

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 then 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 (replace one Leman Russ with a Leman Russ Vanquisher) | 650 points (Free) |

| STEEL LEGION COMPANY UPGRADES | | |
|----------------------------------------------------------------------|------------------------------------------------|-----------------|
| <i>(Up to three company upgrades may be taken once per company.)</i> | | |
| 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 | | |
|----------------------------------------------------------------------|---------------------------------------------------------|-------------------------------------|
| <i>(Any two support formations may be fielded per each company.)</i> | | |
| 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 (add four Chimera or Valkyries) | 200 points (+100 or +150 points) |
| Super-heavy Tank Platoon | One Baneblade or Shadowsword | 200 points |
| Vulture Squadron | Four Vultures | 300 points |

| IMPERIAL ALLY FORMATIONS | | | | | |
|----------------------------------------------------------------------------------|-------------------------------------------------|------------|---------------------------|---------------------------|------------|
| <i>(Up to a third of the points available may be spent on these formations.)</i> | | | | | |
| IMPERIAL NAVY ASSETS | | | TITAN LEGION BATTLEGROUPS | | |
| FORMATION | UNITS | COST | FORMATION | UNITS | COST |
| Marauder Squadron | Two Marauder Bombers | 250 points | Reaver | One Reaver Class Titan | 650 points |
| Thunderbolt Squadron | Two Thunderbolt Fighters | 150 points | Warhound | One Warhound Class Titan | 275 points |
| 0-1 Orbital Support | Lunar Class Cruiser or Emperor Class Battleship | 150 points | Warhound Pack | Two Warhound Class Titans | 500 points |
| | | | Warlord | One Warlord Class Titan | 825 points |

IMPERIAL GUARD FORCES¹

| 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 | <i>Fearless, Inspiring, Leader.</i> |
| Commander | INF | 15cm | 6+ | 5+ | 5+ | Autocannon | 45cm | AP5+/AT6+ | <i>Commander.</i> |
| Infantry | INF | 15cm | - | 6+ | 5+ | Autocannon | 45cm | AP5+/AT6+ | <i>One unit in every two has an Autocannon.</i> |
| | | | | | | Lasguns | (15cm) | Small Arms | |
| Ogryns | INF | 15cm | 3+ | 4+ | 5+ | Ripper Guns | (15cm) | Small Arms | <i>Counts as two units each for the purposes of being transported.</i> |
| | | | | | | Ogryn Combat Weapons | (bc) | Assault Weapons, EA(+1), MW | |
| Rough Riders | INF | 20cm | 6+ | 4+ | 6+ | Laspistols | (15cm) | Small Arms | <i>Infiltrator, Mounted, Scout.</i> |
| | | | | | | Power Lances | (bc) | Assault Weapons, EA(+1), FS | |
| Snipers | INF | 15cm | - | 6+ | 5+ | Sniper Rifles | 30cm | AP5+ | <i>Scout, Sniper.</i> |
| Storm Troopers | INF | 15cm | 5+ | 5+ | 4+ | Plasma Guns | 15cm | AP5+/AT5+ | <i>Scout.</i> |
| Support Squad | INF | 15cm | - | 6+ | 4+ | 2× Autocannon | 45cm | AP5+/AT6+ | |
| Supreme Commander | INF | 15cm | 5+ | 4+ | 5+ | Autocannon | 45cm | AP5+/AT6+ | <i>Supreme Commander.</i> |
| | | | | | | Power Weapon | (bc) | Assault Weapons, EA(+1), MW | |
| Sentinel | LV | 20cm | 6+ | 6+ | 5+ | Multilaser | 30cm | AP5+/AT6+ | <i>Scout, Walker.</i> |
| 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+ | <i>Transport. May transport two infantry units without Jump Packs or Mounted.</i> |
| | | | | | | 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+ | <i>Reinforced Armour.</i> |
| | | | | | | Lascannon | | 45cm | AT5+ |
| | | | | | | 2× Heavy Bolter | | 30cm | AP5+ |
| Leman Russ Demolisher | AV | 20cm | 4+ | 6+ | 3+ | Demolisher | 30cm | AP3+/AT4+, IC | <i>Reinforced Armour.</i> |
| | | | | | | 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 suppressed and divide this number by two, rounding up.

| | | | | | | | | | |
|-----------------------|----|------|----|----|----|---------------------------------------------------------------------------------------------|--------------------------------------|-----------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| Leman Russ Vanquisher | AV | 20cm | 4+ | 6+ | 4+ | Vanquisher Lascannon 2× Heavy Bolter | 75cm 45cm 30cm | AP4+/AT2+ AT5+ AP5+ | <i>Reinforced Armour.</i> |
| Manticore | AV | 20cm | 6+ | 6+ | 5+ | Rocket Launcher Heavy Bolter | 150cm 30cm | 2BP, D, Ind, Slw AP5+ | |
| Valkyrie | AV | 35cm | 5+ | 6+ | 5+ | Multilaser 2× Heavy Bolter 2× Rocket Pod | 30cm 30cm 30cm | AP5+/AT6+ AP5+ 1BP, D, SS | <i>Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.</i> |
| Vulture | AV | 35cm | 5+ | 6+ | 5+ | Heavy Bolter Twin Autocannon 2× Hellstrike | 30cm 45cm 120cm | AP5+ AP4+/AT5+ AT2+, SS | <i>Scout, Skimmer.</i> |
| Baneblade | WE | 15cm | 4+ | 6+ | 4+ | Baneblade Battle Cannon Autocannon Demolisher 2× Lascannon 3× Twin Heavy Bolter | 75cm 45cm 30cm 45cm 30cm | 2× AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, FxF, IC AT5+ AP4+ | <i>Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.</i> |
| Shadowword | WE | 15cm | 4+ | 6+ | 5+ | Volcano Cannon 2× Heavy Bolter | 90cm 30cm | MW2+, FxF, TK(D3) AP5+ | <i>Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.</i> |

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 | <i>Slow and Steady.</i> |
| 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 | <i>Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are 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.</i> |
| Warhound Class Titan | WE | 30cm | 5+ | 4+ | 4+ | Plasma Blastgun Vulcan Mega-Bolter | 45cm 45cm | 2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA | <i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are 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+.</i> |
| 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 | <i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are 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.</i> |

SPECIAL RULE

Imperial Void Shields²

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.