



6.4 ARMAGEDDON STEEL LEGION

ARMY LIST

“Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting.”

Lord General Solar Macharius

The Imperial Guard is the largest and most diverse military organisation the galaxy has ever seen. Numbering in the billions and equipped with armoured vehicles, Artillery anti-aircraft and all the other adjuncts of armoured warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium’s military might.

The Regiments of Armageddon

The regiments that make up the Imperial Guard are raised on different planets all across the Imperium, and because of this they do not wear standardised uniforms, follow identical tactical doctrines, or all use exactly the same sort of equipment. Regiments raised on the jungle Death World of Catachan, for example, tend to be lightly equipped assault troops, while those from the Agri-world of Atilla are mainly Rough Riders. Those raised on Armageddon make use of the planet’s vast industrial might to provide plentiful armoured fighting vehicles, and because of this they have become famous across the galaxy as Armageddon’s *steel legions*.

Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in time of war. In the fighting taking place on Armageddon following Ghazkghul’s invasion, well over one hundred of the regiments fighting had been raised on Armageddon itself, and they form by far the largest contingent of the Imperial Guard forces fighting on the planet.

Armageddon is often called upon to raise regiments for major battles and campaigns all over the Armageddon sector. Regiments that fight off-world like this are called ‘tithed regiments’, after the process whereby each world in the Imperium is required to offer up at least 10% of the troops it raises and trains to the Departmento Munitorum for incorporation in the Imperial Guard.

Tithed regiments are supplemented by troops raised on other worlds that are not found on Armageddon, such as Ratlings or Ogryns, as well as certain types of vehicle that are not manufactured on the planet. Many of these tithed regiments have been recalled to the planet during the Third Armageddon War, so a good proportion of Steel Legion regiments include troops not found on Armageddon itself.

This said, the bulk of the Steel Legion regiments fighting on Armageddon have never left the planet and are part of the Armageddon Planetary Defence Force. These regiments differ slightly from tithed regiments in the mix of units that they use, generally having no off-world auxilia or vehicles.

Regimental Organisation

Regiments raised on Armageddon consists of twelve companies made up of a mix of infantry, artillery, armour and mechanised infantry companies. Although some regiments only include one type of company, the bulk are combined arms forces that include a mix of companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are mechanised infantry, and it’s not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon for the Imperial Guard are commonly known as Armageddon Steel Legions.



At full strength, infantry and mechanised infantry companies in Steel Legion regiments consist of a command section comprising a captain and his support staff, one fire support platoon with 10 heavy weapons teams, and three infantry platoons each with 50 men including 5 heavy weapon teams. This means that a full-strength company will number 175 men. However the casualties suffered during a campaign will quickly reduce the strength of a company, and it is not uncommon for a company's fire support platoon to be detached from the company for special duties elsewhere. Because of this most 'companies' in a Steel Legion regiment will be little larger than one of the platoons in a newly raised formation.

Tank and artillery companies in a Steel Legion regiment consist of a command vehicle and three squadrons (in Tank companies) or batteries (in the artillery) with three vehicles each. Tank and artillery companies are much more likely to operate at their full strength, as they are usually only directly engaged by the enemy in major battles with the result that they are either operating at full strength or have suffered such heavy casualties that they need to be withdrawn from front-line duty and amalgamated with other similarly battered formations. Artillery, in particular, either survives a battle unscathed or is overrun or wiped out.

As already noted, the most common type of company found in regiments raised on Armageddon are mechanised infantry companies, sometimes referred to as armoured fist companies. These are similar in many respects to normal Imperial Guard infantry companies, except that all of the infantry that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised infantry companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use all across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras.

It is important not to overstate the number of mechanised infantry companies in each Steel Legion regiment. While it is not uncommon for them to make up 90% of a regiment's companies, it is equally likely they account for less than a quarter of the units available, especially in Armageddon Steel Legion regiments that were raised as part of the Armageddon Planetary Defence Force. Battlefield attrition can also be very high amongst lightly protected vehicles like Chimeras, and there have been numerous cases in the Armageddon campaign where a regiment has lost almost all of its Chimeras in battle, and has been reduced to using what were once mechanised infantry companies as plain old infantry.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a 'stand in' army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallen Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (ie, an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 + 75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company;

SPECIAL RULE

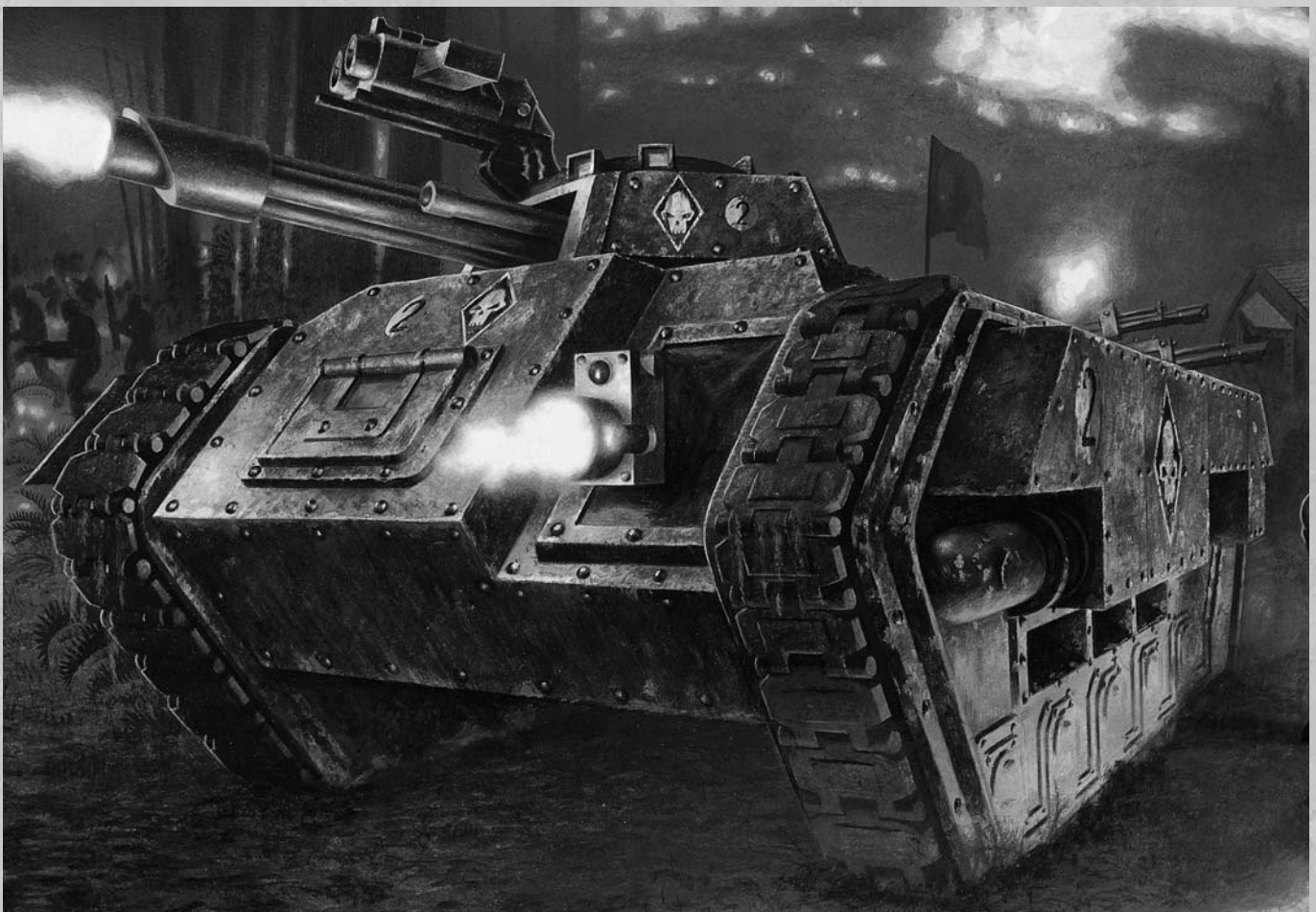
6.4.1 Commissars

A Steel Legion Imperial Guard 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 is 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 any excess is lost.

so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Imperial Navy aircraft and Titan Legion battle groups may support Steel Legion Imperial Guard armies. A maximum of up to a third of the points available to the army may be spent on these formations.



STEEL LEGION ARMY LIST

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+. Titans have an initiative rating of 1+.

STEEL LEGION COMPANIES

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

STEEL LEGION SUPPORT FORMATION

(Two may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units	150 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

STEEL LEGION COMPANY UPGRADES

(Three may be taken per Steel Legion Company)

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support*	100 points
Infantry Platoon	Six Infantry units*	100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	200 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers*	50 points
Ogryns	Two Ogryns*	50 points
Flak	One Hydra	50 points

* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each

5.2.1 IMPERIAL GUARD UNITS

The following section describes all of the different units used by the Imperial Guard, and provides all of the information you will need to use them in your games of Epic. Imperial Guard armies have a strategy rating of 2, and all Imperial Guard formations have an initiative rating of 2+.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the *Tactica Imperium* lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example – feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.



IMPERIAL GUARD SUPREME COMMANDER

The notional title of ‘Supreme Commander’ is one that is generally awarded to a single individual who has been assigned responsibility either for an entire battle front, or possibly even a campaign itself. During the Third Armageddon War,

several key commanders held the position of supreme commander, most notable amongst them Commissar Yarrick

and General Nikita Kurov, though several other battlefield commanders were awarded the title also. Kurov, had fought as a young Lieutenant in the defence of Hive Tartarus during the first Ork invasion, only to return decades later as the Supreme Commander of all Imperial Guard land forces on Armageddon. Yarrick’s role as ‘Defender of Armageddon’ placed him in control of the Imperium’s defences of the Armageddon system as a whole. With the fate of millions quite often in their hands, Supreme Commanders do not have the luxury of being able to afford to make mistakes, for them and them alone the burden of command is almost unimaginable.

IMPERIAL GUARD SUPREME COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cms)	Small Arms	—	
Autocannon	45cm	AP5+/AT6+	—	
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	



Notes: *Supreme Commander*



IMPERIAL GUARD COMMANDER

Raised on thousands of worlds, the command structure and title rank of officers in the Imperial Guard varies immensely from regiment to regiment; some are schooled through specialised academies, others drawn only from noble families or known

Imperial blood lines. Regardless of rank or title, Imperial

Guard Commanders all share the same ideology of duty to the Emperor and defence of the Imperium. Aided by senior staff, advisors and sometimes even members of the Ecclesiarchy, Guard Commanders turn the grand battle plans received from the Regional Commanders and war planners into detailed orders which are communicated through Junior Officers to the troops. Leading often by example, Imperial Guard Commanders rarely have the luxury of fighting the war from a secure bunker miles behind the lines, for them and their men the battle is fought at the sharp end behind a lasgun or the hatch of a Leman Russ command tank.

IMPERIAL GUARD COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cms)	Small Arms	—	
Chainswords	(base contact)	Assault weapons	—	
Autocannon	45cm	AP5+/AT6+	—	



Notes: *Commander*

IMPERIAL GUARD COMMISSAR

Within a body of troops as large as that of the Imperial Guard, the necessity for maintaining discipline not to mention law and order is paramount. Ensuring that officers are held accountable for their soldiers' actions and don't waver from their duty are the Commissariat. Schooled in Imperial politics and law at the Schola Progenium, Commissars are the political voice of the Imperium and are regularly called upon as judge and executioner for those officers and troops found wanting in the eyes of the Emperor. In any campaign, Commissars will be found at the frontline urging on their comrades and exhorting greater deeds with stories of

courage and heroism, their black greatcoats and gleaming cap an inspiration to those that fear them. Loathed by many Guard regiments for their puritanical fanaticism, Commissars are nevertheless one of the most effective forms of motivation in the Imperial Guard command hierarchy. Their loyalty to the Emperor is unquestioned, and their presence on the battlefield has often spelt the difference between an ignominious defeat and a glorious victory.



IMPERIAL GUARD COMMISSAR

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	



Notes: Character, Leader, Fearless, Inspiring

IMPERIAL GUARD INFANTRY

The foot troops of the Imperial Guard are as diverse as they are numerous. Founded and raised on Armageddon itself, the 'Steel Legion' is Armageddon's contribution to the Imperial war machine. Steel Legion troopers are equipped with standard issue re-breathers and thick tunics as protection against the polluted atmosphere of the ash wastes on their home planet. Most Steel Legion regiments raised on Armageddon are destined for Imperial crusades and task forces elsewhere in the sector; however large contingents are retained as part of a standing planetary defence force. Supplied with Chimera armoured transports, the Steel

Legion Planetary Defence Regiments are a highly mobile fighting force and were at the centre of virtually all operations during the war, fighting desperately to ensure that Armageddon would not fall to Ghazghkull's hordes. Armed with little more than a standard pattern Imperial lasgun, the infantrymen of the Steel Legion have made the Ork invaders pay for every inch of Armageddon with their own lives.



IMPERIAL GUARD INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns;	(15cms)	Small Arms	—	
Autocannon	45cm	AP5+/AT6+	See below	



Notes: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

IMPERIAL GUARD SUPPORT SQUAD

Virtually all Imperial Guard Regiments across the galaxy include some form of mobile heavy weapon or close infantry support, especially those with limited access to armoured fighting vehicles. Fire support squads are armed with far more heavy weapons than an ordinary Imperial Guard squad, and as a result can lay down considerably more long range firepower. Often these support weapon teams are distributed within the force at squad or platoon level. However, it is not uncommon for groups of heavy weapon teams to be organised into specialist fire support units. Tasked with

eliminating enemy armour or providing close infantry support, these teams will most often be deployed as part of a specific infantry platoon or area of operations, their ability to quickly relocate being invaluable where the battlefield is fluid or constantly changing. At the Battle for Infernus Hive, the massed fire of the 27th Steel Legion's fire support teams was responsible for stalling numerous Ork attacks.



IMPERIAL GUARD SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
2 x Autocannon	45cm	AP5+/AT6+	—	





IMPERIAL GUARD STORM TROOPERS

Often referred to as 'Glory Boys' by regular Guardsmen, Stormtroopers are nevertheless the elite troops of the Imperial Guard. They are tasked with missions best suited to their advanced training by the Schola Progenium in

infiltration and covert operations. With access to the best equipment including Valkyrie Gunships, Stormtrooper squads are used to spearhead assaults on fortified enemy positions

and key installations. During the counter-attack at Hive Tempestora, Stormtrooper elements of the Cadian 271st led the offensive against the Orks, driving them back into the Hive and buying time for Steel Legion and Cadian armoured forces to establish the Morpheon Line. With the Orks at Tempestora effectively penned in, the Stormtrooper companies were then free to withdraw and be relocated to other areas of operation. Of the five Stormtrooper companies that took part in the assault, two have since remained to conduct raids into the Hive to sabotage ongoing Ork manufacturing.

IMPERIAL GUARD STORM TROOPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cms)	Small Arms	—	
Plasma guns	15cm	AP5+/AT5+	—	

Notes: *Scouts*



IMPERIAL GUARD OGRYNS

Strong, loyal, but not particularly bright is how Commissar Pyotr Zukhov described the Ogryns attached to the 9th Rygannite Rifles during the Moloch Point uprising. Well known for their brute strength, Ogryns are widely indentured into Imperial Guard

regiments as shock troops and bodyguards, their intellectual

shortcomings more than made up for by their unshakeable faith in the Emperor and determination to please their human officers. Ogryn units are closely monitored by members of the Commissariat for signs of stigma or mutation, however in the history of the Imperium remarkably few cases of corruption have been recorded by the Departamento Munitorum. Armed with nothing more sophisticated than a Ripper Gun and various close combat weapons, Ogryn units are attached to Imperial companies that are destined for assaulting enemy strongholds, their size and strength a even more imposing in the close confines of an enemy bunker.

IMPERIAL GUARD OGRYNS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Ripper Guns	(15cms)	Small Arms	—	
Ogryn Combat Weapons	(base contact)	Assault weapons	Macro weapons, Extra Attack (+1)	



IMPERIAL GUARD SNIPERS

Imperial Guard Snipers are armed with highly accurate sniper rifles and trained to eliminate enemy officers and other important targets. It is a peculiarity of conflict that even amongst the vast Imperial Guard, it is

sometimes the smallest thing that can make a difference. During the decade long siege of Ansasus, a single Cadian Sniper by the name of Tuvala Zaban unwittingly became the

focus of attention after reaching an unprecedented total of two hundred enemy kills. With reports of Zaban's successes being broadcast daily by the commissariat across the vox to boost morale, the lone sniper continued racking up kills as part of 'Operation Steel Cordon'. Given the task of eliminating the rebel leadership on Ansasus, Zaban and his fellow snipers ranged undetected ahead of the main Guard armoured force, clearing rebel watch posts wherever they encountered them. Unfortunately Zaban never completed his final mission and after the operation was posthumously awarded the 'Order of Terra', the first time that so high a decoration had been awarded to a regular Guardsman.

IMPERIAL GUARD SNIPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	—	

Notes: *Sniper, Scouts*



IMPERIAL GUARD ROUGH RIDERS

Rough Riders is a generic term assigned to virtually all Imperial Guard cavalry regiments, and to the platoons of mounted troops attached to many other sorts of regiment as scouts. The name was made famous by the skilled Attilan horse guard, whose Rough Riders have taken part in countless wars across the Imperium, not least Armageddon. In conditions not ideally suited for the Rough Riders' equine mounts, special atmosphere filtration hoods and heavy fibremesh barding was used extensively by the Steel Legion and Krieg Korps to protect the horse's head and flanks from

Armageddon's polluted conditions. Able to penetrate deep into the mountains and forests of the equatorial region, small companies of Imperial Guard Rough Riders worked successfully in keeping the region clear of Ork camps and the roads open to Imperial supply convoys. Their ability to remain virtually completely self-sufficient in the field for long periods of time have made the Rough Riders an archaic yet vital part of the Imperial war effort on Armageddon.



IMPERIAL GUARD ROUGH RIDERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Laspistol	(15cm)	Small Arms	—	
Chainswords	(base contact)	Assault weapon	—	
Power lance	(base contact)	Assault weapon	First Strike, Extra Attack +1	

Notes: *Mounted, Scouts, Infiltrators*



IMPERIAL GUARD VALKYRIE

The Valkyrie is a twin-engine attack skimmer used almost exclusively by the Imperial Guard for aerial insertions and covert drops. With a crew of five, including two door gunners and a crew chief, the Valkyrie can carry up to ten fully equipped Storm Troopers with all necessary ancillary supplies and deploy them straight into the thick of the action. Using Valkyries, five units of Imperial Guard Stormtroopers retook the geothermal processing plant in Kasr Holm after a splinter heretic cult seized the facility. The traitors claimed to have rigged the deep core geothermal shafts with explosives

and so it was vital that they be taken down quickly and efficiently. Under cover of darkness, five Valkyries transported the Stormtrooper teams so they could attack the complex from the seaward side of the peninsula, taking the traitors completely by surprise. The Valkyries then provided fire support for the rest of the operation, ensuring no other hidden groups gained access to the complex until it was back in Imperial hands.



IMPERIAL GUARD VALKYRIE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	—	
2 x Heavy Bolter	30cm	AP5+	—	
2 x Rocket Pod	30cm	1BP	Disrupt, One-Shot	

Notes: *Skimmer, Scout, Transport (may carry two Stormtrooper units)*



IMPERIAL GUARD VULTURE

The Vulture is closely related to the Valkyrie. Whilst the Valkyrie is a transport craft designed for carrying troops and equipment into the battlezone, the Vulture is a gunship, replacing the transport compartment in favour of a large weapons load. Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airborne troops go in. A flight of Valkyries will often be supported by a single Vulture, whose task is to engage the enemy with its full firepower at the moment of insertion, when the infantry

are at their most vulnerable. The Vulture can also provide heavy hitting power for lightly equipped drop troop regiments, who lack artillery and tank support. The Vulture's variable weapons configuration means that it can fulfil any role required, from providing anti-tank fire with its Hellstrike Missiles, to strafing infantry with its autocannon and heavy bolters.



IMPERIAL GUARD VULTURE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
Twin Autocannon	45cm	AP4+ / AT5+	-	
2 x Hellstrike	120cm	AT2+	One-Shot	

Notes: *Skimmer, Scout*





IMPERIAL GUARD CHIMERA

Manufactured in vast quantities in the factories of Armageddon, the Chimera is the Imperial Guard's most highly valued armoured transport vehicle. Capable of fording water up to ten metres deep, the Chimera can easily accommodate ten fully equipped guardsmen and all their

necessary supplies within its ceremite armoured hold. Although the Chimera's standard pattern includes a small

turret mounted multilaser for close support, a number of Forge Worlds have successfully refitted the mount to take linked heavy bolters, heavy flamers and even an autocannon, making the Chimera one of the Imperial Guard's most versatile armoured vehicles. The Chimera's greatest strength however is in its ultra-reliable powerplant. Originally manufactured for the heavier A-50 Armoured Transport, the heavy duty turbine engine pre-dates the Chimera by several hundred years. Although considered old even by Imperial standards, the Chimera's A-50 turbine has proven to be so robust that the Adeptus Mechanicus have declared it sacrosanct and forbidden its replacement.

IMPERIAL GUARD CHIMERA (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	—	
Heavy Bolter	30cm	AP5+	—	

Notes: Transport (may carry one Ogryn unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers).



IMPERIAL GUARD HELLHOUND

Produced in vast quantities by the factories on Armageddon, the Chimera chassis is widely refitted as Hellhound Assault Tanks. Modified to accommodate the Inferno heavy flamer turret and large promethium tanks, the

Steel Legion use large numbers of Hellhounds in their armoured companies when assaulting entrenched enemy

positions. With its ability to douse a target in gallons of burning fuel, there is very little protection against an attack that incinerates troops and cooks crews inside their vehicles. The Hellhound's greatest weakness is in its own arsenal of highly volatile promethium. One unfortunate penetrating shot and a Hellhound's crew are in danger of being victims of their own vehicle's catastrophic demise. Although most tank crews are wary of the dubious honour of being assigned to a Hellhound Company, there is nevertheless no shortage of volunteers for the task.

IMPERIAL GUARD HELLHOUND (Gryphonne IV Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Inferno cannon	30cm	AP3+	Ignore Cover	
Heavy Bolter	30cm	AP5+	—	



IMPERIAL GUARD SENTINEL

Employed for reconnaissance and light infantry support, the Sentinel is used by many Imperial Guard Regiments, not least amongst them the Armageddon Steel Legion. Refitted with a fully enclosed and sealed

cockpit against the polluted conditions prevalent on Armageddon, the Sentinel saw action on virtually every

battlefront during the war. Across the Fire Wastes, Sentinels were extensively used to scout out pockets of Ork resistance prior to calling in artillery fire missions. In the equatorial jungles, Sentinels were used by companies of Ork Hunters to clear a path through the thick undergrowth and set up highly mobile ambushes. Cheap and easy to manufacture, the Sentinel's flexibility made it one of the most praised light vehicles of the entire conflict as well as a popular choice amongst those Guardsmen with both a flair for its unusual control characteristics and a maverick attitude.

IMPERIAL GUARD SENTINEL (Voss Prime Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	—	

Notes: Walker, Scout



IMPERIAL GUARD LEMAN RUSS

For over a thousand years, the Imperial Guard's Leman Russ main battle tank has been an enduring symbol of the Golden Throne's power and protection across countless worlds in the Imperium. Standing 3.25 metres tall from ground to the upper track rail, the Leman Russ is instantly recognisable, and its silhouette is cited by Lord Solar Macharius himself as the "single greatest inspiration for him serving the Imperium, boy and man!" Fitted with a gyrostabilised main gun, the Leman Russ can accurately engage its target both on the move and hull down, making it one of the most advanced armoured

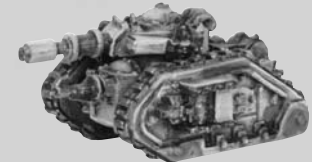
fighting vehicles in the Imperial Guard arsenal. With a water-cooled jacket surrounding the main gun and a transverse turbine engine, the Leman Russ 'Mars' pattern is the most widely manufactured Imperial Guard tank and is second in numbers only to the ubiquitous Chimera transport. In a one-on-one armoured duel there are few tanks that can match the Leman Russ for firepower and resilience.



IMPERIAL GUARD LEMAN RUSS (Mars Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	—	
Lascannon	45cm	AT5+	—	
2 x Heavy Bolter	30cm	AP5+	—	

Notes: Reinforced Armour



LEMAN RUSS DEMOLISHER

Unlike its sister tank the Leman Russ, the Demolisher was devised for but one task: line breaking. With a shorter ranged main gun, the Demolisher uses high explosive concussion shells to smash through enemy infantry lines and shatter fortifications. The Demolisher's sponsons have been refitted to accommodate either Plasma Cannons or Heavy Flamers, making it particularly adept at trench clearing. During the Helican Sub-Sector crusade, Demolishers from the 23rd Molokovian Lancers used their dozer blades to great effect in

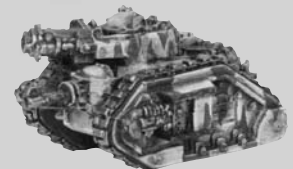
clearing minefields seeded by heretics around the planet's main grain processing plants. Once clear of the antipersonnel devices, the Demolishers and supporting infantry swept the network of trenches and bunkers in a brutal armoured assault. Unable to stand in the face of the Demolisher's devastating close-ranged firepower, the enemy swiftly capitulated.



IMPERIAL GUARD LEMAN RUSS DEMOLISHER (Ryza Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	
Lascannon	45cm	AT5+	—	
2 x Plasma cannon	30cm	AP4+/AT4+	Slow Firing	

Notes: Reinforced Armour



LEMAN RUSS VANQUISHER

Once manufactured in vast numbers, the ability to produce a Vanquisher is virtually lost to the Imperium bar a handful of factories on Stygies and Gryphon IV. The long-barrelled main gun was devised as a way of providing more advanced anti-tank capabilities, the Vanquisher cannon being able to fire adamantium core 'penetrator' shells in addition to its normal complement of high-explosive rounds. Unfortunately, the complexity involved in manufacturing the multi-layered barrel for the Vanquisher meant that only a small number of Forge Worlds had the materials and expertise to produce them, this

number dwindling even further after several key manufacturing sectors were overrun during the Skarath uprising. With parts for the Vanquisher restricted and in very short supply, the once common sight of its trademark long barrel is now often only seen in larger tank companies where a single variant is used as the company's command tank.



IMPERIAL GUARD LEMAN RUSS VANQUISHER (Stygies Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Vanquisher	75cm	AP4+/AT2+	—	
Lascannon	45cm	AT5+	—	
2 x Heavy Bolter	30cm	AP5+	—	

Notes: Reinforced Armour





IMPERIAL GUARD GRIFFON

The Griffon is a short-range support vehicle, designed to provide Imperial Guard infantry company's with their own organic self-propelled artillery. The Griffon has fallen out of favour with many

Imperial Guard regiments in recent years, due to its comparatively short range when compared to other dedicated motorised artillery units. None the less, the Griffon

still has its supporters, and it remains popular as a cheap infantry support unit. The Griffon heavy mortar is most often found attached to mechanised infantry companies where its short operational range is an advantage to the highly mobile nature of 'Armoured Fist' platoons. Although still widely used in the Imperium, the Griffon's reputation was irrevocably tarnished when several formations were over-run by Eldar pirates on the Ramalian Shrine World, the crews slaughtered as they fled their vehicles. Without the aid of the Griffon's fire support, the Imperial southern flank collapsed, precipitating a total rout of Imperial forces and the loss of thousands of lives.

IMPERIAL GUARD GRIFFON (Stygies VIII Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Mortar	30cm	1BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	—	



IMPERIAL GUARD BASILISK

The Basilisk is the most commonly used artillery piece in the Imperial Guard army. In what was reputed to be one of the longest artillery duels during the Third Armageddon War over two

hundred Basilisks engaged Ghazghkull's Gargant construction yards deep in the Blackfire Mountains for three weeks. Constantly under fire from the Orks' own heavy

batteries, the three battalions of Steel Legion 7th Artillery kept up a persistent exchange of shells day and night for the entire duration of the assault. With Trojan gun carriers and Mag-rail trains maintaining a continuous supply of parts and munitions, the two hundred Basilisks reduced the Gargant construction yards to a complete ruin, whilst sustaining less than twenty percent casualties. Sadly, the constant operation of the Earthshaker main guns for such a protracted period had a profound effect on the gun crews operating them, virtually all suffering permanent hearing loss or perforated eardrums.

IMPERIAL GUARD BASILISK (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Earthshaker	120cm	AP4+ / AT4+ <u>or</u> 1BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	—	



Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.



IMPERIAL GUARD BOMBARD

The Bombard is one of the Imperium's most ancient and renowned siege artillery pieces. It is rarely seen except during campaigns where its super-heavy siege cannon is required to

penetrate fortified enemy positions. The Bombard cannon does not boast the same kind of range as the more common Earthshaker gun, but what it lacks in range it more than

makes up for in destructive power. Most Bombard shells are high explosive concussion munitions, which rely on the detonation shockwave to breach defence lines, shatter buildings and crush enemy infantry and tanks. In more unusual circumstances, the Bombard cannon can be used to deliver promethium vapour shells which seed the air with promethium just prior to impact. The resulting detonation ignites the fuel, resulting in a catastrophic airburst that can crush bones, shatters rock and suck the air from the lungs of those who escape the blast. In its delivery of ordinance, the Bombard is brutally uncompromising.

IMPERIAL GUARD BOMBARD (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Siege Mortar	45cm	2BP	Ignore Cover, Slow Firing, Indirect Fire	
Heavy Bolter	30cm	AP5+	—	



IMPERIAL GUARD MANTICORE

When General Kurov saw an opportunity to counter-attack the Rok sites at Infernus and Hades South, his first request was to the Manticore batteries attached to the 17th Cadian Expeditionary Force. Knowing that the Orks would immediately know of the attack and strengthen their defences around the site if any of the Infernus Basilisk Companies were to be relocated, Kurov opted instead for a surprise assault from the port of Van'Mir. With the Hades Rok site less than thirty kilometres from the port, the Manticores were right at the edge of their operational range, however

they did offer one vital advantage over the Basilisk. Where the Earthshaker gun could keep up a steady barrage of shells, the Manticore delivered its entire payload in a single devastating missile salvo. The combined strike of several batteries at once proved to be more than enough to breach the Orks' defences, opening up a gap for Kurov's armoured counter-offensive and the Silver Skulls capture of the Rok.



IMPERIAL GUARD MANTICORE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Rocket Launcher	150cm	2BP	Disrupt, Indirect Fire, Slow Firing	
Heavy Bolter	30cm	AP5+	—	



IMPERIAL GUARD DEATHSTRIKE

Deathstrike batteries have become an increasingly rare sight on Imperial battlefields; the size and logistics of their deployment often seeing them overlooked in favour of more mobile units such as the Manticore. The one edge that the Deathstrike has over its smaller brethren is its extreme range and payload size. The Deathstrike missile is a oneshot intercontinental solid fuel vehicle, which has an operational range measured in thousands of kilometres. Due to their size Deathstrike batteries are only deployed when a large strike is required on a key target beyond the range of conventional

artillery. Able to carry a range of payloads from plasma and vortex warheads to biological pathogens, the Deathstrike has a reach unparalleled by any other Imperial Guard unit. On Armageddon, Deathstrike batteries located at Helsreach Hive were able to provide support for the defenders of Volcanus Hive, even though Volcanus was on the other side of the planet!



IMPERIAL GUARD DEATHSTRIKE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Deathstrike missile	Unlimited	MW2+	One-Shot, Titan killer (D6)	
Heavy Bolter	30cm	AP5+		

Notes: No line of fire is required to fire a Deathstrike missile



IMPERIAL GUARD HYDRA

The Hydra Anti-Air battery, or 'Flak Tank' as it is affectionately referred to, is one of the Imperial Guard's most common weapons systems. Manufactured on hundreds of Forge Worlds, the Hydra is armed with four long-barrelled autocannons linked to a predictive sensor array and tracking turret. Capable of firing up to six hundred explosive rounds per minute, the Hydra is the Imperial Guard's primary defence against enemy ground attack aircraft and is frequently deployed in support of armoured columns and

fixed artillery companies. When the threat of attack from the air is not immediate, Hydra crews have also been known to put the quad autocannons to good use against enemy infantry and light vehicles. This is a role that suits the Hydra just as effectively, although it is frowned on by more traditional Imperial Guard commanders and rigid followers of the 'Treatise Tactica'



IMPERIAL GUARD HYDRA (Metalicus Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	—	
Heavy Bolter	30cm	AP5+	—	





IMPERIAL GUARD BANEBLADE

The Baneblade is a huge battle tank, capable of bludgeoning its way through any foe with its massed batteries of battle cannon and heavy bolters. One of the Imperium's greatest losses was tragically also the Baneblade's most historic victory. Outnumbered and outgunned, the Imperial forces on the Shrine world of Hyperia were driven back into the heart of the capital city by the forces of the Arch Heritor Benule Lesk. As the city was

overrun, three Baneblades of the Hyperian Centurions made a last stand on the shell blasted steps of the Great Cathedral. Under the command of Major Drenner, the three tanks held off virtually the entire enemy force for over three hours before eventually falling to a counter assault by Chaos Marines of the World Eaters Legion. Although all three Baneblades were eventually overwhelmed and Hyperia itself lost, the final transmissions of Major Drenner were studiously recorded and archived by the orbiting Imperial Navy battlegroup before it was forced to withdraw. The names of all three Baneblades have since been returned to Mars to be recorded in the Adeptus Mechanicus honoured accords.

IMPERIAL GUARD BANEBLADE (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	—	
Autocannon	45cm	AP5+/AT6+	—	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover, Fixed Forward Arc	
Heavy Bolter	30cm	AP5+	—	
2 x Lascannon	45cm	AT5+	—	

Damage Capacity 3. Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6

Notes: Reinforced Armour.



IMPERIAL GUARD SHADOWSWORD

The Shadowsword is often manufactured at the same Forge World as the Baneblade, however it is there that all similarities end. In place of the Baneblade's fearsome array of weapons, the Shadowsword is armed with a single 'Volcano Cannon'. Powered by the Shadowsword's massive turbine engines, the Volcano Cannon draws so much power from the power plant that they must be first de-coupled from the main drive train

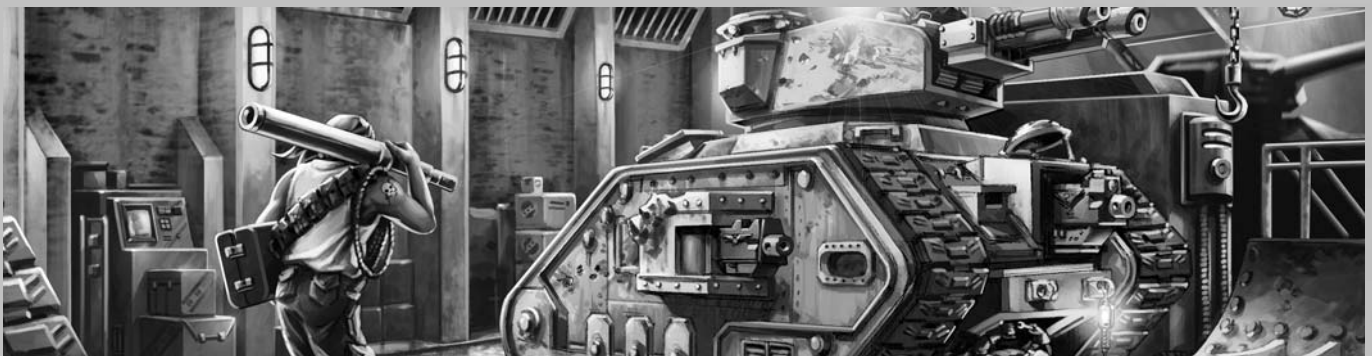
in order to fire. More than a match for virtually any armoured target, the Shadowsword's primary prey are war engines, as even their prodigiously thick armour offers virtually no protection against the Volcano Cannon. A single squadron of Shadowwords nicknamed the 'Steel Cobras' was pivotal in turning the Ork tide at Tempestora. The Steel Cobras had positioned themselves in a hidden gully, from where they were able to enfilade the Gargant Big Mob attempting to breach the Morpheon Line. By the time the Orks had located their position, two Gargants had been reduced to blazing wrecks, and after two more Gargants were destroyed, the Orks were forced to withdraw..

IMPERIAL GUARD SHADOWSWORD (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Fixed Forward Arc	
2 x Heavy Bolter	30cm	AP5+	—	

Damage Capacity 3. Critical Hit Effect: The Volcano cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6.

Notes: Reinforced Armour.



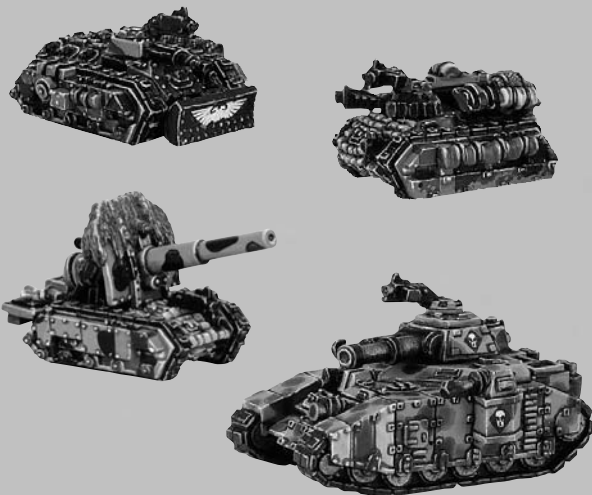
IMPERIAL GUARD CAMOUFLAGE SCHEMES

Each Imperial Guard regiment is raised for a particular campaign and at the time of its founding is assigned specific uniforms and colour schemes. Camouflage techniques have long been studied by the military leaders of the Imperium and their wisdom is collected in whole sections of the *Tactica Imperium*. When a regiment goes to war, all of its tanks and uniforms will be coloured with appropriate schemes to reflect the terrain the campaign will be fought over. They are also assigned unit designations, regimental insignia and army and campaign badges.

To survive in the hostile environments of the 41st Millennium, terrain camouflage is essential. In the cruel sub-zero temperatures of ice planets, winter camouflage is used. Planets covered with dense jungles containing many weird plant species require a whole host of differing camouflage designs. Specially adapted patterns are created for arid desert conditions and volcanic primaevial worlds. All of these terrain types offer Imperial Guard collectors with many options when designing camouflage schemes. Plenty of reference for camouflage can be found in the Warhammer 40,000 Imperial Guard Codex or in books on historic military vehicles. The examples below show just a few examples of the camouflage patterns we've used for our own Imperial Guard infantry and tanks.

JUNGLE

Separating Armageddon Prime from Armageddon Secundus is an enormous area of equatorial jungle. Formations operating in this terrain make extensive use of mottled green camouflage schemes, like those shown below.



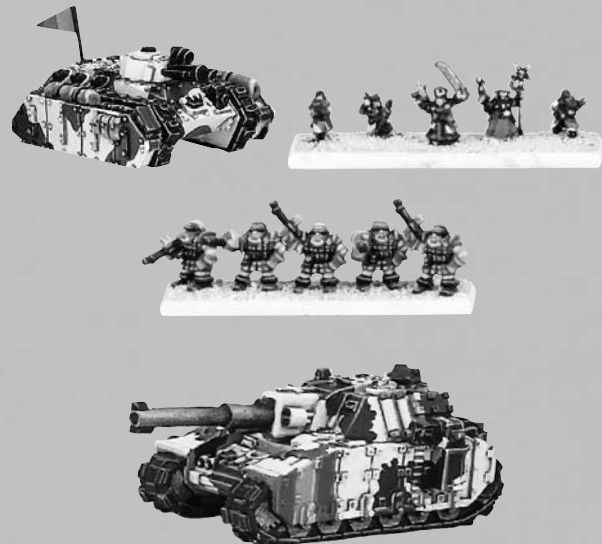
HIVE CITY & ASH WASTES

The Hive Cities of Armageddon are surrounded by vast ash wastes, produced by industrial dumping that turns the planet's surface into a grey, toxic desert. Troops use grey and black camouflage patterns in these regions.



ICE FIELDS

The southern pole of Armageddon is a frozen tundra known as the Deadlands. Troops operating in this icy wilderness use white 'winter' camouflage schemes, often achieved by applying a quick coat of white paint on top of their standard camouflage pattern.



WASTE LANDS

Most of Armageddon is a barren wasteland, produced by the millennia long exploitation of the planet's natural mineral deposits. Only hardy lichens and scrub can survive in this harsh wilderness. Troops operating in the wastelands use khaki camouflage schemes, which blend in well with the drab and inhospitable environment.



5.3 IMPERIAL NAVY

The following section provides information that will allow you to use Imperial Navy spacecraft and aircraft in your games of Epic. Imperial Navy units can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Imperial Navy formations have an initiative rating of 2+.

The Imperial Fleet is a vital factor in the maintenance of the Imperium; without it human worlds would be isolated from each other and the protection of the Imperium. All shipping within the Imperium, apart from a few ships belonging to the Space Marines and Adeptus organisations, falls under the jurisdiction of the Fleet.

Part of the massive upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would one commander have the ability to lead his forces between the stars. Instead, the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone, and then to provide them supporting fire from orbit above the planet. In addition, both Imperial Guard and Space

DESIGN CONCEPT
Battlefleet Gothic

There is not the time or space (no pun intended) to go into detail about the Imperial Navy in this book. Players that are interested in knowing more about the Imperial fleet and the ships that make it up are directed towards Epic's sister game Battlefleet Gothic. This game includes rules and background allowing players to fight out full-sized fleet actions. By combining Epic and Battlefleet Gothic, it is possible to fight campaigns that rage over an entire sector of the galaxy!

Marine formations rely on Imperial Navy Thunderbolt fighters and Marauder bombers to provide their ground troops with the bulk of their air support.



IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

The Emperor Class is a flagship of the Imperial Navy with a heritage that spans millennia. Originally part of Battlefleet Obscuras, the *Gryphonne Probatii* saw action during the Gothic War as part of Operation Fell Hand to retake the Blackstone Fortress at Shindlegeist, but

it was crippled during the three day battle against Abaddon's fleet. Docked for repairs that took close to a decade, the

Probatii was returned to Obscuras where it served out under several generations of captain as the flagship for the Iderion Worlds Crusade force, leading the Imperial forces to victory forty years later. Refitted with new launch bays and a further two complements of bombers the *Gryphonne Probatii* was despatched two hundred years later along with her sister ship *Inomine Veritas* to lead a strike force against Ghazghkull's fleet at Armageddon. Arriving eighty days after the initial invasion, both the *Probatii* and the *Veritas* formed the backbone of Admiral Parol's defence of the Armageddon sector.

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-weapon	

Notes: Slow and steady – may not be used on turns one and two of a battle unless the scenario specifically states otherwise.



IMPERIAL NAVY LUNAR CLASS CRUISER

The straightforward and uncomplicated design of the Lunar Class Cruiser means that it is easy to build and maintain, and this has made it one of the most numerous capital ships in the battlefleets of the Imperial Navy. With a

mix of torpedo bays, lances and heavy weapon batteries, the

Lunar class is equally capable of both escort and assault operations. Of the fifteen squadrons that made up Admiral Parol's battlegroup, over a third of the ships were of the Lunar class, including the *Sceptre of Hagia* and the *Renown*, both ships responsible for the successful ambush and destruction of the Ork Kroozer 'Hamma'. Reinforced by Endeavour class Light Cruisers and Falchion class Escorts from the Voss shipyards, the Lunar class Cruiser has taken the lead in the offensive against the Ork fleets assaulting Armageddon.

IMPERIAL NAVY LUNAR CLASS CRUISER				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	3BP	Macro-weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	

IMPERIAL THUNDERBOLT CLASS INTERCEPTOR

Thunderbolts are useful both as interceptors and as ground attack aircraft. When Ghazghkull launched his attack on Armageddon, it was the squadrons of the Imperial Navy that bore the initial brunt and suffered ruinous losses. Of the one hundred and eighteen Thunderbolt squadrons launched by the Navy, less than thirty returned after their initial sorties. Well trained and armed, the Thunderbolt pilots were simply no match for the sheer number of craft launched by the Ork fleet

who were able to put out swarms of flyers. Realising that they were involved in a war of attrition that could not be won by the Imperium, Admiral Parol was forced to withdraw the fleet and re-assign as many of the surviving squadrons as he could spare to ground airbases and airfields on Armageddon itself. Throughout the war, Thunderbolt squadrons continued to maul the Ork air assaults and were often the only thing stopping the Orks achieving complete air dominance.



IMPERIAL NAVY THUNDERBOLT FIGHTER (Bakka Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter-bomber	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
StormBolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	



IMPERIAL MARAUDER CLASS BOMBER

Having faced almost complete destruction by the Ork Fighta Squadrons during the Armageddon air war, the shattered remains of the Imperial Navy's Bomber Wings were salvaged and reformed into several operational ground attack formations. Facing death on a daily basis, the surviving Marauder crews displayed a spirit of grim determination that won the admiration of their brothers on the ground. Operating mainly without the benefit of fighter support and flying at night, the Marauder squadrons punished the Orks

hard for their earlier victories. With a life expectancy measured in weeks at best, the bombers nevertheless kept flying and at the turn of the war they were finally given the opportunity for revenge. As the news of Ghazghkull's fleet breaking orbit reached Admiral Parol, permission was finally granted for an all-out air offensive on the Netheria Peninsula and the capture of the infamous "Orkwick Airfield".



IMPERIAL NAVY MARAUDER BOMBER (Cypra Mundi Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
2 x Twin Heavy Bolters	15cm	AA5+	—	
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Arc	
Bomb racks	15cm	2BP	Fixed Forward Arc	



5.4 THE TITAN LEGIONS

The following section provides information that will allow you to use Imperial Titans in your games of Epic. Titans can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Titan formations have an initiative rating of 1+.

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace is capable of withstanding heavy damage, whilst its armaments can level whole cities. The Titans are one of the most potent weapons in the arsenal of the Imperium. When the Emperor led Mankind on the Great Crusade, the Titan Legions of the Adeptus Mechanicus marched alongside the Space Marines. As the Imperium expanded, the Adeptus Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy.

Titans are manufactured on almost all of the Forge Worlds in the Imperium. Most are built to a standard design that is known as a class. For example, the Warlord and Reaver are both classes of Battle Titan. Over the millennia, each Forge World has slightly modified the design of the Titans they build to suit local conditions and design facilities. Thus a Reaver class Titan built in the workshops of Mars will be slightly different to that built on the Forge World of Lucius, and so on. Because of this, each Titan has a 'pattern' that defines the Forge World where it was built. A Lucius Pattern Reaver class Battle Titan would have been built on the Forge World of Lucius, for example.

The different patterns of Titan are armed with different pre-determined combinations of weapons. This combination is known as the Titan's weapon configuration. Titans normally have multi-configuration weapon mounts that allow them to interchange weaponry easily. This theoretically allows a Titan



WARLORD CLASS BATTLE TITAN

Warlord Princes and their crews have such an unswerving faith in their gigantic war machines and the Emperor that they stride out unafraid onto the battlefield in the belief that nothing can stand against them. In

most respects they are correct for there few war engines with

WARLORD CLASS BATTLE TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2 x Turbo-Laser Destroyers	45cm	4 x AP5+/AT3+	Fixed Forward Arc	
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Arc	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Forward Arc	

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

Notes: Fearless, Reinforced Armour, Thick Rear Armour. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

SPECIAL RULE

5.4.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

to arm itself with the ideal weapon combination for every terrain type and opponent. However, this is rarely the case as most Titan crew quickly develop a taste for a specific weapon configuration and then stick with it.

the exception of those of the alien Eldar and the Traitor Titan Legions that can project as much power as that of the Warlord. Lords of the battlefield though they may be, on Armageddon the Titan Legions suffered casualties not seen since the Horus Heresy and the Siege of the Emperor's Palace. However, when Princeps Kurt Mannheim detonated the reactor of his Warlord Steel Hammer killing himself and a half dozen Gargants, he delivered a powerful message to Ghazghkull that the Titan Legions would never rest whilst a single Ork lived to taint Armageddon's soil.



REAYER CLASS BATTLE TITAN

The Reaver class Battle Titan pre-dates even the mighty Warlord, the date of its original manufacture only known in the deepest sealed archives on Mars and to a handful of Techno Magos in the Titan Legions. More lightly armed and slightly smaller than the Warlord, the Reaver is better suited to supporting armoured assaults and breaching enemy strongholds. With a carapace mounted multi-launcher, the Mars pattern Reaver sends salvos of heavy missiles streaming at the distant enemy before pinpointing their armour with powerful turbo-lasers. Having only slightly fewer void shields

than the Warlord, it is usual for Titan Battlegroups to field a number of both classes. Due to its age and heritage, the Reaver is slowly becoming a testimony to the power and grandeur that the Imperium of Mankind once held. Because of this each Reaver is an ancient artefact valued beyond measure, the loss of which is a sore blow to the followers of the Machine God.



REAYER CLASS BATTLE TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+	Forward Arc	
Rocket Launcher	60cm	2BP	Fixed Forward Arc	

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.



WARHOUND CLASS SCOUT TITAN

Amongst the ruins and burned out shells of once great buildings is the hunting territory of the Warhound Scout Titan. Smaller than either of the two Battle Titans, the Warhound is both faster and more agile, traits ideally suited to urban warfare. Hive Infernus, shattered and open has been a contested no-man's-land since the start of the war and although the Imperium once again holds the Hive City, the outer factory districts and habs have remained a dangerous habitat of hidden ambushes and entrenched armour.

Vigilantly patrolling these sectors are the Warhound Titans of Legio Ignatum and Legio Tempestor. Their patrols have managed to keep the Orks at bay and supply routes into the north of the Hive free from attack. With the risk of Ork forces growing in the region for a counter-offensive, the Warhounds are currently the only loyal forces standing between Infernus and a renewed siege.



WARHOUND CLASS SCOUT TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Arc	
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Forward Arc	

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: *Fearless, Reinforced Armour, Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.



IMPERIAL GUARD COUNT AS TROOPS AND EXTRAS

Imperial bike *(count as rough riders)*



Type	Speed	Armor	CC	FF
Infantry	35 cm	5+	5+	5+
Weapon	Range		Firepower \ effects	
Pistols and melee weapon				
Heavy Bolters	15 cm		AP 5+	

Notes: mounted, scout

Imperial assault jump pack troops *(count as rough riders)*



Type	Speed	Armor	CC	FF
infantry	30 cm	6+	5+	4+
Weapon	Range		Firepower \ effects	
Pistols and melee weapon				
Bolt pistols and light weapon	15 cm		AP 5+	

Notes: jump pack, scout

Imperial Humvee (125 pt, 4 humvee / 250 pt, 8 humvee)



Type	Speed	Armor	CC	FF
Light Vehicle	35 cm	5+	6+	5+
Weapon	Range		Firepower \ effects	
Cannon	30 cm		AP 5+ \ AT 6+	

Notes: scout

Imperial Stormhammer Super heavy tank *(count as imperial heavy tank)*



Type	Speed	Armor	CC	FF
AV	15 cm	4+	6+	4+
Weapon	Range		Firepower \ effects	
2x cannone demolitore binato	30 cm		AP 2+ \ AT 3+ ignore cover	
4x mitragliatore requiem	30 cm		AP 5+	

Notes: DC 3, reinforced armour **Critical damage:** destroyed

Imperial Gorgon *(100 pt each)*



Type	Speed	Armor	CC	FF
AV	15 cm	4+	6+	3+
Weapon	Range		Firepower \ effects	
1x Heavy Flamer	15 cm		AP 5+ ignore cover // FF +1	
1x flamer	15 cm		2BP	

Notes: DC: 2 Critical hit: destroyed
Reinforced armour, ignore difficult terrain, transport 6 stands

Imperial Stormblade *(count as imperial heavy tank)*



Type	Speed	Armor	CC	FF
AV	15 cm	4+	6+	4+
Weapon		Range	Firepower \ effects	
1x plasma blastgun		45 cm	2x MW 2+, slow fire	
4x missile helltalion		60 cm	AC 4+, single shot	
4x mitragliatore requiem		30 cm	AP 5+	

Notes: DC 3, reinforced armour **Critical damage:** destroyed

0-1 Imperial Leviathan (costo 325 pt) *(1 per army list, sostituisce il QG reggimentale)*

Il Leviathan conta come formazione base, non come war engine (1/3 dei punti)



Type	Speed	Armor	CC	FF
WE	15 cm	4+	5+	4+
Weapon		Range	Firepower \ effects	
1x doomsday cannon		90 cm	3 BP MW Fixed Forward	
1x battle cannon		75 cm	AP4+/AT4+	
3x cannone laser binato		45 cm	AT 4+ Lato sinistro	
3x cannone laser binato		45 cm	AT 4+ Lato destro	
Bolter Array		Small arms (15 cm)	EA +1	

Notes: DC 4, 2 Void Shields, reinforced armour, tick rear armour, fearless.

Supreme commander: the Leviathan conta come 0-1 unità di supreme commander per l'esercito della steel legion e similari. Nella steel legion, a titolo d'esempio, rimpiazza la formazione del QG reggimentale. *(no invulnerable save)*

Trasporto 16 unità, fino a 6 unità possono sparare dagli spalti del Leviathan e fornire il loro supporto in Firefight.

Può trasportare le proprie unità, unità di un'altra formazione, o un mix di entrambe.

Critical damage: il primo critico distrugge i cingoli e immobilizza il leviathan. Dal secondo in poi, il critico infligge 1 DC extra e colpisce, tiro salvezza permesso, 1D3 di truppe trasportate se presenti sul veicolo.

Upgrade:

0-1 Flak autocannon +25 pt

il Leviathan può aggiungere un *flak autocannon*

Type	Speed	Armor	CC	FF
upgrade	-	-	-	-
Weapon		Range	Firepower \ effects	
Flak autocannon		45 cm	AP5+/AT6+/AA5+	

0-1 Supporti di fuoco +100 pt

Aggiungi 4 stand di supporti di fuoco

0-1 Snipers +50 pt

Aggiungi 2 stand di Snipers

0-1 Ogryns +50 pt

Aggiungi 2 stand di Ogryns

(le unità trasportate aggiunte al Leviathan devono rispettare la coerenza di movimento con il Leviathan e contano ai fini della regola numerica della formazione per determinare la soppressione o la rotta della formazione. Le unità soppresse dai fuochi si contano sempre a partire dalle formazioni trasportate aggiunte alla formazione del Leviathan)

Esempio, Un leviathan che abbia acquistato tutti gli upgrade, al costo complessivo di 600 punti, si considera come un'unica formazione avente:

4 (Leviathan)+4(supporti di fuoco)+2(snipers)+2(ogryns)= 12 punti struttura

SPECIAL RULES
IMPERIAL AND SQUAT TUNNELLERS

Tunnellers (Tunnel Boring Machines variant)

Durante il pre-partita, è obbligatorio informare il vostro avversario se si utilizza formazioni tunneller, quante formazioni si sta utilizzando e le formazioni di fanteria trasportate in essi.

Le formazioni Tunneller vanno disposte sul campo di battaglia durante l'esecuzione del deploy. Tutte le unità trasportate in esso DEVONO essere all'interno del veicolo. Scrivere le coordinate X e Y, o più semplicemente fare una foto del punto in cui la formazione tunneller uscirà. Prendere la sagoma di 12cm, posizionarla e fotografarla. Quella sagoma sarà la deploy area della formazione quando emergerà. L'avversario non è a conoscenza nè della posizione dove emergeranno, né del turno di arrivo.

Ogni formazione tunneller deve superare un test di attivazione, in caso di successo i modelli TBM "vengono lasciati come elementi scenici senza valore" ed è in questo momento che va effettuata la foto o prese le coordinate.

Partite da Torneo

Nelle partite da torneo la formazione tunneller necessita di 1 turno per uscire nella propria metà campo, e 2 turni per uscire nella metà campo avversaria. Il turno di immersione è contato.

Es. Se una formazione tunneller al turno 1 si immerge, può uscire nella propria metà campo al turno 2

Scenari e campagne

Negli scenari particolari, come regola generale, un tunneller percorre 45 cm a turno sottoterra.

Es scenario speciale:

se la zona di emersione è a 91 cm dalla formazione di tunnellers, ci vorranno 3 turni per raggiungerla (45cm+45cm+1cm), se è a 90cm o meno 2 turni (45cm+45cm).

Turno di emersione

All'inizio del turno di emersione e prima del tiro iniziativa rivelare le coordinate o la foto al proprio avversario ed effettuare il deploy all'interno della sagoma di 12 cm tutta la formazione trasportata con i relativi veicoli (boring machine). La formazione potrà agire normalmente durante il turno. Se la zona di emersione è occupata da nemici, il giocatore che usa i tunneller dovrà muovere la saga di 12cm di deploy alla più vicina zona libera al punto fotografato (coordinato), similmente alla regola del planetfall.

OVERWATCH.

L'azione di deploy SCATENA l'eventuale fuoco d'allerta, già in fase di deploy (prima del tiro iniziativa)

Tunnel Boring Machine ASSAULT rule (TBM)

SOLO NEL TURNO DI EMERSIONE, i veicoli TBM possono contribuire all'ingaggio con la formazione trasportata **solo se questa effettua** un ingaggio, non se viene ingaggiata, nè in fuoco di supporto per un altro ingaggio, solo in firefight. Il movimento di consolidamento è pari a zero.

Nota: dopo il turno di emersione le TBM sono considerate come rovine, dando copertura.

Fuoco contro le unità da trasporto o ai TBM.

Prima dell'immersione, la TBM e il suo veicolo di trasporto sono considerati un'unica unità, applicare le normali regole. Qualsiasi Blast Marker accumulato prima del lancio andrà rimosso dopo il loro lancio.

SQUAT TERMITE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight (only on the surfacing turn)
Armoured Vehicle	0cm	0	-	6+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms	-	
Crew	base contact	Assault Weapons	-	

Notes: Tunneller, Transport (2) May carry infantry units (ogryn/terminator class count 2 space) After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Special: TBM Assault (see Tunneller rules)

SQUAT TERMITE TBM LAUNCHER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15 cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+	-	

Notes: Remove this model from the table at the end of the turn the TBM is launched

SQUAT MOLE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight (<i>only on the surfacing turn</i>)
Armoured Vehicle	0cm	-	-	3+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms	(extra attack +2)	
Crew	base contact	Assault Weapons	-	

Notes: Tunneller, Transport (14) May carry infantry units (ogryn/terminator class count 2 space). After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Special: TBM Assault (see Tunneller rules)

SQUAT MOLE TBM LAUNCHER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Heavy Bolter	30cm	AP 5+	-	

Notes: Reinforced Armour, Remove this model from the table at the end of the turn the TBM is launched

SQUAT HELLBORE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight (<i>only on the surfacing turn</i>)
War Engine	0cm	-	-	3+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms (extra attack +3)	For a total of 4 attack	
Crew	base contact	Assault Weapons	-	

Notes: Tunneller, Transport (40) May carry INF, LV, AV class, no tank, no bike) units (ogryn/terminator class count 2 space) After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Special: TBM Assault (see Tunneller rules)

SQUAT HELLBORE TBM LAUNCHER

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
4x Heavy Bolters	30cm	AP 5+	Turret, All Round	

Notes: Damage Capacity (5), Reinforced Armour, Thick Rear Armour. **The model stay in place as a stand alone warengine and become a new unit after the TBM is launched, activable in the next turn.**

Critical Hit: The hellbore launcher is destroyed.

TRANSPORTS		CAPACITY	COST
Termites	Enough Termite units to transport the entire formation	Transport	+10 pts each
Mole Tunneller	Enough Mole/(or termites) units to transport the entire formation.	Transport	+75 pts each
Hellbore Tunneller	One Hellbore Tunneller. <i>May add one Flak Autocannon for +25 points at the launcher</i>	Transport	+200 points
UNIT		SPACE USED	
Imperial guard infantries, space marine infantries Squat infantries, Mole Mortars.		1	
Ogryns, terminators class units, Bikes, Trikes, Guildmasters, Robots, Tarantulas, Rapiers, Thudd Guns, Thunderfires		2	