

Armageddon Steel Legion

“Let’s see them fight ALL of us!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

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What is the Imperial Guard? The Imperial Guard is the largest fighting force in the galaxy, with a 2nd edition referencing their combat strength at nearly four trillion soldiers. They hold the ground and bleed and die so the Space Marines can save the day at the last second.

Army Difficulty 1-5: 3. The army itself has very powerful units or large amounts of expendable units. The only complication is the orders and the large quantity of Wargear to choose from. These can be avoided by purchasing units that do not issue orders.

Strengths: Excellent light infantry that are well equipped and have a large variety of weapons to confront most situations. The Guard have access to massive infantry formations comprised of multiple units that flood the field as well as the best all-around heavy armour in the game, with massive variety of tanks that range from one-man crews to thirty.

Weaknesses: No heavy infantry and very limited monstrous infantry options. Some leadership abilities remove your commanders from the battlefield whether you like it or not.

Army Abilities: The Imperial Guard have several abilities unique to just their codex. The main one is in the form of Orders, which are broken into Infantry Orders, Tank Orders, or Wing Orders.

Orders: Orders are issued as True Auras, meaning they affect every unit within the order radius of 12” unless otherwise specified. Orders are issued in the beginning of the Shooting phase in its own subphase. When issuing an order, nominate one eligible unit type such as Veterans. Roll 2d6 and compare the result to the highest Ld model in each unit of the nominated type in range. If it is equal to or under, the unit receives the benefit of the order! If Vox Casters or units considered to have Vox Casters are involved, roll a 2nd time if any affected units did not receive the order successfully. No unit may benefit from the same order more than once per phase. See Vox Casters for more details.

“Type” Order # will be listed as a Special Ability in the appropriate Datasheet. Type Denotes what order list the model is allowed to use, and how many orders of that list they can issue per shooting phase. It is possible to issue the same order such as Bring it Down multiple times so long as each time the target unit type changes. The target unit Type is specific, such as Heavy Weapon Squads or Avenger Strike Fighters.

Vox Casters allow you to reroll all orders issued to the squad so long as the squad the officer is in, and the receiving squad has a Vox Caster equipped. All vehicles are assumed to be equipped with Vox Casters for the purposes of issuing and receiving orders. If the officer is issuing an order to his own squad and they have a Vox Caster, they are allowed to reroll failed order dice.

Infantry Orders: May only effect Command Squads (all variants), Veterans, Guardsman Squads, Special Weapon Squads, Heavy Weapon Squads, Conscripts, or Stormtroopers.

- 1) First Rank Fire! Second Rank Fire!: models affected by this gain 1 extra shot with their Lasgun or Hellgun in addition to the normal amount of shots. This does not count as Rapid Fire, so a Lasgun can have 3 shots within 12" and 2 shots up to 24" for example. Special Lasguns that replace Lasguns because of Regimental Rules benefit from this.
- 2) Bring it Down!: affected units may reroll 1's To Wound or Penetrate this Shooting Phase.
- 3) Get Back in the Fight!: Units rally if it is fleeing or can be used to remove the Fear effect from the unit, but not both.
- 4) Move! Move! Move!: effected units gain Fleet for the Shooting Phase
- 5) Incoming!: units affected become Pinned at the end of the Shooting Phase with an extra +1 to the Cover Save.
- 6) Repel the Line!: units effected may fire as if they were not engaged in melee. They may only target the unit they are engaged with and may not overlap Flame or Blast Templates on friendly units prior to scattering as normal.

Tank Orders: May be issued to any vehicle datasheet with the Tank keyword.

- 1) Bring it Down!: affected units may reroll 1's To Wound or Penetrate this Shooting Phase.
- 2) Get Back in the Fight!: affected units rally if it is fleeing or can be used to remove the Fear effect from the unit, but not both.
- 3) Shoot and Scoot!: affected unit may move d6" at the end of the Shooting Phase.
- 4) Incoming!: affected units becomes Pinned at the end of the Shooting Phase with an extra +1 to the Cover Save.
- 5) Grind them to Dust!: affected units may reroll 1's To Hit in you upcoming Assault Phase this Round.
- 6) Scratch my Back!: affected units may fire S5 or less weapons into a Melee with a friendly Tank but no friendly Infantry or Monstrous Infantry. Every roll of a 1 To Hit counts as a hit against your own unit, randomized if there is more than one. Flame Templates are allowed to overlap friendly models in this instance. The ability ends at the end of the Shooting Phase.

Wing Orders: May be issued to any vehicle datasheet with the High-Altitude Rule.

- 1) Bring it Down!: affected units may reroll 1's to Wound or Penetrate this Shooting Phase.
- 2) Strafing Run!: affected units may ignore their AA rule on their weapons or Datasheet this Shooting Phase.
- 3) Scramble!: affected units may gain AA on all of their weapons. In the case of Blast weapons, they roll the same number of Snap Shot dice, but hit on their normal BS with the +1 from AA.

- 4) Barrel Roll!: affected units may either gain a 5+ Invulnerability Save or may reroll 1's* on Invulnerability Saves until your next Command Phase.
- 5) Immelmann!: affected units may turn 180 degrees. They may not turn more or less than the 180 degrees. If the unit performs this maneuver, they must reroll all 6's* with their Invulnerability Saves until your next Command Phase.
- 6) High Side Guns Pass!: units affected by this order may fire from where they were BEFORE moving this turn.

*Designer Note: Remember a Reroll cannot be rolled again. If you have both Barrel Roll and Immelmann active on the same unit, a 6 cannot be rerolled into a 1 and then rolled again for example.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- Augar Array - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- Camo Netting – This model gains Shroud.
- Chaff Launchers – This model has a 5+ Invulnerability Save against Ranged Attacks.
- Dozerblade - Reroll Dangerous Terrain Tests and failed Move through Cover.
- Enclosed Crew Compartment – This model loses Open Topped.
- Extra Armour - You may treat all Crew Stun Results as Weapon Disabled.
- Medicae Pack – 6" Aura, this model's unit and target unit gain a 5+ Feel No Pain.
- Recovery Gear - Roll d6, on 5+ repair Immobilized or Crew Stun result.
- Searchlight - This unit and target unit are no longer affected by Night rules.
- Smoke Launchers - 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only.
- Standard – This inspiring battle flag gives the model equipped the following Auras:
 - 6" Aura, this model and target unit may reroll failed Ld Tests that are not Order Tests.
 - 6" Aura, this model and target unit gain A+1.
- Vox Caster – This model's unit may reroll failed Order Tests if the model Issuing the Order has a Vox Caster in its unit and the target unit has one as well. All Vehicles and Monsters in this Codex are considered equipped with Vox Casters.

Regiments

There are a million worlds in the Imperium's control at any given time. Some worlds have made a more noticeable impact with their legendary regiments. You can further customize your army list by playing one of these well-known regiments, who offer a tradeoff of abilities to represent their specialties compared to your average regiment in the 40k universe. You may only use models with the "Regiment" keyword if the army list is using the "Regiment" rule.

Armageddon Steel Legion:

- Mechanized Infantry: Infantry units gain a 5+ Cover Save the Turn they Disembark from a Transport. Forced Disembark does not provide this Save.
- Hive City Inhabitants: All Infantry suffer -1 cover save if it is not provided by a building, fortified terrain piece, or Mechanized Infantry.

HQ Slots 1-2

Lord Commissar Yarrick Lord Commissar Yarrick Fortress of Arrogance Fortress of Arrogance	M WS BS S T W I A Ld Sv 6 2+ 2+ 3 4 5 3 3 10 4+ M WS BS S FA SA RA W I A Ld Sv 6 4+ 2+ 9 14 13 12 26 1 9 10 3+	Points: 217 Composition: 1 Lord Commissar Yarrick 0-1 Fortress of Arrogance
Wargear Lord Commissar Yarrick: Bolt Pistol Stormbolter Bale Eye Battle Klaw Frag Grenades Krak Grenades Forcefield Fortress of Arrogance: Baneblade Cannon Autocannon Demolisher Cannon 2 Linked Heavy Bolters	Options Lord Commissar Yarrick may take the Fortress of Arrogance as a Dedicated transport for +869 points. The Fortress of Arrogance may take up to 2 S or one SS The Fortress of Arrogance may take one M The Fortress of Arrogance may take up to one of each E	Rules Lord Commissar Yarrick: Armageddon Steel Legion Independent Character Unique Infantry Stubborn Infantry Orders 1 Aura of Discipline – 6” Aura, unit may use Lord Commissar’s Ld and gains Stubborn. Summary Execution – once per Round when a friendly Infantry unit fails a Ld test within 6”, you MUST remove the highest Ld model from that unit from the game. Ignore Commissars and Lord Commissars for highest Ld purposes. The unit automatically passes the Ld test. Order Tests do not count for this rule. Inspirational Hero – 6” Aura, this model and target unit may reroll failed To Hit rolls in Melee. Iron Will – After being Slain, do not remove this model from the table. In your Command Phase, roll a d6. On a 3+ Yarrick gets back up with 1 Wound remaining. Fortress of Arrogance: Titanic Vehicle

		Independent Character Unique Transport 12: Access Rear Preacher Platform – Yarrick may ride taking up no space. Extends Yarrick's Auras up to 24". Gives Yarrick a 360 Shooting Port.
Special Wargear: Forcefield: 4+ Invulnerability Save	Special Wargear Upgrades: E Augar Array +5 points E Recovery Gear +2 points E Searchlight +1 point E Smoke Launchers x2 +20 points SS Side Skirts +10 points	6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering. Roll d6, on 5+ repair Immobilized or Crew Stun result This unit and target unit are no longer affected by Night rules 6" range, put 5" Smoke Cloud that causes -1 to Hit and scatters to move an extra +1" until your Command Phase. One Use Only. Use in your Shooting Phase Only. SA14

Selection	Name	Range	S	AP	Rules
OP	Bolt Pistol	12	4	5+	Pistol 1
OR	Stormbolter	24	4	5+	Rapid Fire 2
OP	Bale Eye	6	3	3+	Pistol 1
OM	Power Klaw	Melee	X2	2+	
G	Frag Grenades	8	3	-	Grenade 1, 3" Blast
G	Krak Grenades	8	6	4+	Grenade 1, Non-Blast
T	Baneblade Cannon and Autocannon	72 and 48	10 and 7	2+ and 4+	Heavy 1, 10" Blast, Ordnance, Monsterbane, Coaxial, Turret and Heavy 2, Coaxial, Turret
H1	Demolisher Cannon	24	10	2+	Heavy 1, 5" Blast, Ordnance, Monsterbane, Hull
H2	2 Linked Heavy Bolters	36	5	4+	Heavy 3 x2, Hull
S +83 points	Lascannon and 2 Linked Heavy Flamers x2	48 and Flame	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Assault 1 x2, Sponson (x2)

S +87 points	Lascannon and 2 Linked Heavy Bolters x2	48 and 36	9 and 5	2+ and 4+	Heavy 1, Monsterbane, Turret and Heavy 3 x2, Sponson (x2)
M +5 points	Hunter Killer Missile	120	10	3+	Heavy 1, Monsterbane, One Use Only, Hull