

Baran Siegemaster

Baran Siegemaster Companies

Any number of Baran Siegemaster Companies can be taken

DETACHMENT	UNITS	POINTS COST
1 Siegemaster Regimental HQ	One Supreme Commander unit plus nine Siege Infantry units	225
Siegemaster Infantry Company	Imperial Guard Commander unit plus nine Siegemaster Infantry units	175

Baran Siegemaster Company Upgrades

Up to three may be taken for each Baran Siegemaster Company. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per company.

DETACHMENT	UNITS	POINTS COST
Siegemaster Infantry Plt	Six Siege Infantry units	75
Rapier Platoon	Three Rapiers	75
Hellhound Squadron	Three Hellhounds	150
Griffon Battery	Three Griffons	100
Thudd Gun Platoon	Three Thudd guns	75

Baran Siegemasters Support Formation

Up to two formations may be taken per company. They are independent formations.

DETACHMENT	UNITS	POINTS COST
Rough Rider Platoon	Six Rough Riders	150
Siegemasters Regiment Artillery Company	Nine Gotterdamering Howitzers, plus nine gun emplacements or nine Bruennhilde transports	450
Siegemasters Regiment Artillery Battery	Three Gotterdamering Howitzers, plus three gun emplacements or three Bruennhilde transports	175
0-1 Sapper Platoon	Eight Sapper units	250
0-1 Deathstrike Missile	Two Deathstrike Missile launchers	200
Super-heavy Tank Plt	One Babeblade or Shadowsword	200
Bombard Battery	Three Bombards	250
Siegemasters AA Battery	Three Blitzen AA guns, plus three gun emplacements or bruennhilde transports	150
Light Tank Platoon	Six Siefried light tanks	175
Heavy Tank Platoon	Six Ragnarok heavy tanks	300

IMPERIAL NAVY AIRCRAFT

FORMATION	POINTS COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	250 points

Siegemastes Fortified positions

FORMATION	POINTS COST
Up to 500mm of trenches & razorwire, plus up to 6 gun emplacements or bunkers	100

Baran Siegemasters

Name	Type	Speed	Strategy Rating 1			Initiative 2+			Notes
			Armour	CC	FF	Weapons	Range	Firepower	
Siegemaster Baneblade	WE	15cm	4+	6+	4+	Bane Battle cannon Autocannon Demolisher cannon 3 x Heavy Bolter 2 x Lascannon	75cm 45cm 30cm 30cm 45cm	AP3+/AT4+ AP5+/AT6+ AP3+/AT4+, Ignore Cover FxF AP5+ AT5+	Reinforced Armour DC3 - Crit explodes. Units in 5cm hit on a 6+
Siegemaster Blitzen AA gun	LV	0cm	na	na	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Siegemaster Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2 BP, Ignore cover, Slow firing, Indirect AP5+	
Siegemaster Bruennhilde	LV	15cm	6+	na	6+	heavy Stubber	30cm	AP6+	
Impereial Guard Commander	Inf	15cm	6+	5+	5+	Autocannon Lasgun Chainswords	45cm 15cm Base Contact	AP5+/AT6+ Small Arms Assault Wpns	Commander
Siegemaster Commisar	CH	na	na	na	na	Power Weapons	Base Contact	MW, EA +1	Leader, Fearless, Inspiring
Siegemaster Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW 2+ TK(D6), One shot, Indirect AP5+	
Siegemaster Gotterdammerung Howiter	LV	0cm	na	na	6+	Howitzer	90cm	1BP, Indirect	
Siegemaster Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1 BP, Indirect AP5+	
Siegemaster Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Siegemaster Infantry	Inf	15cm	na	6+	5+	heavy Stubber	30cm	AP6+	
Siegemaster Ragnarok	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2x Heavy Stubber	60m 30cm	AP4+/AT4+ AP6+	Reinforced Armour, Walker
Siegemaster Rapier	Inf	10cm	na	na	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Siegemaster Rough Riders	Inf	20cm	6+	4+	6+	Laspistol Power Lance Chainswords	15cm Base Contact Base Contact	Small Arms Assault Wpns, First Strike, EA +1 Assault Wpns	Mounted, Scout, Infiltrate
Siegemaster Thudd Gun	Inf	10cm	na	na	5+	Thudd Gun	45cm	AP4+/AT6+, Indirect	
Siegemaster Sappers	Inf	15cm	6+	5+	5+	Heavy Flamer Melta Bombs	AP4+ Base Contact	Small Arms, Ignore Cover Assault Wpn, MW EA+1	
Siegemaster Shadowword	WE	15cm	4+	6+	5+	Volcano cannon 2 x Heavy Bolters	90cm 30cm	MW2+, TK D(3), FxF AP5+	Reinforced Armour DC3 - Crit explodes. Units in 5cm hit on a 6+
Siegemaster Siegfried light tank	AV	30cm	5+	6+	5+	Multi-laser	30cm	AP5+/AT6+	Scout
Imperial Guard Supreme Commander	Inf	15cm	5+	4+	5+	Autocannon Lasgun Power Weapons	45cm 15cm Base Contact	AP5+/AT6+ Small Arms MW, EA +1	Supreme Commander

Baran Siegemaster Fortified Postitions

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

Baran Siegemaster Allies

Name	Type	Strategy Rating NA			Initiative Imperial Navy 2+				Notes
		Speed	Armour	CC	FF	Weapons	Range	Firepower	
Imperial Navy Marauder Bomber	Bomber	na	4+	na	na	Twin Lascannons	45cm	AT4+/AA4+, FxF	
						2 x Twin Heavy Bolters	15cm	AA5+	
						Bomb Racks	15cm	2 BP	
Imperial Navy Thunderbolt	Fighter Bomber	na	6+	na	na	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	

Special Rules

- Commissars** Roll 2D6 and add one commissar character upgrade to any formations. If a Regimental HQ has been selected then the first Commissar must be placed here.
- Regimental HQ** Regimental HQ must be selected in Tournament games
- Transport Capacity** Bruennhilde One of the following: Blitzen AA Gun, Gotterdammerung Howitzer, Thudd Gun or Rapier