

BARAN SIEGEMASTERS IMPERIAL GUARD COMPANIES

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

BARAN SIEGEMASTERS IMPERIAL GUARD SUPPORT FORMATIONS

(Up to two for each Baran Siegemasters Imperial Guard Company taken)

FORMATION	UNITS	POINTS COST
Bombard Battery	Three Imperial Guard Bombards	250
0-1 Deathstrike Battery	Two Imperial Guard Deathstrike Missile Launchers	200
Heavy Tank Platoon	Six Imperial Guard Ragnarok Heavy Tanks	300
Light Tank Platoon	Six Imperial Guard Siegfried Light Tanks	175
Rough Rider Platoon	Six Imperial Guard Rough Rider units	150
0-1 Sapper Platoon	Eight Imperial Guard Sapper units	200
Siege AA Battery	Three Imperial Guard Heavy AA Guns, plus three gun emplacements <u>or</u> three Imperial Guard Tractors	150
Siege Artillery Battery	Three Imperial Guard Howitzers, plus three gun emplacements <u>or</u> three Imperial Guard Tractors	175
Siege Grand Battery	Nine Imperial Guard Howitzers, plus nine gun emplacements <u>or</u> nine Imperial Guard Tractors	450
Super Heavy Tank Platoon	One Imperial Guard Super Heavy Tank chosen from the following list: Baneblade, Shadowsword	200

BARAN SIEGEMASTERS IMPERIAL GUARD COMPANY UPGRADES

(Up to three may be added to each Baran Siegemasters Imperial Guard Company)

UPGRADE	UNITS	POINTS COST
Griffon Battery	Three Imperial Guard Griffons	50
Hellhound Squadron	Three Imperial Guard Hellhounds	100
Rapier Platoon	Three Imperial Guard Rapiers	75
Siege Infantry Platoon	Six Imperial Guard Siege Infantry units	75
Snipers	One or two Imperial Guard Sniper units	25 each
Light Artillery Platoon	Three Imperial Guard Light Artillery	75

FORTIFIED POSITIONS

FORMATION	POINTS COST
Up to 50cm of trenches and razor wire, plus up to six gun emplacements <u>or</u> bunkers.	100

IMPERIAL NAVY

FORMATION	POINTS COST
Two Thunderbolt Fighters	150
Two Marauder Bombers	250

USING THE ARMY LIST

- One Regimental HQ company must be taken in a Baran Siegemasters Imperial Guard army.
- Each allowed Baran Siegemasters Imperial Guard upgrade can be taken once per Company.
- A maximum of up to a quarter of the points available to the army may be spent on Imperial Navy formations.
- A maximum of one set of fortified positions may be taken for each Baran Siegemasters Imperial Guard Company included in the army.

CODEX IMPERIAL GUARD – BARAN SIEGEMASTERS

Strategy Rating: 1

Initiative: 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Imperial Guard Supreme Commander	Inf	15cm	5+	4+	5+	Lasguns Autocannon Power Weapon	(15cm) 45cm Base Contact	Small Arms AP5+/AT6+ Assault Wpn, MW, +1A	Supreme Commander
Imperial Guard Commander	Inf	15cm	6+	5+	5+	Lasguns Autocannon Chainswords	(15cm) 45cm Base Contact	Small Arms AP5+/AT6+ Assault Wpn	Commander
Imperial Guard Commissar	Ch	na	na	na	na	Power Weapon	Base Contact	Assault Wpn, MW, +1A	Fearless, Inspiring, Leader
Imperial Guard Siege Infantry	Inf	15cm	-	6+	5+	Heavy Stubber	30cm	AP6+	
Imperial Guard Sappers	Inf	15cm	6+	5+	4+	Heavy Flamer <u>and</u> Melta Bombs	15cm (15cm) Base Contact	AP4+, Ignore Cover Small Arms, Ignore Cover Assault Wpn, MW, +1A	
Imperial Guard Rough Riders	Inf	20cm	6+	4+	6+	Las pistols Power Lances Chainswords	(15cm) Base Contact Base Contact	Small Arms Assault Wpn, First Strike, +1A Assault Wpn	Infiltrators, Mounted, Scout
Imperial Guard Rapier	Inf	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Imperial Guard Light Artillery	Inf	10cm	-	-	5+	Light Artillery Gun	45cm	AP4+/AT6+, Indirect Fire	Light Artillery may use the Indirect Fire rules normally only allowed to units that can fire barrages.
Imperial Guard Snipers	Inf	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+, Sniper	Scout
Imperial Guard Howitzer	LV	0cm	-	-	6+	Howitzer	90cm	1BP, Indirect Fire	
Imperial Guard Heavy AA Gun	LV	0cm	-	-	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+	
Imperial Guard Tractor	LV	20cm	6+	-	6+	Heavy Stubber	30cm	AP6+	Transport (one: Grenadier, Heavy AA Gun, Earthshaker Platform, Howitzer, Light Artillery, Medusa Platform, Rapier).
Imperial Guard Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect Fire AP5+	
Imperial Guard Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Imperial Guard Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, TK (D6), Indirect Fire, One Shot AP5+	
Imperial Guard Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Indirect Fire, Slow Firing AP5+	
Imperial Guard Siegfried Light Tank	AV	30cm	5+	6+	5+	Multi Laser	30cm	AP5+/AT6+	Scout
Imperial Guard Ragnarok Heavy Tank	AV	15cm	4+	6+	4+	Ragnarok Battle Cannon 2 × Heavy Stubber	60cm 30cm	AP4+/AT4+ AP6+	Reinforced Armour, Walker
Imperial Guard Baneblade	WE	15cm	4+	6+	4+	Bane Battle Cannon Autocannon Demolisher Cannon Twin Heavy Bolters 2 × Twin Heavy Bolters 2 × Lascannons	75cm 45cm 30cm 30cm 30cm 45cm	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Ignore Cover, FF Arc AP4+, FF Arc AP4+ AT5+	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.
Imperial Guard Shadowword	WE	15cm	4+	6+	5+	Volcano Cannon 2 × Heavy Bolter	90cm 30cm	MW2+, TK (D3), FF Arc AP5+	Reinforced Armour Dam Cap: 3, Crit: Destroyed, units within 5cm hit on D6 roll of 6.

CODEX IMPERIAL GUARD – BARAN SIEGEMASTERS

Strategy Rating: 1

Initiative: Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters	15cm	AA5+	
						Twin Lascannons	45cm	AT4+/AA4+, FF Arc	
						Bomb Racks	15cm	3BP, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters	15cm	AP4+/AA5+, FF Arc	
						Multi Laser	30cm	AP5+/AT6+/AA5+, FF Arc	
						Underwing Rockets	30cm	AT4+, FF Arc	

Baran Siegemasters Special Rules

Commissars An Imperial Guard army may include up to one Commissar Character for each full five hundred points. The Commissar characters are a free upgrade; however they must be appropriately modelled to be included in the army.

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. If you have more Commissars than formations any excess are lost.

Commissars may not be attached to Titan or Imperial Navy units.

Fortified Positions A Siege Imperial Guard army is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry Company included in the army.

These fortified positions must be set up after objectives, but before spacecraft and garrisons are deployed. The fortified positions may be set up anywhere a vehicle may deploy in the Imperial Guard armies **half of the table**. You may split up a set of fortified positions as desired, as long as the rules for formation coherency 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. These fortified positions count as having a move of zero. Fortified positions may not be transported.

Some formations in the army may come with a set of fortified positions; in this case the fortifications are set up at the same time as the formation they belong to and must be deployed within coherency. However once deployment is over these fortifications are terrain and are no longer a part of the formation.

Once fortified positions are set up they may be used by any unit, not just the units they were purchased for. They may also be captured and used by enemy units.

Imperial Guard Fortified Positions			
Terrain	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect

Notes: Bunkers are Fortifications (see the EPIC Armageddon Rulebook 1.8.4). Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see the EPIC Armageddon Rulebook 1.8.3). Each gun emplacement can hold one unit and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.

Regimental HQ A Baran Siegemasters Imperial Guard army must include a Regimental HQ. The enemy count as having achieved the ‘Break Their Spirit’ victory condition if they destroy this formation or the most expensive formation in the army (see 6.1.7 in the Epic Armageddon rulebook).