

## MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST

*“The enemy before you is no different than any other we have faced. Trust in the Emperor, hold the line, and guard yourself against weakness. They will break upon our wall of steel like waves against a cliff, and then we will punish them without mercy.”*

*Colonel Derrick Skautt, Minervan Legion*

### Forces

The Minervan Tank Legion Imperial Guard Army List uses the datasheets from the Minervan Tank Legion 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 a Minervan Tank Legion regiment. It can also be used as a “stand in” army list for other armoured Imperial Guard regiments, such as the Dniepr Tank Corps, Konig Armoured or Teutonian Heavy Tank, among many others.

Minervan Tank 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.

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.

Tank companies, platoons and squadrons may be comprised of different Leman Russ variants. The number of variants, along with the maximum number of rare variants, is listed in the “units” column. The variants themselves are listed in the Leman Russ variant and Leman Russ rare variant charts. Each variant taken adds to the cost of the formation or upgrade.

Minervan Tank 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 Rules

The *Commissars* rule applies to Minervan Tank Legion Imperial Guard armies (see *Commissars*).

### SPECIAL RULE

#### *Amphibious*

The Armoured Legions of Minerva are able to convert many of their vehicles on the fly for amphibious use. For every 1,000 points one Tank Company may be designated as *amphibious* before being set up on the table. Amphibious companies count marshes as “No Effect” and river as “Dangerous”.

### 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.

**MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST**

Minervan Tank 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+.

| <b>MINERVAN TANK LEGION COMPANIES</b> |   |             |
|---------------------------------------|---|-------------|
| <b>FORMATION</b>                      | <b>UNITS</b>  | <b>COST</b> |
| Artillery Company                     | Any nine of the following units: Basilisk, Manticore  | 550 points  |
| Super-heavy Tank Company              | Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormhammer, Stormsword | 500 points  |
| Tank Company                          | Any ten Leman Russ variants, up to two of which may be rare variants                          | 425 points  |

| <b>MINERVAN TANK LEGION COMPANY UPGRADES</b>                         |  |                 |
|--|--|-----------------|
| <i>(Up to three company upgrades may be taken once per company.)</i> |  |                 |
| <b>UPGRADE</b>   | <b>UNITS</b>   | <b>COST</b>     |
| Flak   | Add up to two Hydra  | +50 points each |
| Griffon Battery  | Add three Griffons   | +50 points      |
| Hellhound Squadron   | Add up to three Hellhounds   | +25 points each |
| Salamander Command   | Add one Salamander Command   | +25 points      |
| 0-1 Supreme Commander  | Add one Supreme Commander character to any unit in the formation       | +75 points      |
| Tank Squadron  | Add any three Leman Russ variants, none of which may be a rare variant | +140 points     |

| <b>MINERVAN TANK LEGION SUPPORT FORMATIONS</b>                       |   |                                     |
|--|---|-------------------------------------|
| <i>(Any two support formations may be fielded per each company.)</i> |   |                                     |
| <b>FORMATION</b>   | <b>UNITS</b>  | <b>COST</b>                         |
| Artillery Battery  | Three Bombards or Manticores  | 250 points                          |
| Assault Gun Battery  | Three Medusas   | 150 points                          |
| Basilisk Battery   | Three Basilisks   | 225 points                          |
| 0-1 Deathstrike Battery  | Two Deathstrikes  | 200 points                          |
| Flak Battery   | Three Hydras  | 150 points                          |
| Mechanised Platoon   | Ten Infantry units and five Chimera<br>(add one Salamander Command)   | 300 points<br>(+25 points)          |
| Salamander Scout Platoon   | Three Salamander Scouts<br>(add one Salamander Command)               | 100 points<br>(+25 points)          |
| Storm Trooper Platoon  | Eight Storm Troopers<br>(add four Chimera or Valkyries)               | 200 points<br>(+100 or +150 points) |
| Super-heavy Tank Platoon   | One Baneblade, Shadowsword, Stormblade, Stormhammer or Stormsword     | 200 points                          |
| Tank Platoon   | Any six Leman Russ variants, up to one of which may be a rare variant | 280 points                          |
| Vulture Squadron   | Four Vultures   | 300 points                          |

| <b>LEMAN RUSS VARIANTS</b> |             |  |
|----------------------------|-------------|--|
| <b>UNIT</b>                | <b>COST</b> |  |
| Leman Russ                 | +20 points  |  |
| Leman Russ Conqueror       | +10 points  |  |
| Leman Russ Demolisher      | +20 points  |  |
| Leman Russ Exterminator    | +10 points  |  |
| Thunderer                  | Free        |  |

| <b>LEMAN RUSS RARE VARIANTS</b> |             |  |
|---------------------------------|-------------|--|
| <b>UNIT</b>                     | <b>COST</b> |  |
| Destroyer Tank Hunter           | +70 points  |  |
| Leman Russ Executioner          | +20 points  |  |
| Leman Russ Vanquisher           | +45 points  |  |

| <b>IMPERIAL ALLY FORMATIONS</b>  |   |             |                                  |                           |             |
|--|---|-------------|----------------------------------|---------------------------|-------------|
| <i>(Up to a third of the points available may be spent on these formations.)</i> |   |             |                                  |                           |             |
| <b>IMPERIAL NAVY ASSETS</b>  |   |             | <b>TITAN LEGION BATTLEGROUPS</b> |                           |             |
| <b>FORMATION</b>   | <b>UNITS</b>                                    | <b>COST</b> | <b>FORMATION</b>                 | <b>UNITS</b>              | <b>COST</b> |
| 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  |

## MINERVAN TANK LEGION FORCES

| NAME                    | TYPE | SPEED | ARMOUR | CC  | FF  | WEAPONS                  | RANGE      | FIREPOWER             | NOTES  |
|-------------------------|------|-------|--------|-----|-----|--------------------------|------------|-----------------------|--|
| Commissar               | CH   | n/a   | n/a    | n/a | n/a | Upgraded Guns            | (15cm)     | Small Arms, EA(+1)    | <i>Fearless, Inspiring, Leader.</i>  |
| Supreme Commander       | CH   | n/a   | n/a    | n/a | n/a | Upgraded Guns            | (15cm)     | Small Arms, EA(+1)    | <i>Supreme 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            |  |
| Storm Troopers          | INF  | 15cm  | 5+     | 5+  | 4+  | Plasma Guns              | 15cm       | AP5+/AT5+             | <i>Scout.</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+  | 0-1× Multilaser          | 30cm       | AP5+/AT6+             | <i>Transport. May transport two infantry units without Jump Packs or Mounted. Armed with either a Multilaser, Twin Heavy Bolter or Heavy Flamer.</i> |
|                         |      |       |        |     |     | 0-1× Twin Heavy Bolter   | 30cm       | AP4+                  |  |
|                         |      |       |        |     |     | 0-1× Heavy Flamer        | 15cm       | AP4+, IC              |  |
|                         |      |       |        |     |     |                          | and (15cm) | Small Arms, IC        |  |
|                         |      |       |        |     |     | Heavy Bolter             | 30cm       | AP5+                  |  |
| Deathstrike             | AV   | 20cm  | 6+     | 6+  | 5+  | Deathstrike Missile      | Unlimited  | MW2+, Ind, SS, TK(D6) |  |
|                         |      |       |        |     |     | Heavy Bolter             | 30cm       | AP5+                  |  |
| Destroyer Tank Hunter   | AV   | 20cm  | 4+     | 6+  | 6+  | Laser Destroyer          | 75cm       | AT4+, TK              | <i>Reinforced Armour.</i>  |
| 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 Conqueror    | AV   | 30cm  | 4+     | 6+  | 5+  | Conqueror Cannon         | 45cm       | AP5+/AT5+             | <i>Reinforced Armour.</i>  |
|                         |      |       |        |     |     | Lascannon                | 45cm       | AT5+                  |  |
| 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+             |  |
| Leman Russ Executioner  | AV   | 20cm  | 4+     | 6+  | 5+  | Plasma Destroyer         | 60cm       | MW4+                  | <i>Reinforced Armour.</i>  |
|                         |      |       |        |     |     | Lascannon                | 45cm       | AT5+                  |  |
| Leman Russ Exterminator | AV   | 20cm  | 4+     | 6+  | 3+  | Twin Autocannon          | 45cm       | AP4+/AT5+             | <i>Reinforced Armour.</i>  |
|                         |      |       |        |     |     | Lascannon                | 45cm       | AT5+                  |  |
|                         |      |       |        |     |     | 2× Heavy Bolter          | 30cm       | AP5+                  |  |
| Leman Russ Vanquisher   | AV   | 20cm  | 4+     | 6+  | 4+  | Vanquisher               | 75cm       | AP4+/AT2+             | <i>Reinforced Armour.</i>  |
|                         |      |       |        |     |     | Lascannon                | 45cm       | AT5+                  |  |
|                         |      |       |        |     |     | 2× Heavy Bolter          | 30cm       | AP5+                  |  |

|                    |    |      |    |    |    |   |  |  |   |
|--------------------|----|------|----|----|----|---|--|--|---|
| Manticore          | AV | 20cm | 6+ | 6+ | 5+ | Rocket Launcher<br>Heavy Bolter   | 150cm<br>30cm                          | 2BP, D, Ind, Slw<br>AP5+   |   |
| Medusa             | AV | 20cm | 6+ | 6+ | 5+ | Medusa Siege Gun<br>Heavy Bolter  | 30cm<br>30cm                           | MW4+, IC<br>AP5+   |   |
| Salamander Command | AV | 35cm | 6+ | 6+ | 5+ | Heavy Flamer<br>and<br>Heavy Bolter   | 15cm<br>(15cm)<br>30cm                 | AP4+, IC<br>Small Arms, IC<br>AP5+                               | <i>Commander, Leader, Scout.</i>  |
| Salamander Scout   | AV | 35cm | 6+ | 6+ | 5+ | Autocannon<br>Heavy Bolter  | 45cm<br>30cm                           | AP5+/AT6+<br>AP5+  | <i>Scout.</i>   |
| Thunderer          | AV | 20cm | 4+ | 6+ | 5+ | Demolisher  | 30cm                                   | AP3+/AT4+, IC  | <i>Reinforced Armour, Thick Rear Armour.</i>  |
| Valkyrie           | AV | 35cm | 5+ | 6+ | 5+ | Multilaser<br>2× Heavy Bolter<br>2× Rocket Pod  | 30cm<br>30cm<br>30cm                   | AP5+/AT6+<br>AP5+<br>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<br>Twin Autocannon<br>2× Hellstrike  | 30cm<br>45cm<br>120cm                  | AP5+<br>AP4+/AT5+<br>AT2+, SS                                    | <i>Scout, Skimmer.</i>  |
| Baneblade          | WE | 15cm | 4+ | 6+ | 4+ | Baneblade Battle Cannon<br>Autocannon<br>Demolisher<br>2× Lascannon<br>3× Twin Heavy Bolter | 75cm<br>45cm<br>30cm<br>45cm<br>30cm   | 2× AP3+/AT3+<br>AP5+/AT6+<br>AP3+/AT4+, Fx F, IC<br>AT5+<br>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>                    |
| Shadowsword        | WE | 15cm | 4+ | 6+ | 5+ | Volcano Cannon<br>2× Heavy Bolter   | 90cm<br>30cm                           | MW2+, Fx F, TK(D3)<br>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>                    |
| Stormblade         | WE | 15cm | 4+ | 6+ | 5+ | Plasma Blastgun<br>Heavy Bolter<br>2× Lascannon<br>2× Twin Heavy Bolter                     | 45cm<br>30cm<br>45cm<br>30cm           | 2× MW2+, Fx F, Slw<br>AP5+<br>AT5+<br>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>                    |
| Stormhammer        | WE | 15cm | 4+ | 6+ | 3+ | 2× Twin Stub Battle Cannon<br>4× Twin Heavy Bolter  | 45cm<br>30cm                           | AP3+/AT3+<br>AP4+  | <i>Damage Capacity 3, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.</i> |
| Stormsword         | WE | 15cm | 4+ | 6+ | 4+ | Siege Cannon<br>Heavy Bolter<br>2× Heavy Flamer<br>and<br>2× Twin Heavy Bolter              | 45cm<br>30cm<br>15cm<br>(15cm)<br>30cm | 3BP, Fx F, D, IC<br>AP5+<br>AP4+, IC<br>Small Arms, IC<br>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>                    |

## 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-<br>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<br>Rocket Launcher                   | 60cm<br>60cm         | 4× AP5+/AT3+, FwA<br>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<br>Vulcan Mega-Bolter                          | 45cm<br>45cm         | 2× MW2+, FwA, Slw<br>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<br>Gatling Blaster<br>2× Turbo-Laser Destructor | 90cm<br>60cm<br>60cm | MW2+, FwA, TK(D3)<br>4× AP4+/AT4+, FwA<br>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 Shields<sup>1</sup>*

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).

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### 1. 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.