

STEEL LEGION IMPERIAL GUARD ARMY LIST

STEEL LEGION COMPANIES

COMPANY	UNITS	POINTS
Regimental HQ (only one allowed)	1 Supreme Command unit, 12 Imperial Guard Infantry units, and 7 Chimera transport vehicles (one for Commander)	500
Steel Legion Infantry Company	1 Imperial Guard Command unit plus 12 Imperial Guard Infantry units	250
Steel Legion Mechanised Infantry Company	1 Imperial Guard Command unit, 12 Imperial Guard Infantry units, and 7 Chimera transport vehicles (one for Commander)	400
Steel Legion Tank Company	10 Leman Russ tanks. 1 Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650
Steel Legion Super-heavy Tank Company	3 Baneblades or Shadowswords, or any combination of the two	500
Steel Legion Artillery Company	9 Artillery units chosen from the following list: Basilisk, Manticore	650

STEEL LEGION SUPPORT FORMATIONS

Two may be taken per Steel Legion Company

FORMATION	UNITS	POINTS
Rough Rider Platoon	6 Rough Rider units	150
Storm Trooper Platoon	8 Storm Trooper units (may have 4 Valkyrie transport vehicles)	200 +150
Steel Legion Artillery Battery	3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Sentinel Squadron	4 Sentinels	100
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
Super-heavy Tank Platoon	1 Baneblade or Shadowsword	200
Orbital Support	1 Imperial Navy Lunar class cruiser OR 1 Emperor class Battleship	150 300
Flak Battery	3 Hydra	150
Vulture Squadron	4 Vultures	300

STEEL LEGION COMPANY UPGRADES

Three may be taken per Steel Legion Company

UPGRADE	UNITS	POINTS
Fire Support Platoon	4 Fire Support*	100
Infantry Platoon	6 Infantry units*	100
Tank Squadron	3 Leman Russ or 3 Leman Russ Demolishers	200
Hellhound Squadron	3 Hellhounds	150
Griffon Battery	3 Griffons	100
Snipers	2 Snipers*	50
Ogryns	2 Ogryns*	50
Flak	1 Hydra	50

* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

Up to a third of the armies points may be spent on Titans and Aircraft

TITAN LEGION BATTLEGROUPS

FORMATION	POINTS
1 Warlord Class Titan	850
1 Reaver Class Titan	650
1 to 2 Warhound Titans	250 each

IMPERIAL NAVY AIRCRAFT

FORMATION	POINTS
2 Thunderbolt Fighters	150
2 Marauder Bombers	300

STEEL LEGION IMPERIAL GUARD REFERENCE SHEET
INITIATIVE 2+
STRATEGY RATING 2

NAME	TYPE	SPEED	ARMOUR	CC	EF	WEAPONS	RANGE	FIREPOWER	NOTES
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 Infantry	CH INF	n/a 15cm	n/a none	n/a 6+	n/a 5+	Power weapons Lasguns Autocannon	base contact 15cm 45cm	Assault wpn, MW, +1A Small Arms AP5+/AT6+	Leader, Fearless, Inspiring One autocannon per two units (rounded up)
Ogryns	INF	15cm	3+	4+	5+	Ripper guns	15cm	Small Arms	
Rough Riders	INF	20cm	6+	4+	6+	Ogryn Combat Weapons Las pistol	base contact 15cm	Assault wpn, MW, +1A Small Arms	Mounted, Scouts, Infiltrators
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5	Sniper, Scouts
Stormtroopers	INF	15cm	5+	5+	4+	Hellguns	15cm	Small Arms	Scout
Support squad	INF	15cm	none	6+	4+	2 x Autocannon	45cm	AP5+/AT6+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+, AT6+	Walker, Scout
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+ or IBP, Indirect	Normal Shot or Barrage
Bombard	AV	20cm	6+	6+	5+	Heavy Bolter Siege Mortar	30cm 45cm	AP5+ 2BP, Ignore Cover, Slow, Indirect	
Chimera	AV	30cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport (2)
Griffon	AV	30cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	No line of fire required
Hellhound	AV	30cm	4+	6+	3+	Heavy Mortar Heavy Bolter	30cm 30cm	IBP, Indirect AP5+	
Hydra	AV	30cm	6+	6+	5+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Leman Russ	AV	20cm	4+	6+	4+	2 x Hydra Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	Reinforced Armour
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Battle Cannon Lasannon	75cm 45cm	AP4+/AT4+ AT5+	Reinforced Armour
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	2 x Heavy Bolter Demolisher Lasannon	45cm 30cm 45cm	AT5+ AP3+/AT4+, Ignore Cover AT5+	Reinforced Armour
Maniteore	AV	20cm	6+	6+	5+	2 x Plasma Cannon Vanquisher	30cm 75cm	AP4+/AT4+, Slow AP5+/AT2+	Reinforced Armour
Valkyrie	AV	35cm	5+	6+	5+	Lasannon 2 x Heavy Bolter	45cm 30cm	AT5+ IBP, Disrupt, One Shot	Skimmer, Scout, Transport (2)
Vulture	AV	35cm	5+	6+	5+	2 x Rocket Pod Heavy Bolter	30cm 30cm	AP5+ IBP, Disrupt, One Shot	Skimmer, Scout
Baneblade	WE	15cm	4+	6+	4+	Twin Autocannon 2 x Hellstrike Battle Cannon	45cm 120cm 75cm	AP4+/AT5+ AT2+, One shot AP4+/AT4+	Reinforced Armour, DC3, Crit = See datasheet
Shadowsword	WE	15cm	4+	6+	5+	Autocannon Demolisher Cannon Heavy Bolter 2 x Lasannon	45cm 30cm 30cm 45cm	AP5+/AT6+ AP3+/AT4+, Ignore Cover, FxF AP5+ AT5+	Reinforced Armour, DC3, Crit = See datasheet
						Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, TK (D3), FxF AP5+	Reinforced Armour, DC3, Crit = See datasheet

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NAME	TYPE	SPEED	ARMOUR	STRATEGY RATING 2	FF	INITIATIVE	TITANS 1+	AIRCRAFT & SPACECRAFT 2+	WEAPONS	RANGE	FIREPOWER	NOTES
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	n/a	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	n/a	n/a	n/a	Underwing Rockets 2 x Twin Heavy Bolters Twin Lasercannon Bomb Racks	15cm 45cm 15cm	AT4+, FxP AA5+ AT4+/AA4+, FxP 2BP, FxP	
Warhound Titan	WE	30cm	5+	4+	4+	4+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4 x AP3+/AT5+, Forward Arc 2 x MW2+, Slow, Forward Arc	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker (may step over), Crit = see datasheet
Reaver Titan	WE	20cm	4+	3+	3+	3+	3+	3+	2 x Turbo Laser Destructors Rocket Launcher	45cm 60cm	4 x AP5+/AT3+, Forward Arc 2BP, FxP	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker (may step over), Crit = see datasheet
Warlord Titan	WE	15cm	4+	2+	3+	3+	3+	3+	2 x Turbo Laser Destructors Gating Blaster Volocano Cannon	45cm 45cm 90cm	4 x AP3+/AT5+, FxP 4 x AP4+/AT4+, Forward Arc MW2+, TK (D3), Forward Arc	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker (may step over), Crit = see datasheet
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	n/a n/a	3BP, MW MW2+, TK (D3)	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	Slow and Steady