

Steel Legion Army Cards v1.0.1

Tactics Rating: 4

Restrictions: Up to three upgrades may be added to each Steel Legion Company. Up to two Support Formations may be taken per Steel Legion Company. Up to 1/3 the total points may be spent on Imperial Ally Formations.

Commissars: For each 500 points, one Commissar unit is automatically available to the army.

Steel Legion Companies

Name	Competency	C&C	Upgrades	Cost
Regimental HQ (0 or 1)	1	2	Any	500
Contains: 1 Supreme Commander unit, 12 Imperial Guard Infantry units plus 7 Chimeras				

Name	Competency	C&C	Upgrades	Cost
Infantry Company	1	2	Any	250
Contains: 1 Imperial Guard Commander unit and 12 Imperial Guard Infantry units				

Name	Competency	C&C	Upgrades	Cost
Mechanised Infantry Company	1	2	Any	400
Contains: 1 Supreme Commander unit, 12 Imperial Guard Infantry units plus 7 Chimeras				

Name	Competency	C&C	Upgrades	Cost
Tank Company	1	2	Any	650
Contains: 10 Leman Russ. 1 Leman Russ may be upgraded to a Vanquisher command tank at no additional cost				

Name	Competency	C&C	Upgrades	Cost
Super-Heavy Tank Company	1	2	Any	500
Contains: 3 Baneblades or Shadowwords in any combination				

Name	Competency	C&C	Upgrades	Cost
Artillery Company	1	2	Any	650
Contains: 9 Artillery units chosen from the following list: Basilisk, Manticore				

Steel Legion Company Upgrades

Name	Competency	C&C	Upgrades	Cost
Fire Support Platoon	1	2	Chimera	100
Contains: Add 4 Support Squad Units				

Name	Competency	C&C	Upgrades	Cost
Infantry Platoon	1	2	Chimera	100
Contains: Add 6 Imperial Guard Infantry units				

Name	Competency	C&C	Upgrades	Cost
Tank Squadron	1	2		175
Contains: Add 3 Leman Russ or 3 Leman Russ Demolishers				

Name	Competency	C&C	Upgrades	Cost
Hellhound	1	2		125
Contains: Add 3 Hellhounds				

Name	Competency	C&C	Upgrades	Cost
Griffon Battery	1	2		75
Contains: Add 3 Griffons				

Name	Competency	C&C	Upgrades	Cost
Snipers	1	2	Chimera	25 each
Contains: Add up to 2 sniper units				

Name	Competency	C&C	Upgrades	Cost
Ogryns	1	2	Chimera	50
Contains: Add 2 Ogryn units				
Name	Competency	C&C	Upgrades	Cost
Flak	1	2		50
Contains: 1 Hydra				

Name	Competency	C&C	Upgrades	Cost
Chimeras	1	2		25 each
Contains: Add enough Chimera transport vehicles to transport the whole formation. You may not take more than 1 Chimera per unit in the formation				

Name	Competency	C&C	Upgrades	Cost
Valkyries	1	2		150
Contains: Add 4 Valkyrie transport vehicles				

Name	Competency	C&C	Upgrades	Cost
Emperor Class Battleship	n/a	2		150
Contains: Replace the Lunar Cruiser with an Emperor Battleship				

Steel Legion Support Formations

Name	Competency	C&C	Upgrades	Cost
Rough Rider Platoon	1	2		150
Contains: 6 Rough Rider units				

Name	Competency	C&C	Upgrades	Cost
Storm Trooper Platoon	1	2	Valkyries	200
Contains: 8 Storm Trooper units				

Name	Competency	C&C	Upgrades	Cost
Artillery Battery	1	2		250
Contains: 3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore				

Name	Competency	C&C	Upgrades	Cost
Sentinel Squadron	1	2		100
Contains: 4 Sentinels				

Name	Competency	C&C	Upgrades	Cost
Deathstike Missile Battery	1	2		200
Contains: 2 Deathstrike Missile Launchers				

Name	Competency	C&C	Upgrades	Cost
Super-Heavy Tank Platoon	1	2		200
Contains: 1 Baneblade or Shadowword				

Name	Competency	C&C	Upgrades	Cost
Orbital Support	n/a	2	Emperor Class Battleship	200
Contains: 1 Lunar Class Cruiser				

Name	Competency	C&C	Upgrades	Cost
Flak Battery	1	2		150
Contains: 3 Hydras				

Name	Competency	C&C	Upgrades	Cost
Vulture Squadron	1	2		300
Contains: 4 Vultures				

Imperial Ally Formations

Name	Competency	C&C	Upgrades	Cost
Marauder Squadron	1	2		250
Contains: 1 Marauder Bomber Sortie				

Name	Competency	C&C	Upgrades	Cost
Thunderbolt Squadron	1	2		150
Contains: 1 Thunderbolt Fighter Sortie				

Name	Competency	C&C	Upgrades	Cost
Reaver Titan	1	1		650
Contains: 1 Reaver Titan				

Name	Competency	C&C	Upgrades	Cost
Warhound Titan	1	1		275
Contains: 1 Warhound Titan				

Name	Competency	C&C	Upgrades	Cost
Warhound Pack	1	1		500
Contains: 2x Warhound Titans				

Name	Competency	C&C	Upgrades	Cost
Warlord Titan	1	1		820
Contains: 1 Warlord Titan				

Units

Unit Name	Type	Hits	S	D	M	A
Commissar Specials: Leads From the Front, Without Fear, Inspirational Leadership	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapons	-	-	DC(1), Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Imperial Guard Supreme Commander Specials: General	Soft	1	15	7+	6+	7+
Weapons	Rng	AV	Special			
Power Weapon	-	-	DC(1), Additional Attacks (1)			
Lasguns	-	-				
Autocannon	45	P(8+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Imperial Guard Infantry	Soft	1	15	-	9+	7+
Only one unit in every two has an Autocannon. Count up the number of IG Infantry units in the formation that can fire at the target and divide by 2 (rounding up) to find the number of Autocannon shots you may take.						
Weapons	Rng	AV	Special			
Lasguns	-	-				
Autocannon	45	P(8+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Ogryn Specials: Bulk(2)	Soft	1	15	5+	6+	8+
Weapons	Rng	AV	Special			
Ogryn Combat Weapons	-		DC(1), Additional Attacks (1)			
Ripper Gun	-	-				

Unit Name	Type	Hits	S	D	M	A
Rough Riders Specials: Stormtrooper, <i>Mounted</i> , Recon	Soft	1	20	8+	6+	9+
Weapons	Rng	AV	Special			
Power Lance	-		DC(1), Rapid Assault			
Chainswords	-	-				
Las pistols	-	-				

Unit Name		Type		Hits	S	D	M	A
Sniper Specials: Recon		Soft		1	15	-	9+	8+
Weapons	Rng	AV	Special					
Sniper Rifles	30	P(8+)	Sniper					

Unit Name		Type		Hits	S	D	M	A
Storm Troopers Specials: Recon		Soft		1	15	8+	8+	6+
Weapons	Rng	AV	Special					
Hellgun	-	-						
Plasma guns	15	P(8+)/A(8+)						

Unit Name		Type		Hits	S	D	M	A
Support Squad		Soft		1	15	-	9+	6+
Weapons	Rng	AV	Special					
2x Autocannon	45	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Sentinel Specials: Recon, Agile		Medium		1	20	9+	9+	8+
Weapons	Rng	AV	Special					
Multi-Laser	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Basilisk Specials: VTOL, Recon		Hard		1	20	8+	9+	8+
May either shoot normally or fire a barrage. May only use the Howitzer special ability when firing barrages.								
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Earthshaker	120	P(6+)/A(6+) OR 1BV	Howitzer					

Unit Name		Type		Hits	S	D	M	A
Bombard		Hard		1	20	9+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Siege Mortar	45	.5x 2BV	Nowhere to hide, Howitzer					

Unit Name		Type		Hits	S	D	M	A
Chimera Specials: Transport(2)		Hard		1	30	8+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(7+)						
Multilaser	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Deathstrike Missile Launcher		Hard		1	20	9+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Deathstrike Missile	-	P(2+)/A(3+)	DC(D6), Single Fire, Howitzer, Anti-Armour					

Unit Name		Type		Hits	S	D	M	A
Griffon		Hard		1	30	9+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Heavy Mortar	30	1BV	Howitzer					

Unit Name		Type		Hits	S	D	M	A
Hellhound		Hard		1	30	6+	9+	5+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Inferno Cannon	30	P(5+)	Nowhere To Hide					

Unit Name		Type		Hits	S	D	M	A
Hydra		Hard		1	30	9+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
2x Twin Hydra Autocannon	45	P(6+)/A(8+)	Anti-Air					

Unit Name		Type		Hits	S	D	M	A
Leman Russ Specials: Robust		Hard		1	20	6+/7+	9+	6+
Weapons	Rng	AV	Special					
2x Heavy Bolter	30	P(8+)						
Lascannon	45	A(8+)						
Battle Cannon	75	P(6+)/A(6+)						

Unit Name		Type		Hits	S	D	M	A
Leman Russ Demolisher Specials: Robust		Hard		1	20	6+/7+	9+	5+
Weapons	Rng	AV	Special					
Plasma Cannon	30	.5x P(6+)/A(6+)	DC(1)					
Plasma Cannon	30	.5x P(6+)/A(6+)	DC(1)					
Lascannon	45	A(8+)						
Demolisher	30	P(5+)/A(6+)	Nowhere To Hide					

Unit Name		Type		Hits	S	D	M	A
Leman Russ Vanquisher Specials: Robust		Hard		1	20	6+/7+	9+	6+
Weapons	Rng	AV	Special					
2x Heavy Bolter	30	P(8+)						
Lascannon	45	A(8+)						
Vanquisher	75	P(6+)/A(3+)						

Unit Name		Type		Hits	S	D	M	A
Manticore		Hard		1	20	9+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Rocket Launcher	150	.5x 2BV	Suppress, Howitzer					

Unit Name		Type		Hits	S	D	M	A
Valkyrie Specials: VTOL, Recon, Transport(2)		Hard		1	35	8+	9+	8+
Weapons	Rng	AV	Special					
2x Rocket Pod	30	1BV	Suppress, Single Shot					
2x Heavy Bolter	30	P(8+)						
Multilaser	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Vulture Specials: VTOL, Recon, Transport(2)		Hard		1	35	8+	9+	8+
Weapons	Rng	AV	Special					
Heavy Bolter	30	P(8+)						
Twin Autocannon	45	P(6+)/A(8+)						
2x Hellstrike	120	A(3+)	Single Shot					

Unit Name		Type		Hits	S	D	M	A
Baneblade Specials: Robust, Totem		Heavy		3	15	6+	9+	6+
Weapons	Rng	AV	Special					
3x Twin Heavy Bolter	30	P(6+)						
Demolisher	30	P(5+)/A(6+)	Nowhere To Hide, Arc(0, Prow)					
Autocannon	45	P(8+)/A(9+)						
2x Lascannon	45	A(8+)						
Main Battle Cannon	75	P(5+)/A(5+)						

Unit Name	Type	Hits	S	D	M	A
Shadowsword Specials: Robust	Heavy	3	15	6+	9+	8+
Weapons	Rng	AV	Special			
2x Twin Heavy Bolter	30	P(6+)				
Volcano Cannon	90	P(3+)/A(3+)	DC(D3), Anti-armour, Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Reaver Titan Specials: Shields(4,1) , No Fear, Robust, Agile	Heavy	6	20	6+	5+	5+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
2x Turbolaser Destructor	60	4x P(8+)/A(5+)	Arc(180, Prow)			
Rocket Launcher	60	3BV	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Warhound Titan Specials: Shields(2,1) , No Fear, Robust, Agile	Heavy	3	30	8+	6+	6+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
Vulcan Mega-Bolter	45	4x P(5+)/A(8+)	Arc(180, Prow)			
Plasma Blastgun	45	.5x P(3+)/A(3)	DC(1), Arc(180, Prow)			
Plasma Blastgun	45	.5x P(3+)/A(3)	DC(1), Arc(180, Prow)			

Unit Name	Type	Hits	S	D	M	A
Warlord Titan Specials: Shields(6,1) , Robust, All-round armour, No Fear, Agile	Heavy	8	15	5+	3+	5+
May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.						
Weapons	Rng	AV	Special			
2x Turbolaser Destructor	60	4x P(8+)/A(5+)	Arc(180, Prow)			
Gatling Blaster	60	4x P(6+)/A(6+)	Arc(180, Prow)			
Volcano Cannon	90	P(3+)/A(3+)	DC(D3), Anti-armour, Arc(180, Prow)			

Unit Name	Type	Hits	S	D	M	A
Thunderbolt	Aerial	1	n/a	9+	n/a	n/a
Weapons	Rng	AV	Special			
Storm Bolters	15	P(6+)	Arc(0, Prow)			
Multilaser	30	P(8+)/A(9+)	Arc(0, Prow)			
Underwing Rockets	30	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Marauder Bomber	Aerial	1	n/a	6+	n/a	n/a
Weapons	Rng	AV	Special			
2x Heavy Bolter	15	P(9+)				
Bomb Racks	15	3BV	Arc(0, Prow)			
Twin Lascannon	45	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Emperor Class Battleship Specials: Slow and Steady	Aerial	n/a	n/a	n/a	n/a	n/a
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	8BV	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Lunar Class Cruiser	Aerial	n/a	n/a	n/a	n/a	n/a
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	3BV	DC(1)			

Designer Notes

This list directly ports the Steel Legion list on updating:

-Banblade units have the Totem special as they are popularly held to be slightly underpowered and well, fluff ☺.

-Warhound Titans now have 2 separate Plasma Blastgun entries, each with a .5 ROF. This better reflects the Plasma generation needs of such a weapon and allows alternating attacks with each or a single alphastrike.

-Leman Russ Robust rolls have second roll value of 7+