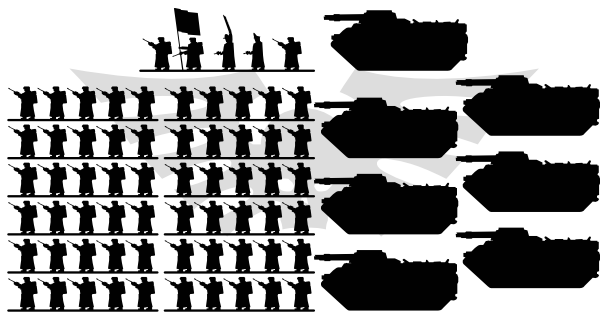


STEEL LEGION MECHANIZED INFANTRY COMPANY

One Imperial Guard Command Unit, twelve Imperial Guard Infantry Units, and 7 Chimera Transport Units (One for Commander).

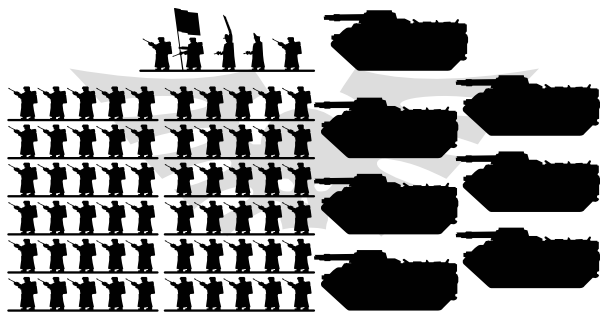


May be upgraded with any 3 different Steel Legion company upgrades. Allows 2 Steel Legion support formations to be included in the army.


400 Points


STEEL LEGION MECHANIZED INFANTRY COMPANY

One Imperial Guard Command Unit, twelve Imperial Guard Infantry Units, and 7 Chimera Transport Units (One for Commander).

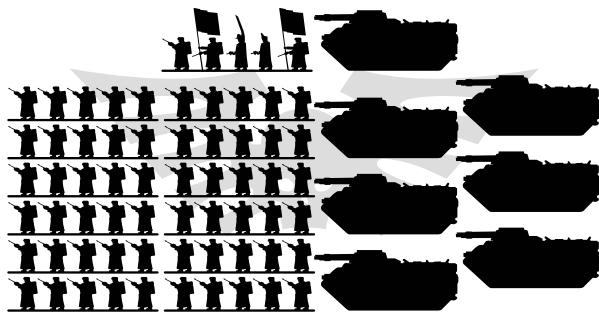


May be upgraded with any 3 different Steel Legion company upgrades. Allows 2 Steel Legion support formations to be included in the army.


400 Points


STEEL LEGION REGIMENTAL HQ

One Supreme Command Unit, twelve Imperial Guard Infantry Units, and 7 Chimera Transport Units (One for Commander). Only 1 Reg. HQ formation allowed per army.



May be upgraded with any 3 different Steel Legion company upgrades. Allows 2 Steel Legion support formations to be included in the army.


500 Points


IMPERIAL GUARD COMMANDER

Type: Inf Speed: 15cm Armor: 6+ CC: 5+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	
Chainswords	(Base)	Assault Weapons	
Autocannon	45cm	AP5+/AT6+	

Commander: Commander

IMPERIAL GUARD INFANTRY

Type: Inf Speed: 15cm Armor: None CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(13cm)	Small Arms	
Autocannon	45cm	AP5+/AT6+	
See Below			

Infantry: 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.

Type: AV Speed: 30cm Armor: 5+ CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

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

IMPERIAL GUARD COMMANDER

Type: Inf Speed: 15cm Armor: 6+ CC: 5+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	
Chainswords	(Base)	Assault Weapons	
Autocannon	45cm	AP5+/AT6+	

Commander: Commander

IMPERIAL GUARD INFANTRY

Type: Inf Speed: 15cm Armor: None CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(13cm)	Small Arms	
Autocannon	45cm	AP5+/AT6+	
See Below			

Infantry: 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.

Type: AV Speed: 30cm Armor: 5+ CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

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

IMPERIAL GUARD COMMANDER

Type: Inf Speed: 15cm Armor: 6+ CC: 4+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	
Autocannon	45cm	AP5+/AT6+	
Power Weapons	(Base)	Assault Weapons	
MW, Extra Attack (+1)			

Supreme Commander: Supreme Commander

IMPERIAL GUARD INFANTRY

Type: Inf Speed: 15cm Armor: None CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Lasguns	(13cm)	Small Arms	
Autocannon	45cm	AP5+/AT6+	
See Below			

Infantry: 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.

Type: AV Speed: 30cm Armor: 5+ CC: 6+ FF: 5+

Weapon	Range	Firepower	Notes
Multilaser	30cm	AP5+/AT6+	
Heavy Bolter	30cm	AP5+	

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