



Leman Russ: *Reinforced Armor*

<b>Weapon</b>	Battle Cannon
<b>Range</b>	75cm
<b>Firepower</b>	AP4+/AT4+
<b>Notes</b>	
<b>Weapon</b>	2x Heavy Bolter
<b>Range</b>	45cm
<b>Firepower</b>	AT5+
<b>Notes</b>	
<b>Weapon</b>	Lascannon
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

Type: AV  
Speed: 20cm  
Armor: 4+  
CC: 6+  
FF: 4+

### IMPERIAL GUARD LEMAN RUSS

Leman Russ Vanquisher: *Reinforced Armor*

<b>Weapon</b>	Vanquisher Cannon
<b>Range</b>	75cm
<b>Firepower</b>	AP4+/AT2+
<b>Notes</b>	
<b>Weapon</b>	2x Heavy Bolter
<b>Range</b>	45cm
<b>Firepower</b>	AT5+
<b>Notes</b>	
<b>Weapon</b>	Lascannon
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

Type: AV  
Speed: 20cm  
Armor: 4+  
CC: 6+  
FF: 4+

### IMPERIAL GUARD LEMAN RUSS VANQUISHER



Shadowword: *Reinforced Armor*

roll of 6.  
Shadowword is destroyed, and any units within 5cm of the model suffer a hit on a

<b>Weapon</b>	Volcano Cannon
<b>Range</b>	90cm
<b>Firepower</b>	MW2+
<b>Notes</b>	Titan Killer (D3), FXF
<b>Weapon</b>	2x Heavy Bolter
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

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

### IMPERIAL GUARD SHADOWWORD

Baneblade: *Reinforced Armor*

destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

**Critical Hit Effect:** The Baneblade's magazine explodes. The Baneblade is

<b>Weapon</b>	Battle Cannon
<b>Range</b>	75cm
<b>Firepower</b>	AP4+/AT4+
<b>Notes</b>	
<b>Weapon</b>	Demolisher Cannon
<b>Range</b>	30cm
<b>Firepower</b>	AP3+/AT4+
<b>Notes</b>	Ignore Cover, FXF
<b>Weapon</b>	2x Lascannon
<b>Range</b>	45cm
<b>Firepower</b>	AT5+
<b>Notes</b>	
<b>Weapon</b>	Heavy Bolter
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

Type: WE  
Speed: 15cm  
Armor: 4+  
CC: 6+  
FF: 4+

### IMPERIAL GUARD BANEBLADE



Manticore: *No Special*

<b>Weapon</b>	Rocket Launcher
<b>Range</b>	150cm
<b>Firepower</b>	ZBP
<b>Notes</b>	Disrupt, Slow Firing, Indirect Fire
<b>Weapon</b>	Heavy Bolter
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

Type: AV  
Speed: 20cm  
Armor: 5+  
CC: 6+  
FF: 5+

### IMPERIAL GUARD MANTICORE

*ability when firing barrages.*

**Basilisk:** *May either shoot normally or fire a barrage. May only use indirect fire*

<b>Weapon</b>	Earthshaker
<b>Range</b>	120cm
<b>Firepower</b>	AP4+/AT4+ or 1BP
<b>Notes</b>	Indirect Fire
<b>Weapon</b>	Heavy Bolter
<b>Range</b>	30cm
<b>Firepower</b>	AP5+
<b>Notes</b>	

Type: AV  
Speed: 20cm  
Armor: 5+  
CC: 6+  
FF: 5+

### IMPERIAL GUARD BASILISK

## STEEL LEGION TANK COMPANY

A Steel Legion Tank Company consists of 10 Imperial Guard Leman Russ tanks. One tank may be upgraded to a Leman Russ Vanquisher at no additional cost.



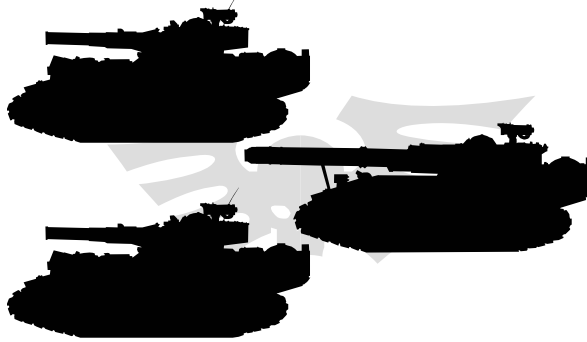
May be upgraded with any 3 different Steel Legion company upgrades. Allows 2 Steel Legion support formations to be included in the army.

650 Points



## STEEL LEGION SUPER HEAVY TANK COMPANY

A Steel Legion Super Heavy Tank Company consists of any mix of 3 Shadowword or Baneblade Super Heavy Tanks.



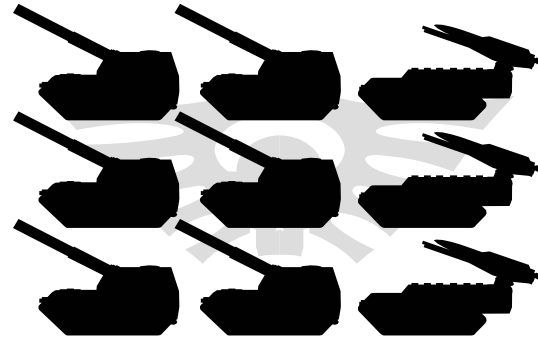
May be upgraded with any 3 different Steel Legion company upgrades. Allows 2 Steel Legion support formations to be included in the army.

500 Points



## STEEL LEGION ARTILLERY COMPANY

A Steel Legion Artillery Company consists of any mix of 9 Imperial Guard Basilisk or Manticores.



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

650 Points

