

### STEEL LEGION IMPERIAL GUARD COMPANIES

FORMATION	UNITS	POINTS COST
0-1 Regimental HQ	One Imperial Guard Supreme Commander unit, twelve Imperial Guard Infantry units and seven Imperial Guard Chimeras	500
Infantry Company	One Imperial Guard Commander unit and twelve Imperial Guard Infantry units	250
Mechanised Infantry Company	One Imperial Guard Commander unit, twelve Imperial Guard Infantry units and seven Imperial Guard Chimeras	400
Tank Company	Ten Imperial Guard Leman Russ Battle Tanks. One Leman Russ Battle Tank may be replaced with a Leman Russ Vanquisher Tank	650 +0
Super Heavy Tank Company	Three Imperial Guard Super Heavy Tanks chosen from the following list: Baneblade, Shadowsword	500
Artillery Company	Nine Imperial Guard Artillery units chosen from the following list: Basilisk, Manticore	600

### STEEL LEGION IMPERIAL GUARD SUPPORT FORMATIONS (Up to two for each Steel Legion Imperial Guard Company taken)

FORMATION	UNITS	POINTS COST
Artillery Battery	Three Imperial Guard Artillery units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
0-1 Deathstrike Battery	Two Imperial Guard Deathstrike Missile Launchers	200
Flak Battery	Three Imperial Guard Hydras	150
Rough Rider Platoon	Six Imperial Guard Rough Rider units	150
Sentinel Squadron	Four Imperial Guard Sentinels	100
Storm Trooper Platoon	Eight Imperial Guard Storm Trooper units May be upgraded to have four Imperial Guard Valkyries	200 +150
Super Heavy Tank Platoon	One Imperial Guard Super Heavy Tank chosen from the following list: Baneblade, Shadowsword	200
Vulture Squadron	Four Imperial Guard Vultures	300

### STEEL LEGION IMPERIAL GUARD COMPANY UPGRADES (Up to three may be added to each Steel Legion Imperial Guard Company)

UPGRADE	UNITS	POINTS COST
Fire Support Platoon	Four Imperial Guard Fire Support units <u>or</u>	100
	Four Imperial Guard Fire Support units and two Imperial Guard Chimeras	150
Flak	One Imperial Guard Hydra	50
Griffon Battery	Three Imperial Guard Griffons	50
Hellhound Squadron	Three Imperial Guard Hellhounds	100
	Six Imperial Guard Hellhound units <u>or</u>	100
Infantry Platoon	Six Imperial Guard Infantry units <u>or</u>	175
	Six Imperial Guard Infantry units and three Imperial Guard Chimeras	175
Ogryns	Two Imperial Guard Ogryn units <u>or</u>	50
	Two Imperial Guard Ogryn units and two Imperial Guard Chimeras	100
Snipers	One or two Imperial Guard Sniper units <u>or</u>	25 each
	Two Imperial Guard Sniper units and one Imperial Guard Chimera	75
Tank Squadron	Three Imperial Guard Leman Russ Battle Tanks <u>or</u> three Imperial Guard Leman Russ Demolisher Tanks	175

#### IMPERIAL NAVY

FORMATION	POINTS COST	
Two Thunderbolt Fighters	150	
Two Marauder Bombers	250	
0-1 Orbital Support:	Lunar Class Cruiser <u>or</u>	150
	Emperor Class Battleship	200

#### TITAN LEGION BATTLEGROUPS

FORMATION	POINTS COST
One Warlord Class Battle Titan	850
One Reaver Class Battle Titan	650
Formation of two Warhound Class Scout Titans	500
One Warhound Class Scout Titan	275

#### USING THE ARMY LIST

- Each allowed Steel Legion Imperial Guard upgrade can be taken once per company.
- A maximum of up to a third of the points available to the army may be spent on Imperial Navy and Titan formations.

## CODEX IMPERIAL GUARD – STEEL LEGION

Strategy Rating: 2

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 Infantry	Inf	15cm	-	6+	5+	Lasguns Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	One unit in every two has an autocannon, halve units (round up) for number of shots.
Imperial Guard Fire Support	Inf	15cm	-	6+	4+	2 × Autocannon	45cm	AP5+/AT6+	
Imperial Guard Storm Troopers	Inf	15cm	5+	5+	4+	Hellguns Plasma guns	(15cm) 15cm	Small Arms AP5+/AT5+	Scout
Imperial Guard Ogryns	Inf	15cm	3+	4+	5+	Ripper guns Ogryn Combat Weapons	(15cm) Base Contact	Small Arms Assault Wpn, MW, +1A	
Imperial Guard Snipers	Inf	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+, Sniper	Scout
Imperial Guard Rough Riders	Inf	20cm	6+	4+	6+	Laspistols Power Lances Chainswords	(15cm) Base Contact Base Contact	Small Arms Assault Wpn, First Strike, +1A Assault Wpn	Infiltrators, Mounted, Scout
Imperial Guard Sentinel	LV	20cm	6+	6+	5+	Multi Laser	30cm	AP5+/AT6+	Scout, Walker
Imperial Guard Valkyrie	AV	35cm	5+	6+	5+	Multi Laser 2 × Heavy Bolter 2 × Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One Shot	Scout, Skimmer, Transport: up to two Storm Trooper units.
Imperial Guard Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2 × Hellstrike Missiles	30cm 45cm 120cm	AP5+ AP4+/AT5+ AT2+, One Shot	Scout, Skimmer
Imperial Guard Chimera	AV	30cm	5+	6+	5+	Multi Laser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport: one Ogryn unit <u>or</u> up to two Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Sniper units
Imperial Guard Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Imperial Guard Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2 × Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armour
Imperial Guard Leman Russ Demolisher Tank	AV	20cm	4+	6+	3+	Demolisher Cannon Lascannon 2 × Plasma Cannon	30cm 45cm 30cm	AP3+/AT4+, Ignore Cover AT5+ AP4+/AT4+, Slow Firing	Reinforced Armour
Imperial Guard Leman Russ Vanquisher Tank	AV	20cm	4+	6+	4+	Vanquisher Lascannon 2 × Heavy Bolter	75cm 45cm 30cm	AP4+/AT2+ AT5+ AP5+	Reinforced Armour
Imperial Guard Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect Fire AP5+	
Imperial Guard Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 30cm	AP4+/AT4+ <u>or</u> 1BP, Indirect Fire AP5+	May either shoot normally or fire a barrage. May only use the indirect fire when firing a barrage.
Imperial Guard Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Indirect Fire, Slow Firing AP5+	
Imperial Guard Manticore	AV	20cm	6+	6+	5+	Rocket Launcher Heavy Bolter	150cm 30cm	2BP, Disrupt, Indirect Fire, Slow Firing 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 Hydra	AV	30cm	6+	6+	5+	2 × Twin Hydra Autocannons Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
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 – STEEL LEGION

Strategy Rating: 2

Initiative: Titans 1+ Navy 2+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Marauder Bomber	AC	Bomber	4+	na	na	2 × Twin Heavy Bolters Twin Lascannons Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FF Arc 3BP, FF Arc	
Thunderbolt	AC	Fighter Bomber	6+	na	na	Storm Bolters Multi Laser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FF Arc AP5+/AT6+/AA5+, FF Arc AT4+, FF Arc	
Lunar Class Cruiser	SC	na	na	na	na	Orbital Bombardment Pin-point attack	na na	3BP MW2+, TK (D3)	
Emperor Class Battleship	SC	na	na	na	na	Orbital Bombardment	na	8BP	Slow and Steady – may not be used on turns one and two.
Warhound Scout Titan	WE	30cm	5+	4+	4+	Vulcan Mega Bolter Plasma Blastgun	45cm 45cm	4 × AP3+/AT5+, Fwd Arc 2 × MW2+, Slow Firing, Fwd Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 3, Void: 2, Crit: Stagger D6cm in random direction and take 1 Dam.
Reaver Titan	WE	20cm	4+	3+	3+	2 × Turbo Laser Destroyers Rocket Launcher	60cm 60cm	4 × AP5+/AT3+, Fwd Arc 3BP, FF Arc	Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 6, Void: 4, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 5+ , 2-3 Take point of Damage, 4-6 Repaired)
Warlord Titan	WE	15cm	4++	2+	3+	2 × Turbo Laser Destroyers Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 × AP5+/AT3+, FF Arc 4 × AP4+/AT4+, Fwd Arc MW2+, TK (D3), Fwd Arc	Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and impassable or dangerous terrain lower than knees and up to 2cm wide. Dam Cap: 8, Void: 6, Crit: Roll D6 at end of each turn (1 Destroyed and units within 5cm take hit on D6 roll of 4+ , 2-3 Take point of Damage, 4-6 Repaired)

### Steel Legion 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.