

Community Ruleset Expansion for: WARHAMMER ARMAGEDDON

Mod creator:
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Testers:
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Features and Install instructions at:

<http://www.slitherine.com/forum/viewtopic.php?f=326&t=86486&p=734169#p734169>

Non-commercial expansion for hobbyists entertainment only.

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*A conversion made with great detail and thorough passion,
aiming at consistency, fun and simulation.*

The current document is a comprehensive compendium. It will reveal to you all units available in this expansion.

It won't go into details regarding the game system. For details regarding how the tabletop is adapted into this ruleset, please refer to the forum post mentioned on the first page.

Note that it is not the best or even a true, or faithful adaptation.

Also, it does not aim at being updated when the tabletop rules are updated.

Last but not least, it does not base itself on the 7th or 8th editions of codexes, so as not to infringe on copyrights of recently published documents.

It is, however, a conversion made with great detail and thorough passion, aiming at consistency, fun of simulation. It takes its roots from the vanilla rules of Warhammer Armageddon and goes to new a direction from there.



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Main features

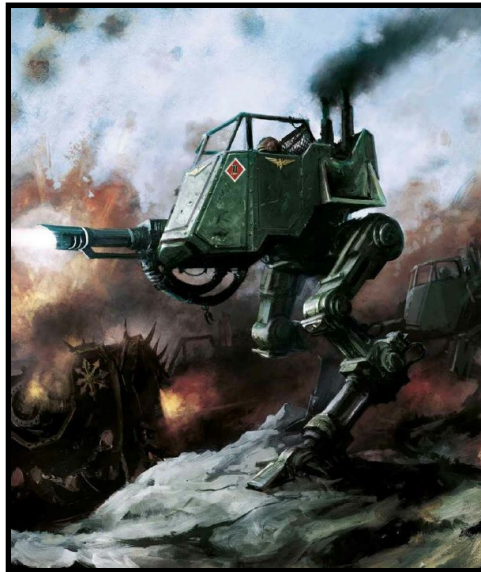
- **New Squad-based Units and Weapons:** the game is scaled back to the “original” squad size of 5 men and sponsors all possible factions and units inspired by the Codexes.

Over __ new units and variants, featuring __ new weapons.

- **New Game System:** weapons and units follow a new consistent system, called the *Tabletop Armageddon Ruleset (TAR)*, and are balanced thanks to its consistency. It also proposes **Gentleman Rules** you may decide to follow.
- **New Factions:** access to __ playable factions, legions, chapters... and face them and __ others as your enemies!
- **Unique Randomized Campaign (URC):** the mod features new dynamic campaigns, with many features in it already and more to be confirmed later.
- **Pick your Brigade:** a new campaign, “The Eternal War”, proposes decisions to the player. In addition to choosing your Faction and “Legion”, you will be allowed to “pick your brigade”. Every brigade gives access to very different army lists and some special units, to make flavour, challenge and replayability climactic.



I. Astra Militarum



Currently 28 Playable Units (in **bold**), 81 Variants

8 HQ Units	Company Command Squad, Tank Commander , Lord Commissar. Support Detachments: Commissar, Primaris Psyker, Ministorium Priest, Enginseer.
6 Troops	Platoon Command, Infantry Platoon, Heavy Weapons Squad , Special Weapon Squad, Conscripts, Veterans .
6 Elites	Ogryns, Bullgryns, Ratlings, Wyrdvane Psykers, Militarum Tempestus Platoon, Militarum Tempestus Scions .
6 Fast Attacks	Scout Sentinels , Armoured Sentinels, Rough Riders, Devil Dog, Hellhound, Banewolf, Valkyrie, Vendetta .
3 Transports	Chimera , Taurox, Taurox Prime.
6 Vehicles	Leman Russ, Hydra, Basilisk, Wyvern, Manticore, Deathstrike .

Imperial Guard Legion Bonuses

In addition to specific units and army lists, a legion provides the following generic bonuses:

<i>INFANTRY</i>	<i>TRAIT</i>	
Steel Legion	Mechanized	Access to Chimera. Chimera has lower cost (-25 %). Access to Armageddon Patterns (armoured sentinel). Colours: Yellow.
Attilan	Attilan Cavalry	Only Cavalry. Cavalry has +2 Movement, varied loadouts and better stats.
Cadian	Improved Equipment	+5 Ranged Accuracy, +5 Defense.
Catachan	Survivalists	+1 Health and 'Fighting Techniques' as close combat weapon. Also, their frag grenades are superior.
Death Korps	Attrition Specialists	Fearless and specific siege equipment.
Elysian	Advanced Deployment	Units can be deployed anywhere on the map.
Mordian	Drilled	Fearless trait on all units.
Tallarn	Mobile Specialists	Bonus 2 Movement on all light and medium tanks and cavalry. Bonus 1 Movement on all other units.
Tanith First	Light Units	Bonus Spotting. Silver war knife. Light Infantry bonus movement and quality. Good when in cover.
Valhallan Ice Warriors		
Vostroyan Firstborn	Cyber Implants	

Imperial Guard Playable Regiments 1 / 3

Unit Branches

INFANTRY	HQ	Platoons, Veterans	Light Inf., Conscripts	Elite/Heavy Infantry	Fire Support, AA	Transports
Steel Legion, 47th Infantry	6	6	2	7	6	1
Steel Legion, 273rd Armoured <i>'The Steel Vultures'</i>	1	2			2	1
Steel Legion, 16th Fast Attack <i>'The Tank Busters'</i>	1	2		1	2	1
Steel Legion, 116th Mechanized	1	2	1	1	6	1
Attilan, 264th Cavalry Regiment	2					
Cadian, 8th Shock Troopers <i>'The Lord Castellan's Own'</i>						
Cadian, 43rd Shock Troopers <i>'The Broken Sword'</i>						
Cadian, 172nd Air Support Regiment						
Cadian, 212th Armored Regiment						
SUPPORT	Cavalry	Light Vehicles	Battle Tanks	SH Tanks	Artillery or SP Art.	AA, Air Support
Steel Legion, 47th Infantry		1			2	
Steel Legion, 273rd Armoured <i>'The Steel Vultures'</i>		1	12	Some Maps	4	2
Steel Legion, 16th Fast Attack <i>'The Tank Busters'</i>	1	6	2		3	8
Steel Legion, 116th Mechanized	1	2	2		7	1
Attilan, 264th Cavalry Regiment	12					
Cadian, 8th Shock Troopers <i>'The Lord Castellan's Own'</i>						
Cadian, 43rd Shock Troopers <i>'The Broken Sword'</i>						
Cadian, 172nd Air Support Regiment						
Cadian, 212th Armored Regiment						

Imperial Guard Playable Regiments 2 / 3

Unit Branches

INFANTRY	HQ	Platoons, Veterans	Light Inf., Conscripts	Elite/Heavy Infantry	AA, Fire Support	Transports
Catachan, 2nd Regiment <i>'The Green Vipers'</i>						
Catachan, 17th Sniper Regiment <i>'The Screaming Devils'</i>						
Catachan, 110th Regiment <i>'The Red Cobras'</i>						
Death Korps, 1st Armored Division <i>'Emperors Loyal Shield'</i>						
Death Korps, 152nd Siege Regiment						
Death Korps, 616th Line Regiment						
Mordian, 50th Infantry Regiment <i>'Fort Baton Regulars'</i>						
Mordian, 12th Armored Regiment						
Mordian, 3rd Heavy Tank Company						
SUPPORT	Cavalry	Light Vehicles	Battle Tanks	SH Tanks	Artillery or SP Art.	AA, Air Support
Catachan, 2nd Regiment <i>'The Green Vipers'</i>						
Catachan, 17th Sniper Regiment <i>'The Screaming Devils'</i>						
Catachan, 110th Regiment <i>'The Red Cobras'</i>						
Death Korps, 1st Armored Division <i>'Emperors Loyal Shield'</i>						
Death Korps, 152nd Siege Regiment						
Death Korps, 616th Line Regiment						
Mordian, 50th Infantry Regiment <i>'Fort Baton Regulars'</i>						
Mordian, 12th Armored Regiment						
Mordian, 3rd Heavy Tank Company						

Imperial Guard Playable Regiments 3 / 3

Unit Branches

INFANTRY	HQ	Platoons, Veterans	Light Inf., Conscripts	Elite/Heavy Infantry	AA, Fire Support	Transports
Tallarn, 16th Infantry Regiment <i>'The Gravediggers'</i>						
Tallarn, 9th Heavy Tank Regiment <i>'The Blue Devils'</i>						
Tanith First, 2nd Light Infantry						
Valhallan, 2nd Polar Guard						
Valhallan, 18th Light Infantry <i>'The Tundra Wolves'</i>						
Valhallan, 888th Artillery <i>'The Frostburners'</i>						
Vostroyan, 241st Firstborn <i>'Improvised Regiment'</i>						
Vostroyan, 24th Heavy Armored <i>'The Iron Bloods'</i>						

SUPPORT	Cavalry	Light Vehicles	Battle Tanks	SH Tanks	Artillery or SP Art.	AA, Air Support
Tallarn, 16th Infantry Regiment <i>'The Gravediggers'</i>						
Tallarn, 9th Heavy Tank Regiment <i>'The Blue Devils'</i>						
Tanith First, 2nd Light Infantry						
Valhallan, 2nd Polar Guard						
Valhallan, 18th Light Infantry <i>'The Tundra Wolves'</i>						
Valhallan, 888th Artillery <i>'The Frostburners'</i>						
Vostroyan, 241st Firstborn <i>'Improvised Regiment'</i>						
Vostroyan, 24th Heavy Armored <i>'The Iron Bloods'</i>						

Steel Legion (Astra Militarum)

"The Steel Legion regiments are primarily Mechanized Infantry, and Armageddon produces many armoured fighting vehicles for the Imperium, such as Chimera APCs. This allows them to launch rapid attacks in which the Chimeras overrun enemy lines before the infantry disembarks to finish them off. Regiments are sometimes supported by Conscript Platoons and Ratling snipers. The mechanized regiments of the Steel Legion are extremely mobile and can be shifted within the shortest time to the front or to support a threatened front section."

- Excerpt from the Lexicanum

Available to players in this Mod:

<p>47th Infantry Regiment</p>	<p>Steel Legion mechanized tree and many infantry, fire support, long range artillery, heavy infantry and large infantry formations.</p> <p>Unique Units: Storm Troopers, special Infantry HQ Units, large infantry formations.</p> <p>Weak departments: heavy armour, air support. Unit Branch Markers: None, Inf, Inf Core.</p>
<p>273rd Armoured Regiment, 'Steel Vultures'</p>	<p>Steel Legion mechanized tree, Tank commanders, all tank units and variants, self-propelled artillery, infantry support.</p> <p>Unique Units: Tank Commanders, Super Heavy Tanks.</p> <p>Weak departments: infantry variants, heavy infantry, air support. Unit Branch Markers: None, Arm, Arm Core.</p>
<p>16th Fast attack Regiment, 'Tank Stormers'</p>	<p>Steel Legion mechanized tree, fast attack units and variants, anti-tank, anti-air, air support, infantry support. Reduced cost for transports.</p> <p>Unique Units: Taurox Prime, some anti-air, some air support. Unique Feature: Reduced cost for transports.</p> <p>Weak departments: some infantry variants, heavy armour. Unit Branch Markers: None, Fast, Fast Core.</p>
<p>116th Mechanized Regiment</p>	<p>Lacks every Unique Unit of other regiments, but has access to everything else.</p> <p>Weak departments: heavy armour. Unit Branch Markers: None, Inf, Arm, Fast. (no Core allowed)</p>

Company Command Squad (HQ Unit)

One Company Commander with Leadership skill and 4 veterans equipped with grenades and **Lasguns**.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(5) Company Command	300	75	50	50 4 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
(5) Company Command (Close Combat)	300 (Inf)	75	60	50 4 HP	2	4	7	Laspistols, Frag Grenades, Melee Weapons
(5) Heavy Command Squad**	400 (Inf)	75	50	50 4 HP	2	4	6	Heavy Flamers, Frag Grenades, Laspistols
(4) Flag Command** (bonus Leadership)	375 (Inf)	75	50	50 4 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
(5) Special Forces Command	400 (Inf, Fast)	75	50	70 4 HP	2	6	7	Lasguns, Krak Grenades, Power Swords
(6) Ordnance Command Squad	400 (Inf Core)	75	50	50 3 HP	2	3	6	Artillery, Lasguns, Melee Weapons
(6) Heavy Ordnance Cmd**	450 (Inf Core)	75	50	50 3 HP	2	3	6	Artillery, Heavy Flamers, Laspistols
(6) Astropath Command Squad (Terror, Fearless)	400 (Inf Core)	75	50	50 3 HP	2	5	6	Lasguns, Frag Grenades, Melee Weapons

** temporarily removed from mod, for balance reasons or gameplay or current modding capabilities

Flag Command carries additional standards and has less fighting units.

Close Combat variant is equipped with **Laspistols** instead, and has more focus on Melee.

Heavy Command variant carries **Heavy Flamers** instead of Lasguns.

Special Forces Command is equipped with Camo and Carapace armour, giving it better defense (+20), has superior Spotting (+2) and Initiative (+1), and uses **Krak grenades** and better melee weapons.

The *Ordnance Command* receives a 'Master of Ordnance' as additional member. He can request **Artillery Bombardments** anywhere on the map!

The *Astropath Command* receives one 'Astropath' as additional member, and +1 Spotting, **Fearless** and **Terror** traits thanks to his Telepathy Psyker skills.

Gentleman Rules

These rules could not be implemented because of current engine options, but you are strongly encouraged to follow these rules.

'Chain of Command' Gentleman Rule:

1 HQ unit must be fielded every 6 non-HQ units fielded (rounded up).

'Command Limit' Gentleman Rule:

you can't field more HQ Units than the rule above.

Platoon Command Squad

One Platoon Commander and four guardsmen equipped with grenades and **Lasguns**. *Flag Platoon Command* carries additional standards and has less fighting units, but has Leadership bonus.

Close Combat variant is equipped with **Laspistols** instead, and has more focus on Melee. *Heavy Flamer* variant carries **Heavy Flamers** instead of Lasguns, *Heavy Plasma* carries **Plasma Guns** and plasma pistols.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(5) Platoon Command**	150	50	50	50 2 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons
(5) Platoon Command (Close Combat)**	150 (Inf)	50	60	50 2 HP	2	4	7	Laspistols, Frag Grenades, Melee Weapons
(4) Flag Command (bonus leadership)	200 (Inf)	50	50	50 2 HP	2	4	6	Lasguns, Frag Grenades, Melee Weapons (Leadership)

'Infantry Platoon' Gentleman Rule:

1 Platoon Command unit must be fielded if you also field Platoon units, with 1 required every 6 Platoon units.

Platoon Infantry Squads

Platoon Heavy Weapons Squads

One Sergeant and nine guardsmen equipped with grenades and **Lasguns** and Bayonet. Several **Heavy Weapon Squads** squads are also available with limited melee weapons.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(10) Platoon Squad	250	45	40	50 2 HP	2	4	6	Lasguns, Frag Grenades, Bayonet
(2) Platoon Heavy Bolter	75	45	40	50 2 HP	2	2	6	Heavy Bolter, Defense Weapons
(2) Platoon Heavy Flamer	75	45	40	50 2 HP	2	2	6	Heavy Flamer, Defense Weapons
(2) Platoon Heavy Stubber	75 (Inf)	45	40	50 2 HP	2	2	6	Heavy Stubber, Defense Weapons
(2) Platoon Lascannon	75 (Inf)	45	40	50 2 HP	2	2	6	Lascannon, Defense Weapons
(2) Platoon Autocannon	75 (Inf)	45	40	50 2 HP	2	2	6	Autocannon, Defense Weapons
(2) Platoon Melta Cannon	75 (Inf)	45	40	50 2 HP	2	2	6	Melta Cannon, Defense Weapons
(2) Platoon Mortar	75	45	40	50 2 HP	2	2	6	Mortar, Defense Weapons
(2) Platoon Plasma Cannon	75 (Inf)	45	40	50 2 HP	2	2	6	Plasma Cannon, Defense Weapons
(2) Platoon Missile Launcher	75 (Inf, Fast)	45	40	50 2 HP	2	2	6	Flakk Missile, Defense Weapons

Conscripts

20 Conscripts with **Lasguns** and **Bayonets**, or a full 50 Conscripts formation.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(20) Conscripts Formation	300	30	30	35 2 HP	2	3	5	Lasguns, Frag Grenades, Bayonet
(50) Large Conscripts Formation	900 (Inf)	30	30	30 2 HP	2	3	5	Lasguns, Frag Grenades, Bayonet

Veterans

Veterans are available with **Lasguns** or **Shotguns**.

Grenadiers use camo and carapace armour and more grenades.

Demolitionists have everything they need to destroy armoured units!

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(5) Veterans	300	45	45	50 2 HP	2	4	7	Lasguns, Frag Grenades, Melee Weapon
(5) Veterans (Shotguns)	300	45	45	50 2 HP	2	4	7	Shotguns, Frag Grenades, Melee Weapon
(5) Grenadiers Veterans	420 (Inf, Fast)	45	45	65 2 HP	2	4	7	Lasguns, Frag Grenades, Frag Grenades, Melee Weapon
(5) Demolitionists	450 (Inf, Fast)	45	45	50 2 HP	2	4	7	Shotguns, Demolition Charges, Melee Weapon

Ogryns (Elite)

Bullgryns (Elite)

Ogryns use **Ripper guns**.

Bullgryns wear heavier carapace armour and slabshields for defense, and may use **Grenadier Gauntlets** or **Power Mauls** for attack. They suffer from lower initiative, intelligence and spotting reaction.

	Cost	Acc	Melee	Déf	M v	Sp	In i	Weapons
(3) Ogryns	650	45	60	70 5 HP	2	3	4	Ripper Guns, Frag Grenades, Giant Melee Weapon
(10) Ogryns Large Formation	2050 (Inf)	45	60	65 5 HP	2	3	4	Ripper Guns, Frag Grenades, Giant Melee Weapon
(3) Bullgryns	725 (Inf)	45	60	80 7 HP	2	1	3	Grenadier Gauntlets, Frag Grenades
(10) Bullgryns Large Formation	2200 (Inf)	45	60	75 7 HP	2	1	3	Grenadier Gauntlets, Frag Grenades
(3) Bullgryns (Maul and Shield)	950 (Inf)	45	60	85 7 HP	2	1	3	Power Maul
(10) Bullgryns Maul Formation	3800 (Inf)	45	60	80 7 HP	2	1	3	Power Maul

'Elite Units' Gentleman Rule:

You may only field 1 Elite unit for 10 other units you field (rounded up).

Large formations count as double units (one every 20 other units you field), rounded down!