

## BARAN SIEGEMASTERS ARMY LIST (swordwind)

### Siege Regiment Companies

COMPANY	UNITS	POINTS
1 Siegemaster Regimental HQ	1 Supreme Command unit plus 9 Siege Infantry units	150
Siegemaster Infantry Company	1 Command unit plus 9 Siege Infantry units	125

### Company Upgrades

Three may be taken per Siegemaster Regimental HQ or Infantry Company

UPGRADE	UNITS	POINTS
Siege Infantry Platoon	6 Siege Infantry units	75
Rapier Platoon	3 Rapiers	75
Thudd Gun Platoon	3 Thudd Guns	75
Hellhound Squadron	3 Hellhounds	150
Griffon Battery	3 Griffons	100
Snipers	2 Snipers	50

### Support Formations

Two may be taken per Siegemaster Regimental HQ or Infantry Company

FORMATION	UNITS	POINTS
Siege Regiment Artillery Company	9 Gotterdammerung Howitzers, plus 9 Brunnhilda Transporters or 9 gun emplacements	450
Rough Rider Platoon	6 Rough Rider units	150
Light Tank Platoon	6 Siegfried Light Tanks	150
Heavy Tank Platoon	6 Ragnarok Heavy Tanks	300
Siege Regiment Artillery Battery	3 Gotterdammerung Howitzers, plus 3 Brunnhilda Transporters or 3 gun emplacements	150
Siege Regiment AA Battery	3 Blitzen AA Guns and 3 Brunnhilda Transporters or 3 gun emplacements	125
Super-Heavy Tank platoon	1 Baneblade or Shadowsword	200
Bombard Battery	3 Bombards	250
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
0-1 Sapper Platoon	8 Sapper units*	250

\* The units may be split up and added to one or more Infantry Companies, or fielded as a single formation in their own right.

### Fortified Positions

One may be taken per Siegemaster Regimental HQ or Infantry Company

FORMATION	UNITS	POINTS
Fortified Positions	0-500mm of Trenches and 0-500mm of Razor Wire, plus 0-6 Gun Emplacements or Bunkers	100

### Imperial Navy Aircraft

Up to a quarter of the armies points may be spent on aircraft

FORMATION	UNITS	POINTS
Thunderbolt Section	2 Thunderbolt Fighters	150
Marauder Section	2 Marauder Bombers	300

BARAN SIEGEMASTERS REFERENCE SHEET (swordwind)

NAME	TYPE	SPEED	ARMOUR	STRATEGY RATING 1		WEAPONS	RANGE	FIREPOWER	NOTES
				CC	FF				
Supreme Commander	INF	15cm	5+	4+	5+	Lasgun Power Weapons Autocannon	15cm base contact 45cm	Small Arms Assault wpn, MW, +1A AP5+/AT6+	Supreme Commander
Commander	INF	15cm	6+	5+	5+	Lasgun Chainsword Autocannon	15cm base contact 45cm	Small Arms Assault wpn AP5+/AT6+	Commander
Commissar	CH	n/a	n/a	n/a	n/a	Power weapons	base contact	Assault wpn, MW, +1A	Leader, Fearless, Inspiring
Raptor	INF	10cm	none	n/a	5+	Raptor Laser Destroyer	45cm	AP6+/AT4+	
Rough Riders	INF	20cm	6+	4+	6+	Laspistol Chainswords	15cm base contact	Small Arms Assault wpn	Mounted, Scouts, Infiltrators
Sappers	INF	15cm	6+	5+	5+	Power lance Heavy Flamer Melta Bombs	base contact 15cm base contact	Assault wpn, First Strike, +1A AP4+, Ignore Cover Assault wpn, MW, +1A	
Siege Infantry	INF	15cm	none	6+	5+	Lasgun Heavy Stubber	15cm 30cm	Small Arms AP6+	
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5+	Sniper, Scouts
Storm Troopers	INF	15cm	5+	5+	4+	Hellgun	15cm	Small Arms	Scout
Thudd Gun	INF	10cm	none	n/a	5+	Thudd Gun	45cm	AP4+/AT6+	Indirect Fire (see datasheet)
Blitzen	LV	0cm	none	n/a	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Brunnhilde	LV	15cm	6+	n/a	6+	Heavy Stubber	30cm	AP6+	Transport (1)
Gotterdammerung	LV	0cm	none	n/a	6+	Howitzer	90cm	1BP, Indirect Fire	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Slow, Indirect AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	No line of fire required
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Ragnarok	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2 x Heavy Stubber	60cm 30cm	AP4+/AT4+ AP6+	Reinforced Armour, Walker
Siegfried	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	Scout
Baneblade	WE	15cm	4+	6+	4+	Battle Cannon Autocannon	75cm 45cm	AP4+/AT4+ AP5+/AT6+	Reinforced Armour, DC3, Crit = See datasheet
						Demolisher Cannon Heavy Bolter	30cm 30cm	AP3+/AT4+, Ignore Cover, FxP AP5+	
						2 x Lascannon	45cm	AT5+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, TK (D3), FxP AP5+	Reinforced Armour, DC3, Crit = See datasheet
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	Storm Bolters Multilaser	15cm 30cm	AP4+/AA5+, FxP AP5+/AT6+/AA5+, FxP	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Underwing Rockets 2 x Twin Heavy Bolters Twin Lascannon Bomb Racks	30cm 15cm 45cm 15cm	AT4+, FxP AA5+ AT4+/AA4+, FxP 2BP, FxP	

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