

Armageddon Steel Legion P.D.F. V2.5

Steel Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy Aircraft formations have an initiative rating of 2+. Hive Militia Platoons have an initiative rating of 3+. Titans have an initiative rating of 1+.

Steel Legion Core Formations		
Upgrade	Units	Cost
Steel Legion Command Platoon (only one allowed)	One Command unit, five Imperial Guard Fire Support units, and: three Chimera transport vehicles	300 points
Steel Legion Mechanised Infantry Platoon	Imperial Guard Command unit, twelve Imperial Guard Infantry units and seven Chimera transport vehicles (one for Commander)	400 points
Steel Legion Infantry Platoon*	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Tank Company	Ten Leman Russ tanks.	625points
Super-heavy Tank Company	Three Baneblades	500 points
Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore, Colossus	650 points

*0-1 per Command Platoon and only allowed if Leviathan is taken. Must begin game transported in Leviathan.

Steel Legion Support Formation (two may be taken per Steel Legion Core Formation)		
Upgrade	Units	Cost
Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Manticore, Colossus	250 points
0-1 Deathstrike Missile Battery	Two Armageddon Pattern Deathstrike Missile Launchers	200 points
Hive Militia Platoon	Twelve Imperial Guard Conscript units	100 points
Flak Battery	Three Armageddon Pattern Hydras	200 points
Orbital Support	One Imperial Navy Lunar class Cruiser OR one Emperor class Battleship	150 points 300 points
Armoured Sentinel Patrol	Ten Armoured Sentinels	200 points
Storm Trooper Task Force	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Super-heavy Tank Squadron	One Baneblade, Shadowsword or Stormsword	200 points
Vulture Squadron	Four Vultures	300 points

Steel Legion Core Formations Upgrades (Three may be taken per Core Formation)		
Upgrade	Units	Cost
Armoured Fist (only for Companies)	Six Infantry units and three Chimeras	175 points
Defenders	Three Chimera Defenders	150 points
Griffons	Three Armageddon Pattern Griffons	125 points
Hellhounds	Three Hellhounds	125 points
Medusas	Three Armageddon Pattern Medusas	150 points
Regimental HQ (only for Steel Legion Command Platoon)	Replace Commander unit with a Supreme Commander unit	+100 points
	OR Replace the formation with a Leviathan Command Centre	+100 points
Snipers	Two Snipers and one Chimera	75 points
Tanks	Three Mars Pattern Lemn Russ Demolishers or three Lemn Russ Conquerors	175 points
Flak	One Armageddon Pattern Hydra	50 points

Imperial Navy Aircraft		Titan Legion Battlegroups	
Formation	Cost	Formation	Cost
Two Lightning Interceptors	150 points	One Warlord Class Titan	850 points
Two Thunderbolt Fighters	150 points	One Reaver Class Titan	650 points
Two Lightning Strikes	200 points	One or Two Warhound Titans	250 points each
Two Marauder Bombers	250 points		
Two Marauder Destroyers	275 points		

Special Rule: Commissars

Imperial Guard officers are often accompanied by Commissars. An Imperial Guard army may include one Commissar character for each 500 points of the army's points value. Commissars do not cost any points. If the army's size exceeds the number of Commissar units the player has available then any excess is lost.

Look up how many Commissar units a player may add to their 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 formation. Only Core Formations can have Commissars. If you have more Commissars than Companies any excess is lost

Special Rule: Xeno Fighters (Orks) (friendly games only)

After countless wars this regiment has learned the best ways how to fight against Orks. You can upgrade the Regimental HQ, Mechanised Infantry Companies and Infantry Companies for +75 points each and Sentinel Squadrons for +25 points each to be Ork-Fighters. Against Orks these formations Imperial Guard Infantry and Imperial Guard Sentinel units gain Close Combat 5+.

In addition if you use the Regimental HQ you can give the army a strategy rating of 3 if fielded against Orks for + 100 points (note: this is added to the army as a whole, not to the Regimental HQ formation).

New units:

Imperial Guard Conscript (Armageddon Hive Ganger Militia)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	6+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	

Imperial Guard Armoured Sentinel (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Lascannon	45cm	AT5+	-	
Notes: <i>Walker</i>				

Imperial Guard Lemman Russ Conqueror (Mars Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Conqueror Cannon	45cm	AP5+/AT5+	-	
Lascannon	45cm	AT5+	-	
Notes: <i>Reinforced Armour</i>				

Imperial Guard Chimera Defender (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Laser Destroyer	75cm	AT4+	Titan killer (1)	

Imperial Guard Griffon (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Mortar	30cm	1 BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	-	

Imperial Guard Medusa (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Medusa Siege Gun	30cm	MW4+	Ignore Cover	
Heavy Bolter	30cm	AP5+	-	

Imperial Guard Colossus (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Colossus Siege Mortar	15-120cm	1BP	Ignore Cover, Indirect Fire	
Heavy Bolter	30cm	AP5+	-	
Notes: <i>The Colossus Siege Mortar can't fire directly.</i>				

Imperial Guard Deathstrike (Armageddon Pattern)				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Virus Missile	Unlimited	3BP	Indirect Fire, One-Shot, Ignore Cover, Disrupt*	
Heavy Bolter	30cm	AP5+	-	
Notes: <i>*After firing the Missile, the Barrage Template(s) remains in play representing toxic fumes hovering over the battlefield. Any unit moving in or through the template(s) is attacked immediately. Roll a D6 in the end phase for each template. On a roll of 6 the cloud dissipates and the template is removed.</i>				

Imperial Guard Leviathan Command Centre (Mars Pattern)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
6 x Twin Lascannon	45cm	AT4+	-	
Doomsday Cannon	120cm	3BP	Macro-weapon, Fixed Forward Arc	
Damage Capacity 4. 2 Void Shields. Critical Hit Effect: The Leviathans tracks are destroyed. It may not move any more. Subsequent critical hits cause an extra point of damage.				
Notes: <i>Reinforced Armour, Supreme Commander, Thick Rear Armour, Transport (may carry 20 of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers, Conscripts, Ogryns. Ogryns take up two spaces each).</i>				

Imperial Guard Stormsword (Unknown Pattern)				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Siege Cannon	45cm	3BP	Disrupt, Ignore Cover, Fixed Forward Arc	
Heavy Bolter	30cm	AP5+	-	
2 x Twin Heavy Bolter	30cm	AP4+	Right Fire Arc	
2 x Heavy Flamer	15cm	AP4+	Ignore Cover, Right Fire Arc	
Damage Capacity 3. Critical Hit Effect: The Stormsword's magazine explodes. The Stormsword is destroyed and any units within 5cm of the model suffer a hit on a D6 roll of 6.				
Notes: Reinforced Armour.				

Imperial Navy Lightning Interceptor				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Wingtip Lascannons	30cm	AT6+/AA5+	Fixed Forward Arc	
Lightning Autocannon	30cm	AA5+	Fixed Forward Arc	

Imperial Navy Lightning Strike				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-Bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Wingtip Lascannons	30cm	AT6+/AA5+	Fixed Forward Arc	
2 x Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

Imperial Navy Marauder Destroyer				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Destroyer Autocannons	30cm	3 x AP4+/AT5+	Fixed Forward Arc	
2 x Underwing Rocket Barrage	30cm	AT3+	Fixed Forward Arc	
Twin Heavy Bolter	15cm	AA5+	-	
Twin Assault Cannon	15cm	AA4+	Rear Fire Arc	

