

## Steel Legion

### Steel Legion Companies

Any number of Steel Legion Companies can be taken

DETACHMENT	UNITS	POINTS COST
0 -1 Regimental HQ	One Supreme Commander unit, twelve Imperial Guard Infantry units and seven Chimera transport vehicles (one for Commander)	500
Steel Legion Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard infantry units	250
Steel Legion Mechanised Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard infantry units and seven Chimera transport vehicles (one for Commander)	400
Steel Legion Tank Company	Ten Leman Russ battle tanks. One Leman Russ battle tank may be upgraded to a Leman Russ Vanquisher tank at no additional cost.	650
Steel Legion Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	500
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore	650

### Steel Legion Company Upgrades

Up to two may be taken for each Steel Legion 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
Fire Support Platoon	Four Fire Support units.*	100
Infantry Platoon	Six Imperial Guard Infantry units*	100
Tank Squadron	Three Leman Russ battle tanks or three Leman Russ Demolishers	200
Hellhound Squadron	Three Hellhounds	150
Griffon Battery	Three Griffons	100
Snipers	Two Snipers*	50
Ogryns	Two Ogryns*	50
Flak	One Hydra	50

\* These units may have Chimera transport vehicles. Each Chimera costs 25 points. You must take the minimum number of Chimera to transport the whole upgrade if any are taken

### Steel Legion Support Formation

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

DETACHMENT	UNITS	POINTS COST
Rough Rider Platoon	Six Rough Riders	150
Storm Trooper Platoon	Eight Storm Trooper units (May have four Valkyrie transport vehicles)	200 (+150)
Steel legion Artillery Battery	Three units of the same type from the following list: Basilisk, Bombard, Manticore	250
Sentinel Squadron	Four Sentinels	100
0-1 Deathstrike Missile	Two Deathstrike Missile launchers	200
Super-heavy Tank Plt	One Baneblade or Shadowsword	200
0-1 Orbital Support	One Lunar Cruiser OR One Emperor Battleship	150 300
Flak Battery	Three Hydras	150
Vulture Squadron	Four Vultures	300

#### IMPERIAL NAVY AIRCRAFT

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

#### TITAN LEGION BATTLEGROUPS

FORMATION	POINTS COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
Two Warhound Class Titans	500 points
One Warhound Class Titan	275 points

## Steel Legion

Name	Type	Speed	Armour	CC	Strategy Rating 2		Initiative 2+		Notes
					FF	Weapons	Range	Firepower	
Steel Legion 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+
Steel Legion Basilisk	AV	20cm	5+	6+	5+	Earthshaker cannon Heavy Bolter	120cm 30cm	AP4+/AT4+ OR 1 BP, Indirect Fire AP5+	Only fire indirect when firing a barrage
Steel Legion Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2 BP, Ignore cover, Slow firing, Indirect AP5+	
Steel Legion Commander	Inf	15cm	6+	5+	5+	Autocannon Lasgun Chainswords	45cm 15cm Base Contact	AP5+/AT6+ Small Arms Assault Wpns	Commander
Steel Legion Commisar	CH	na	na	na	na	Power Weapons	Base Contact	MW, EA +1	Leader, Fearless, Inspiring
Steel Legion Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	
Steel legion Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW 2+ TK(D6), One shot, Indirect AP5+	
Steel Legion Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1 BP, Indirect Fire AP5+	
Steel Legion Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Steel Legion Hydra	AV	30cm	6+	6+	5+	2 x Twin Hydra cannon Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
Steel Legion Infantry	Inf	15cm	na	6+	5+	Autocannon Lasguns	45cm 15cm	AP5+/AT6+ Small Arms	Only one autocannon per 2 units rounded up
Steel Legion Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battlecannon Lascannon 2 x Heavy Bolters	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armour
Steel Legion Leman Russ Demolisher	AV	20cm	4+	6+	3+	Lascannon Demolisher cannon 2 x Plasma cannon	45cm 30cm 30cm	AT5+ AP3+/AT4+, Ignore cover AP4+/AT4+, Slow firing	Reinforced Armour
Steel Legion Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher cannon Lascannon 2 x Heavy Bolters	75cm 45cm 30cm	AP4+/AT2+ AT5+ AP5+	Reinforced Armour
Steel legion Manticore	AV	20cm	6+	6+	5+	Rocket Launcher Heavy Bolter	150cm 30cm	2 BP, Distupt, Slow firing, Indirect AP5+	
Steel Legion Ogyrns	Inf	15cm	3+	4+	5+	Ripper Guns Ogryn Combat Weapons	15cm Base Contact	Small Arms MW, EA +1	
Steel Legion 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
Steel Legion Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	Scout, Walker
Steel Legion Shadowsword	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+
Steel Legion Snipers	Inf	15cm	na	6+	5+	Sniper Rifles	30cm	AP5+, Sniper	Scouts
Steel Legion Storm Troopers	Inf	15cm	5+	5+	4+	Hellguns Plasma Guns	15cm 15cm	Small Arms AP5+/AT5+	Scout
Steel Legion Support Squad	Inf	15cm	na	6+	4+	2 x Autocannon	45cm	AP5+/AT6+	
Steel Legion Supreme Commander	Inf	15cm	5+	4+	5+	Autocannon Lasgun Power Weapons	45cm 15cm Base Contact	AP5+/AT6+ Small Arms MW, EA +1	Supreme Commander

### Steel Legion

Name	Type	Speed	Armour	CC	Strategy Rating 2		Initiative 2+		Notes
					FF	Weapons	Range	Firepower	
Steel Legion Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2 x Heavy Bolters 2 x Rocket Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1 BP, Disrupt, One shot	Skimmer, Scout
Steel Legion Vulture	AV	35cm	5+	6+	5+	2 x Hellstike missiles Twin Autocannon Heavy Bolter	120cm 45cm 30cm	AT2+, One shot AP4+/AT5+ AP5+	Skimmer, Scout

### Steel Legion Allies

Name	Type	Speed	Armour	CC	Strategy Rating NA		Initiative Imperial Navy 2+, Titan Legion 1+		Notes
					FF	Weapons	Range	Firepower	
Imperial Navy Emperor Battleship	Spaceship	na	na	na	na	Orbital bombardment	na	8BP MW	Slow and Steady
Imperial Navy Luna Cruiser	Spaceship	na	na	na	na	Orbital bombardment Pin point attack	na na	3BP MW MW2+, TK D(3)	
Imperial Navy Marauder Bomber	Bomber	na	4+	na	na	Twin Lascannons 2 x Twin Heavy Bolters Bomb Racks	45cm 15cm 15cm	AT4+/AA4+, FxF AA5+ 2 BP	
Imperial Navy Thunderbolt	Fighter Bomber	na	6+	na	na	Multilaser Underwing Rockets Storm Bolters	30cm 30cm 15cm	AP5+/AT6+/AA5+, FxF AT4+, FxF AP4+/AA5+, FxF	
Titan Legion Reaver Titan	WE	20cm	4+	3+	3+	Rocket Launcher 2 x Turblo-Laser Destructors	60cm 60cm	3BP, FxF 4 x AP5+/AT3+, Fwd	Fearless, Reinforced Armour DC 6, 4 Void Shields, Crit - See table
Titan Legion Warhound Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega Bolter	45cm 45cm	2 x MW2+, Slow Firing, Fwd 4 x AP3+/AT5+, Fwd	Fearless, Reinforced Armour DC3, 2 Void Shields, Crit - Staggers D6cm in a random direction. If it contacts impassable terrain take 1 more DC. Units moved over hti on a 6+ wit a save allowed.
Titan Legion Warlord Titan	WE	15cm	4+	2+	3+	Volcano cannon Gatling Blaster 2 x Turblo-Laser Destructors	90cm 60cm 60cm	MW2+, TK D(3), Fwd 4 x AP4+/AT4+, Fwd 4 x AP5+/AT3+, FxF	Fearless, Reinforced Armour DC 8, 6 Void Shields, Crit - See table

### Special Rules

<b>Commissars</b>	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.
<b>Transport Capacity</b>	Chimera            Any 2 of Steel Legion Commander, Fire Support, Inantry, Sniper, Storm Troopers, Supreme Commander or 1 Ogryn Valkyrie            2 Steel Legion Storm Troopers

<b>Titan Critical</b>	Roll D6 in the end phase for each critical
	1 - Titan Destroyed
	2-3 One additional point of damage
	4+ Repaired with no damage.
	If the titan explodes any units in 5cm are hit on a 4+

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