

1.2 IMPERIAL GUARD SIEGE REGIMENTS

“For seven terrible years the Siege regiments of the Imperial Guard carried out their onerous duty, manning the hundreds of miles of trenches and fortified positions that served to contain the arch-heretic’s forces. Success was measured in yards of ground gained, and every inch of that deadly ground was bought with the blood and lives of men.”

From the official history of the Kaiserschlect campaign, M41.745

The Imperial Guard is the Imperium’s sledgehammer, but sometimes it runs into a nut that is just too tough to crack with a single blow. When this happens the campaign will devolve into a battle of attrition, with neither side being able to make the break-through needed to achieve a decisive victory. Under these circumstances the armies will start to dig in, in order to ensure they can hold the ground they have captured, and this quickly leads to the building of trench systems and fortified positions that can span entire continents from one end to the other. At other times a defeated enemy will retreat back to an all-but impregnable bastion or fortress that cannot be taken quickly, and which must be besieged for a prolonged period of time.

It is as such times that the Siege regiments of the Imperial Guard are employed to grind down the enemy. Siege regiments are not expected to take part in wars of manoeuvre. It is their task to hold defensive positions against any enemy attack, fighting to the last man if required in order to allow other more mobile and well-equipped reserve formations the time needed to mount a counter-attack. When the time is right to launch a major offensive, it will be the troops of the Siege Regiments that will be in the forefront. They will be set the task of smashing through the enemy defences, opening a path for other regiments to move through and exploit. It is common for Siege regiments to suffer casualty rates of over 90% on the first day of such an offensive.

As Siege regiments often sustain such terrible casualties they are equipped with weapons and equipment that are as simple to maintain and produce as possible. This ensures that shattered regiments can be pulled out of the line and replaced quickly with fresh formations that can carry on the battle. Because of this Siege regiments often use locally produced equipment which, while cruder and less reliable than the standard equipment used by other Imperial Guard regiments, is both more easily and more cheaply obtained. If a Siege regiment is moved from one front to another, this policy can quickly lead to the troops having a slightly rag tag appearance, with different units being equipped with different types of weapon, and even different uniforms.



Siege regiments are not expected to take part in mobile warfare, and so are not equipped with either transport vehicles, or the sophisticated man-portable heavy weapons used by Infantry and Armoured Fist regiments. Instead Siege regiment infantry have to make do with crude machine guns that are commonly known as heavy stubbers. These are supplemented by large heavy weapon platforms which, while powerful, are by no means easy to move or deploy quickly. Fortunately ease of movement and deployment are not major concerns for Siege regiments. The most common such weapons used by Siege regiments are Rapier laser-destroyers and Thudd guns, but many other similar weapons are also used on occasion, such as the Tarantula weapon Platform and the Mole mortar.

The same principles apply to the support formations attached to a Siege regiment. While other Imperial Guard regiments are lavishly equipped with self-propelled artillery and anti-aircraft weapons, this is very rarely the case with Siege Regiments. Instead they have to make do with immobile weapon support platforms that are pulled slowly into position by tractors or transporters. Common examples of these are the Basilisk and Manticore weapon platforms, which consist of the weapon systems from the vehicles of the same name mounted on an immobile weapon platform. It is not uncommon for Siege regiments to simply use their infantry to drag artillery into new positions, or use local draft animals to pull the equipment where needed.

There is one area, however, where Siege regiments are considerably better equipped than other Imperial Guard regiments, and that is their engineers. All Siege Regiments include a corps of sappers and miners, who are equipped to quickly build and maintain trenches and fortified positions. These troops are also trained in the art of siege warfare, and in time can defeat even the most well built fortifications. Sappers are also called upon to fight, and will often be used to spearhead assaults against enemy fortified positions using special assault equipment such as flame-throwers and meltabombs.

The troops that make up the Siege regiments take a grim, fatalistic pride in their task. Amongst themselves they will often grumble about their lack of decent equipment and the terrible conditions that they must endure. More than one newly appointed Commissar has been driven to distraction by the lack of respect for authority, especially the 'Big Hats' who send them into battle from their lavish command bunkers far behind the front line. But if these new Commissars survive long enough, they soon learn that the troops that make up the Imperial Guard Siege regiments are amongst the staunchest and bravest of humanity's defenders.

1.2.1 IMPERIAL GUARD UNITS

A Siege regiment is allowed to use the following new Imperial Guard units. All other units that may be used in a Siege regiment army are covered in section 5.2.1 of the Epic: Armageddon book.





IMPERIAL GUARD SIEGE INFANTRY

Infantry make up the bulk of all Imperial Guard Siege regiments. In appearance they are very similar to the Guardsmen that make up Infantry and Armoured Fist companies, the main difference being that they are equipped with heavy stubbers instead of the more sophisticated heavy weapons used by other Imperial Guard infantry regiments. Heavy stubbers (sometimes referred to as sluggers after the projectiles they fire) are a fairly primitive form of automatic weapon that fire a hail of solid bullets. Although not as effective as an

autocannon or heavy bolter, they are cheap and easy to produce, allowing Siege infantry to be lavishly equipped with them. As well as their heavy stubbers, sometimes Siege infantry are equipped with locally produced small arms instead of the standard issue lasguns usually used by Guard infantry. During the Taurus Campaign entire companies of the 23rd Neuvo Hawks regiment were equipped with single shot Kentrukian long rifles, as this was the only ranged weapon produced in the area. Although the long rifle had a very low rate of fire, the 23rd quickly learnt to appreciate both its long range, as well as the prodigious stopping power of the heavy lead bullets that it fired. Snipers from the 23rd regiment still use Kentrukian long rifles to this day.

SIEGE INFANTRY

| Type | Speed | Armour | Close Combat | Firefight |
|---------------|-------|-----------|--------------|-----------|
| Infantry | 15cm | None | 6+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Heavy Stubber | 30cm | AP6+ | — | |



RAPIER LASER DESTROYER

The Rapier laser destroyer is a slow moving but potent support weapon. The Rapier is bulky and heavy, and is usually mounted on a set of caterpillar tracks rather than being carried by hand. It consists of a modified lascannon with four separate barrels. Because the laser blast is diffused through four barrels the range is shortened and the blast spread slightly. As a result the Rapier is capable of hitting dispersed targets

such as infantry. This said, the Rapier is primarily an anti-tank weapon, and is usually used to provide an integral anti-tank capability for Siege infantry companies. At the Battle of Bedda Fomm in M40.008, batteries of Rapiers belonging to the 293rd Egyptus Siege regiment were able to turn back repeated breakout attempts by the massed buggies, wagons and fortresses of Ork Warlord Mussgak Eystab. The Rapiers were housed in specially constructed fortified bunkers, positioned to cover the only escape route the Ork vehicles could travel along. At the end of the battle over two-hundred Ork vehicles were destroyed for the loss of less than a dozen Rapiers.

RAPIER LASER DESTROYER (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|------------------------|-------|-----------|--------------|-----------|
| Infantry | 10cm | None | — | 5+ |
| Weapon | Range | Firepower | Notes | |
| Rapier Laser Destroyer | 45cm | AT4+/AP6+ | — | |



THUDD GUN

The Thudd gun is a light artillery piece that fires explosive shells. It is used by the Siege regiments to provide close range supporting fire. The Thudd gun shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession. This firing mechanism creates a distinctive 'thud-thud-thud' noise, hence the common name of Thudd

gun. The Thudd gun is usually mounted on a small, wheeled chassis that is light enough in its construction for its crew to manhandle the Thudd gun over short distances. Most Siege infantry companies include a battery of Thudd Guns, which are used to lay down a curtain of high explosive fire that is especially effective against enemy infantry and light vehicles. The Thudd gun's high explosive shells are of limited use against armoured targets, but sometimes shots may be lucky enough to strike a vulnerable location.

THUDD GUN (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|-----------|-------|-----------|---------------|-----------|
| Infantry | 10cm | None | — | 5+ |
| Weapon | Range | Firepower | Notes | |
| Thudd Gun | 45cm | AP4+/AT6+ | Indirect Fire | |



Notes: Thudd Guns are allowed to use the Indirect Fire rules normally only allowed to units that can fire barrages (see 1.9.8). All of the rules for Indirect Fire apply in full, including the rules for doubling the Thudd Gun's range when it fires indirectly.



GÖTTERDÄMMERUNG

In 433.M40, the Autarch of the planet Krieg in Segmentum Tempestus declared himself independent from the Imperium and renounced the Emperor as his divine master.

Regiments raised on Krieg to crush this rebellion acted with commendable haste and righteous fury and the Götterdämmerung was developed to provide artillery support during the five-hundred year long civil war that followed. The war was largely static, with success being measured in gains of yards or even feet rather than miles, and this, combined with the need to man continent-wide

trench systems and defence lines, led to the formation of large numbers of Siege regiments (though at the time most were known by a variety of other names) since most formal regimental distinctions broke down in the anarchy of the civil war. These soldiers would often man sections of the line for decades, and the Götterdämmerung Howitzer was developed to provide them with cheap and plentiful artillery support. The Götterdämmerung fires the same shells as the more common Earthshaker cannon used on the Basilisk, making it easy to supply it with ammunition. The howitzer is much easier to construct than Basilisk which allows the Götterdämmerung to be used in prodigious numbers.

GOTTERDAMMERUNG HOWITZER (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|---------------|-------|-----------|---------------|-----------|
| Light Vehicle | 0cm | None | – | 6+ |
| Weapon | Range | Firepower | Notes | |
| Howitzer | 90cm | 1BP | Indirect Fire | |



BLITZEN

The Blitzen anti-aircraft gun was developed from the Götterdämmerung howitzer, utilising the same chassis, cheaper to produce, and easy to build and maintain. As the Krieg civil war progressed, both sides launched huge

bomber raids on opposing cities. Huge air combats took place, as the bomber formations and their escorting fighters attempted to battle their way through to attack the enemy's

cities and factory complexes. The Blitzen was developed to ease some of the pressure on the hard-pressed defending fighters, and soon large numbers of them were being used to defend important targets against aerial attack. The Blitzen proved a popular and versatile weapon, and when, during the settlement of Baran, Von Paulus resurrected the Blitzen as an obvious choice of weapon to provide AA cover. Although the Blitzen cannon lacks the sheer firepower of the Hydra autocannon, it is longer ranged, and is can be pressed into service as a perfectly capable anti-tank weapon.

BLITZEN AA GUN (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|----------------|-------|----------------|--------------|-----------|
| Light Vehicle | 0cm | None | – | 6+ |
| Weapon | Range | Firepower | Notes | |
| Blitzen Cannon | 60cm | AP6+/AT5+/AA5+ | — | |



BRUENNHILDE

The Bruennhilde is one of several dozen variants of the common Land Crawler. The Land Crawler is another of the STC constructs re-discovered by Arkhan Land at the birth of the Imperium. Unlike the more famous

Land Raider and Land Speeder, the Land Crawler is not a military vehicle but an agricultural one. Countless billions of Land Crawlers are used on agriworlds across the Imperium, where its' versatility, ease of maintenance, and forgiving driving characteristics make it hugely popular. It has been

argued by more than one Imperial historian that the humble Land Crawler is by far the single most important STC Construct discovered by Arkhan Land; after all, even Space Marines need to eat. The Land Crawler has been pressed into military service countless times, either as an engineering vehicle, or, as in the case of the Bruennhilde, as a gun transporter. Unlike the Götterdämmerung and Blitzen, the Bruennhilde predates the Krieg civil war, and has been used as a lightly armoured transporter by PDF units of Krieg for several millennia. Although it is armed with a single heavy stubber, the Bruennhilde is not really designed for front-line duty, though at times it is pressed into service.

BRUENNHILDE

| Type | Speed | Armour | Close Combat | Firefight |
|---------------|-------|-----------|--------------|-----------|
| Light Vehicle | 15cm | 6+ | – | 6+ |
| Weapon | Range | Firepower | Notes | |
| Heavy Stubber | 30cm | AP6+ | — | |



Notes: Transport (may transport one of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Thudd Gun or Rapier).



SIEGFRIED

The Siegfried is another variant of the famous Land Crawler. It is produced in the huge underground factory complexes of Krieg, and was developed during the Krieg Rebellion as a replacement for the Sentinel, whose complex gyro-stabilised locomotive system and light armour were considered unsuitable for the conditions that prevailed at the time. Although no longer used by Death Korps regiments, who prefer to

use the more versatile Sentinel, the Siegfried is still utilised in large numbers by Siege regiments. The Siegfried replaces the simple and sturdy catalytic engine of the Land Crawler and Bruennhilde with a considerably more powerful gas turbine engine. The improved power-weight ratio gives the Siegfried almost double the top speed of the Land Crawler, even though it is fitted with considerably more armour. Siegfried tanks are used as a mobile reserve by the Baran Siegemasters, and are also used to exploit breaches in an enemy line.

SIEGFRIED LIGHT TANK (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|------------------|-------|-----------|--------------|-----------|
| Armoured Vehicle | 30cm | 5+ | 6+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Multi-laser | 30cm | AP5+/AT6+ | — | |

Notes: Scout.



RAGNAROK

The Ragnarok is the largest and most impressive of the vehicles developed on Krieg during the civil war. As the war progressed it turned into a deadly stalemate. The forces of the two sides confronted each other from their trench-lines and fortified bunkers. The no man's land between the two forces was a sulphurous quagmire littered with the burnt-out hulks of ruined tanks and the rotting bodies of soldiers. As the war turned into a battle of attrition it was clear that victory would go to the side that fielded the largest number of troops and guns. It was under these circumstances that the Ragnarok was developed. It was conceived as an alternative to the famous Leman Russ battle tank, but one designed for the specific circumstances that

prevailed in the campaign (not least, circumstances where the Leman Russ was unavailable to the increasingly under-equipped militias which contested the civil war). It was decided that the Ragnarok did not need to be fast, but did need to be capable of dealing with the treacherous terrain of no man's land. Likewise it did not require very long range, as visibility was limited under the pollution-clouded skies of Krieg. But most of all, it needed to be as simple as possible to construct and use, as then it could crush the opposition through sheer weight of numbers. The result was an ugly, slab-sided vehicle, but one that admirably fulfilled the needs of the time. It is testament to its solid design that the Ragnarok was so gloriously restored to service by the Baran Siegemasters, who use it to this day and know it affectionately as the 'Mk 1 Mobile Bunker'.

RAGNAROK HEAVY TANK (KRIEG PATTERN)

| Type | Speed | Armour | Close Combat | Firefight |
|-----------------------|-------|-----------|--------------|-----------|
| Armoured Vehicle | 15cm | 4+ | 6+ | 4+ |
| Weapon | Range | Firepower | Notes | |
| Ragnarok Battlecannon | 60cm | AP4+/AT4+ | — | |
| 2 x Heavy Stubber | 30cm | AP6+ | — | |

Notes: Reinforced Armour, Walker (represents ability to move over difficult terrain).





IMPERIAL GUARD SAPPERS

Imperial Guard regiments often include a corps of sappers. It is their job to construct and maintain the fortified positions occupied by the regiment, but they are also trained in the art of siege warfare. When confronted by a strong defensive position, sappers will work to literally undermine it, digging tunnels under the enemy position from which surprise attacks can be launched or explosive charges detonated. Opposing groups of

sappers seek to counteract these mining operations, attempting to breach the enemy tunnel in order to capture it before it is complete. If they do so, a deadly underground battle will be fought in the tunnels under no man's land, with no quarter given or asked for. Sappers are also expected to spearhead direct attacks on fortified positions, and are trained in the use of special assault weapons such as flame-throwers and meltabombs that they use to breach the enemy position. Considering the dangerous nature of the tasks they are called upon to perform it will be no surprise to hear that sappers often fashion crude homemade carapace armour to protect themselves.

IMPERIAL GUARD SAPPERS

| Type | Speed | Armour | Close Combat | Firefight |
|--------------|----------------|----------------|---------------------------------|-----------|
| Infantry | 15cm | 6+ | 5+ | 5+ |
| Weapon | Range | Firepower | Notes | |
| Heavy Flamer | 15cm | AP4+ | Ignore Cover | |
| Meltabombs | (base contact) | Assault weapon | Extra attack (+1), Macro-Weapon | |



Notes: Sappers can be represented by any suitably painted Imperial Guard infantry or Ogryn miniatures.



FORTIFIED POSITIONS

When a campaign bogs down, the Imperial Guard will immediately start to dig in and create fortified positions. Soon trenches will spring up all along the frontline, providing cover and safety for the troops that occupy them. Thickly walled bunkers will usually

supplement these trenches, and gun emplacements will be built for artillery and tanks to protect them against enemy fire. Razor-wire will be laid out in front of the trenches to slow down enemy infantry assaults. In a lengthy campaign these fortified positions can become extensive, with multiple trench lines one behind the other, and massive bastions designed to protect vitally important positions.

FORTIFIED POSITIONS

| 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 |



Notes: Bunkers are *Fortifications* (see 1.8.4). Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3). Each gun emplacement can hold one unit, and each bunker can hold three units. Trenches can hold one infantry unit per 40mm of length.



BARAN SIEGEMASTERS

"We've been 'claiming' this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

– Anon

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a 'stand in' army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).



SPECIAL RULE Commissars

A Baran Siegemasters army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess are lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. 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 formations. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess are lost.

SPECIAL RULE Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

SPECIAL RULE Regimental HQs

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

BARAN SIEGEMASTERS ARMY LIST

Baran Siegemaster armies have a Strategy rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an Initiative rating of 2+.

SIEGE REGIMENT COMPANIES

| COMPANY TYPE | UNITS | COST |
|------------------------------|--|------------|
| 1 Siegemaster Regimental HQ | One Supreme Command unit, plus nine Siege Infantry units | 150 points |
| Siegemaster Infantry Company | Imperial Guard Command unit plus nine Siege Infantry units | 125 points |

SIEGE REGIMENT UPGRADE

(Four may be taken per Siegemaster Regimental HQ or Infantry Company)

| UPGRADE | UNITS | COST |
|------------------------|--------------------------|------------|
| Siege Infantry Platoon | Six Siege Infantry units | 75 points |
| Rapier Platoon | Three Rapiers | 75 points |
| Thudd Gun Platoon | Three Thudd guns | 75 points |
| Hellhound Squadron | Three Hellhounds | 150 points |
| Griffon Battery | Three Griffons Two | 100 points |
| Snipers | Snipers | 50 points |
| Blitzen AA gun | One Blitzen AA guns | 40 points |

SIEGE REGIMENT SUPPORT FORMATION

(3 may be taken per Siegemaster Regimental HQ or Infantry Company)

| FORMATION | UNITS | COST |
|----------------------------------|---|----------------|
| Siege Regiment | Nine Götterdämmerung Howitzers, plus nine | 450 points |
| Artillery Company | Bruennhilde transporters <i>or</i> nine gun emplacements | |
| Rough Rider Platoon | Six Rough Rider units | 150 points |
| Light Tank Platoon | Six Siegfried light tanks | 150 points |
| Heavy Tank Platoon | 6-8 Ragnarok heavy tanks | 50 points each |
| Siege Regiment Artillery Battery | Three Götterdämmerung Howitzers, plus three Bruennhilde transporters <i>or</i> three gun emplacements | 150 points |
| Siege Regiment AA Battery | Three Blitzen AA guns, plus three Bruennhilde transporters <i>or</i> three gun emplacements | 125 points |
| Super-Heavy Tank Platoon | One Baneblade <i>or</i> Shadowsword | 200 points |
| Bombard Battery | Three Bombards | 250 points |
| 0-1 Deathstrike Missile Battery | Two Deathstrike missile launchers | 200 points |
| 0-1 Sapper Platoon | Ten Sapper units. The units may be split up and added to one or more Infantry Companies in the army, or fielded as a single formation in their own right. | 300 points |

SIEGE REGIMENT FORTIFIED POSITIONS

(One may be taken per Siegemaster Regimental HQ or Infantry company)

| | | |
|---------------------|--|------------|
| Fortified Positions | Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers. | 100 points |
|---------------------|--|------------|

IMPERIAL NAVY AIRCRAFT

(Up to a quarter of the army's points may be spent on Aircraft)

| FORMATION | POINTS COST |
|--------------------------|-------------|
| Two Thunderbolt Fighters | 150 points |
| Two Marauder Bombers | 300 points |