units	+25 points each
Infantry Platoon	Add six Imperial Guard Infantry units	+100 points

ELYSIAN DROP TROOP SUPPORT FORMATIONS

(One Support Formations may be taken per Drop Troop Company)

FORMATION	UNITS	COST
Storm Trooper Platoon	Eight Storm Trooper units and four Valkyrie transport vehicles	350 points
Sentinels Squadron	Four Drop Sentinels OR Four Support Sentinels (May have four Valkyrie transport vehicles)	250 points (+160 points)
Vulture Squadron	Four Vultures	300 points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations)

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Four Lightning Interceptor Fighters	300 points
Two Lightning Strike Fighters	200 points
Two Marauder Destroyers	375 points

IMPERIAL NAVY SPACECRAFT

FORMATION	COST
0-1 Orbital Support	
One Lunar Cruiser OR	150 points
One Emperor Class Battleship	300 points

SPECIAL RULE – Drop Troops

The Elysians are airmobile specialists, trading the hard hitting armoured assets of a Steel Legion for skimming transports, known as the Valkyrie. The Valkyrie troop transport allows the Elysians to assault the enemy quickly over great distances or jump out of the Valkyrie at height, floating down to the ground on their grav-chutes. Bulky weapons impede this form of fighting and Elysians are equipped with a variety of close range weaponry to take the fight directly to the foe. The following rules reflect this combat doctrine:

- All infantry units (including Commander and Supreme Commander units) lose their Autocannon. Fire Support Squad units gain the following:

2 x Missile Launcher 45cm AP5+/AT6+

- All Imperial Guard Infantry units in the army gain +1 to their Close Combat value.
- All infantry and light vehicle units in the army gain the *teleport* special ability.

SPECIAL RULE – Air Cavalry

Units in any Drop Troop formation with assigned Valkyrie transports may use their transport slots as normal. Sentinels count as two models for purposes of transport.

SPECIAL RULE – No Garrisons

The Elysians are widely recognized as highly capable, elite formations. For this reason, the Elysians are retained by a commander for the proper moment to either take the initiative or steal the initiative from the enemy. This means that the Elysians effectiveness is never diluted by engaging in non-essential tasks.

Elysian Drop Troop armies may not garrison any of their formations in the Tournament scenario.

ARMY SPECIFIC UNITS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Elysian Hardened Veterans	INF	15cm	6+	5+	5+	Sniper Rifles Shotguns	30cm (15cm)	AP5+, Sniper (Small Arms)
NOTES: <i>Infiltrators, Scouts, Teleport</i>								

SAVLAR CHEM-DOG CONSCRIPT REGIMENT

IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Dave Susco

Version: v1.1

Savlar Chem-Dog Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+. The "Commisars" special rule applies to Savlar Chem-Dog Imperial Guard armies.

CHEM-DOG CONSCRIPT COMPANIES

(A Chem-Dog Imperial Guard army may contain any number of Conscript Companies.)

COMPANY	CORE UNITS	COST
0-1 Regimental HQ	One Supreme Commander unit and four units chosen from the following list: Support Squad, Mortar Squad	200 points
Infantry Company	One Commander unit and eight Infantry units	175 points
Savlar Chem-Rider Company	One Savlar Chem-Rider Commander unit and eight Savlar Chem-Rider units	250 points

CHEM-DOG CONSCRIPT COMPANY UPGRADES

(Up to three upgrades may be added to each Conscript Company)

UPGRADE	UNITS	COST
Infantry	Four Infantry units	+75 points
Ogryns	One or two Ogryns	+25 points each
Snipers	One or two Sniper units	+25 points each
Griffon Battery	Three Griffons	+100 points
Hellhound Squadron	Three Hellhounds	+150 points
Hydra	One Hydra	+50 points
Savlar Chem-Riders	Four Savlar Chem-Rider units	+100 points

CHEM-DOG CONSCRIPT SUPPORT FORMATIONS

(Up to two Support Formations may be taken per Conscript Company)

FORMATION	UNITS	COST
Armored Fist Squadron	One Commander unit, eight Infantry units and five Chimera	300 points
Artillery Battery	Three Basilisks	250 points
0-1 Hardened Criminal Platoon	Eight Hardened Criminal units	200 points
Sentinel Squadron	Four Sentinels	100 points
Savlar Chem-Rider Scout Platoon	One Savlar Chem-Rider Commander unit and eight Savlar Chem-Rider units (All units in this formation have the scouts special ability)	300 points
Tank Squadron	Six units chosen from the following list: Leman Russ, Leman Russ Demolisher, Leman Russ Exterminator	400 points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

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

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

ARMY SPECIFIC UNITS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Savlar Chem-Rider Commander	INF	20cm	6+	4+	6+	Lasguns Power Lances	(15cm) (contact)	(Small Arms) (Assault Weapons), First Strike
NOTES: Commander, Infiltrators, Mounted, Reinforced Armour								
Savlar Chem-Riders	INF	20cm	6+	4+	6+	Lasguns Power Lances	(15cm) (contact)	(Small Arms) (Assault Weapons), First Strike
NOTES: Infiltrators, Mounted, Reinforced Armour								
Hardened Criminals	INF	15cm	6+	5+	4+	Flamer Dirty Tricks	(15cm) (15cm) OR (contact)	(Small Arms), Ignore Cover (Small Arms), EA (+1), Ignore Cover (Assault Weapons) EA (+1), Ignore Cover
NOTES: Infiltrators, Scouts								

CATACHAN DEATHWORLD VETERANS

IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: v1.5



A Deathworld Veterans army has a Strategy Rating of 2. All formations have an initiative of 2+. The "Commissars" special rule applies to Deathworld Veteran Imperial Guard armies.

DEATHWORLD VETERANS COMPANIES

FORMATION	CORE UNITS	COST
0-1 Deathworld Regimental HQ	One Supreme Command unit, plus nine Imperial Guard Infantry units	300 points
0-1 Deathworld Air Cavalry Company	One Imperial Guard Command unit, plus nine Imperial Guard Infantry units, plus 5 Valkyrie transport vehicles (Any Company upgrades must be equipped with Valkyrie transport vehicles.)	450 points
Deathworld Infantry Company	One Imperial Guard Command unit, plus nine Imperial Guard Infantry units	200 points

DEATHWORLD VETERANS COMPANY UPGRADES

(Up to three may be added to each Deathworld Veterans Company)

UPGRADE	UNITS	COST
Infantry Platoon	Six Imperial Guard Infantry units*	+100 points
Fire Support Platoon	Four Imperial Guard Support units*	+100 points
Mortar Section	Three Mortar Team units	+75 points
Snipers	One or Two Sniper units*	+25 points each
Ogryns	Two Ogryn units	+50 points
Close Air Support	Two Vultures	+150 points

*these upgrades may include up to three Valkyrie transport vehicles for +50 points each, up to minimum transport requirement

DEATHWORLD VETERANS SUPPORT FORMATIONS

(Up to two support formations may be taken for each Deathworld Veterans Company.)

FORMATION	UNITS	COST
0-1 Catachan Devils	Six Catachan Devils units. These units may be split up and added to the Regimental HQ or one or more Infantry Companies in the army, or fielded as a single formation in their own right.	300 points
0-2 Ogryn Platoon	Six Ogryn units	200 points
Mortar Platoon	Six Mortar Team units.	150 points
Sentinel Squadron	Four Deathworld Sentinels	150 points
Deathworld Veterans Platoon	Six Deathworld Veteran units (may have three Valkyrie transport vehicles)	200 points (+100 points)
Hellhound Squadron	Four Hellhounds	200 points
Support Tank Squadron	Four Leman Russ Demolishers	275 points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

FORMATION	UNITS	COST
Orbital Support	Choose one: One Imperial Navy Lunar class cruiser One Emperor class Battleship	150 points 300 points
Thunderbolt Squadron	Three Thunderbolt Fighters	250 points
Marauder Squadron	Two Marauder Bombers	250 points

SPECIAL RULE – Oops! Sorry, sir!

Deathworlders don't take kindly to strangers telling them what to do or threatening their friends; this makes it difficult for Commissars to maintain order without succumbing to "accidents" when dealing with such Guardsmen.

When determining the number of Commissars assigned to a Deathworld Veterans army halve the number allowed. All other rules regarding Commissars apply.

SPECIAL RULE – Air Cavalry

Infantry units in any Deathworld Veterans formation with assigned Valkyrie transports may use their transport slots as normal.

ARMY SPECIFIC UNITS

UNIT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Catachan Devils	INF	15cm	5+	4+	5+	Sniper Rifles Booby Traps Catachan Knives	(30cm) (15cm) (Contact)	AP5+, Sniper (Small Arms), EA (+1), First Strike (Assault Weapons)
NOTES:		Infiltrator, Scouts, Teleport						

CADIAN 'SHOCK TROOP' IMPERIAL GUARD ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: v1.5

A Cadian 'Shock Troop' army has a Strategy Rating of 2. All Cadian 'Shock Troop' and Imperial Navy formations have an initiative rating of 2+. "Whiteshield" formations have an initiative rating of 3+. Titan Legions have an initiative rate of 1+. The "Commissars" rule applies to Cadian armies.

CADIAN 'SHOCK TROOP' COMPANIES

FORMATION	CORE UNITS	COST
0-1 Kasrkin Regimental HQ	One Imperial Guard Supreme Command unit, eight Kasrkin units, (May have five Chimera units)	350 points (+125 points)
Kasrkin Infantry Company	One Imperial Guard Command unit, eight Kasrkin units	250 points
Cadian Infantry Company	One Imperial Guard Command unit, twelve Imperial Guard infantry units	250 points

CADIAN 'SHOCK TROOP' COMPANY UPGRADES

(Up to three may be added to each company)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support units	+100 points
Infantry Platoon	Six Infantry Units	+100 points
Special Weapons Platoon	Four Special Weapon Team units	+100 points
Kasrkin Platoon	Four Kasrkin units	+100 points
Snipers	One or Two Sniper units	+25 points each
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

CADIAN 'SHOCK TROOP' SUPPORT FORMATIONS

(Two may be taken for each company)

FORMATION	UNITS	COST
Cadian Artillery Company	Six artillery units chosen from the following list: Basilisk, Bombard, Manticore	450 points
Cadian Sentinel Squadron	Six Sentinels	150 points
Cadian Tank Company	Seven Leman Russ tanks. (One Leman Russ may be upgraded to a Leman Russ Vanquisher)	450 points (+25 points)
Kasrkin Elite Platoon	Eight Storm Trooper units (may have 4 Valkyrie transport vehicles) OR (may have 4 Chimera transport vehicles)	250 points (+150 points) or (+100 points)
Super-Heavy Tank Platoon	One Baneblade, Shadowword, or Stormblade	200 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
0-1 Leviathan Mobile Command	One Leviathan Mobile Command Centre	
Orbital Support	One Imperial Navy Lunar class Cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
0-1 Sapper Platoon	Eight Sapper units. The units may be split up and added to one or more 'Shock Troop' companies in the army, or may be fielded as a single formation in their own right.	250 points

CADIAN 'WHITESHIELDS' FORMATIONS

(Up to two 'Whiteshields' formations may be taken for each Cadian Defense Force Company.)

FORMATION	UNITS	COST
Cadian Whiteshield Company	One Imperial Guard Commander plus twelve Imperial Guard Infantry Units	200 points

CADIAN 'SHOCK TROOP' FORTIFICATIONS

(Up to one quarter of the army's points may be spent on Fortifications)

FORTIFICATIONS	UNITS	COST
Imperial Bastion	One Imperial Bastion	250 points
Fortified Position	Up to 50cm of Trenches and 50cm of Razorwire plus up to six Bunkers	150 points
Firebase	Up to 50mm of Razorwire plus up to six Gun Emplacements	100 points
0-1 Minefields	Up to six Minefields (Minefields benefit from "concealment"; generate 1D3, plus the number of Minefields, Concealment Counters to hide Minefields, see "Assault" scenario for more details.)	25 points each

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations.)

IMPERIAL NAVY AIRCRAFT

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

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One Warhound Class Titan	275 points
Two Warhound Class Titans	500 points

SPECIAL RULE - Sanctioned Psykers

Cadia's proximity to the Eye of Terror means that many with psychic potential are born on the besieged planet. The strongest are trained in the arts of war and assigned as living weapons to assist Cadian Commanders.

A Cadian army receives one free Sanctioned Psyker character per 1000 points of the scenario. Each Sanctioned Psyker must be assigned to a Commander unit, starting with the Supreme Commander, and then any other Commander units. Each Commander unit may only have one Sanctioned Psyker assigned to it and any excess are lost.

SPECIAL RULE - Kasrkin

Cadia's most elite soldiers are called Kasrkin and they are equipped with carapace armour and high tech weapons.

Cadian Kasrkin units count as Storm Trooper units without the scouts special ability.

SARANES EXPANSE IMPERIAL CRUSADE ARMY LIST

ARMY SUB-CHAMPION: Kevin "Chroma" Petker

Version: v1.4



An Imperial Crusade army has a Strategy Rating of 3. All Space Marine and Titan formation have an Initiative of 1+; all other Imperial Crusade formations have an initiative of 2+. The "And They Shall Know No Fear" special rule applies to all Space Marine formations. The "Commissars" rule applies to Imperial Crusade Armies, but they receive only half the normal number and they may only be added to Imperial Crusade Companies or Imperial Guard Support Platoons.

IMPERIAL CRUSADE COMPANIES

(An Imperial Crusade may contain any number of companies.)

FORMATION	CORE UNITS	COST
0-1 Lord General Militant Command HQ	One Imperial Guard Supreme Command unit, six Imperial Guard infantry units, four Storm Trooper units, and six Chimeras (One for Supreme Commander)	450 points
Armoured Fist Company	One Imperial Guard Commander unit, twelve Imperial Guard infantry units, and seven Chimera transport vehicles (One for Commander)	425 points
Imperial Crusade Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Leman Russ Vanquisher +25 points	650 points
Imperial Crusade Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	525 points

IMPERIAL CRUSADE COMPANY UPGRADES

(Up to three upgrades may be added to each Imperial Crusade Company)

UPGRADE	UNITS	COST
Mechanized Fire Support Platoon	Four Fire Support units and two Chimera transport vehicles	+150 points
Mechanized Infantry Platoon	Six Imperial Guard Infantry units and three Chimera transport vehicles	+175 points
Mechanized Snipers	Two Sniper units and one Chimera transport vehicle	+75 points
Hellhound Squadron	Three Hellhounds	+150 points
Griffon Battery	Three Griffons	+100 points
Tank Squadron	Three Leman Russ <u>OR</u> three Leman Russ Demolishers	+200 points
Flak	One Hydra	+50 points

IMPERIAL CRUSADE SUPPORT FORMATIONS

(Up to two support formations may be take for each Imperial Crusade Company, chosen from the following: *Space Marine* or *Imperial Guard*).

SPACE MARINE SUPPORT DETACHMENTS

DETACHMENT	CORE UNITS	UPGRADES	COST
0-1 Terminator	Four Space Marine Terminator units	Four Land Raiders +350 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points	300 points
Tactical	Six Tactical Space Marines	Three Rhinos or Drop Pods - Free Each Rhino may be replaced by two Razorbacks +50 points per pair One Hunter +75 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points	275 points
Assault	Four Assault Space Marines	Three Land Speeders or Land Speeder Tornados + 125 points One Land Speeder Typhoon +50 points One Space Marine Commander +50 points	150 points
Devastator	Four Devastator Space Marines	Two Rhinos or Drop Pods - Free Each Rhino may be replaced by two Razorbacks +50 points per pair One Hunter +75 points One or two Dreadnaughts +50 points each One Space Marine Commander +50 points	225 points
Armour	Four Predators or Vindicators in any combination	One Hunter +75 points One or two Vindicators or Predators +75 points each One Space Marine Commander +50 points	250 points
0-1 Landing Craft	One Landing Craft	None	375 points

IMPERIAL GUARD SUPPORT PLATOONS

FORMATION	UNITS	COST
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Imperial Crusade Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

AEROSPACE AND TITAN LEGION SUPPORT

(Up to one third of the army's points may be spent on Aerospace and Titan Legion support.)

FORMATION	UNITS	COST
Orbital Support	Choose one: One Imperial Navy Lunar class cruiser One Emperor class Battleship One Space Marine Strike Cruiser	150 points 300 points 200 points
Space Marine Thunderhawk	One Space Marine Thunderhawk	200 points
Thunderbolt Squadron	Three Thunderbolt Fighters	225 points
Marauder Squadron	Two Marauder Bombers	275 points
Warlord Battlegroup	One Warlord Class Titan	850 points
Reaver Battlegroup	One Reaver Class Titan	650 points
Warhound Battlegroup	One Warhound Class Titan or Two Warhound Class Titans	275 points Or 500 points