

Penal Legion Army List v0.3

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Rational:

This is a list attempting to create a hoard infantry force consisting of unruly and character driven formations. They seek to overwhelm enemies via the mass expenditure of human capital allowing more valuable formations to advance without opposition. Heavier units are available but consist of smaller formation sizes and pay a premium for their presence. Successful commanders will need to husband their crack units using the expendable infantry as an ablative a quagmire to bog down the enemy before they can stop you. An army that the leaders care nothing about, in the worst possible way.

Penal Legion armies have a Strategy rating of 1. Penal Company and Abhuman Mobs have a base initiative rating of 3+. Imperial Allied and Last Chancer formations have an initiative rating of 2+. Titan Legion allies have an initiative rating of 1+.

Penal Legion Core			
<i>(You may have any number of Penal Detachments but the total must equal or exceed the number of allied formations)</i>			
Clan	Core Units	Upgrades	Cost
1+ Penal Company	12 Penal Legion Troopers 4 Penal Legion Taskmasters	Commissar, Transporters, Suicide Vests, Ogryns, Fire Support	200 points
Abhuman Mob	8 Abhuman Penitents 2 Penal Legion Taskmasters	Commissar, Transporters, Ogryns	125 points
Last Chancers (1 per 1500 points)	8 Last Chancers 1 Commissar	Chimeras, Transporters, Ogryns, Fire Support	200 points
Berserker Cyborgs	8 Cyborgs	Transporters	200 points

Imperial Allied Detachments			
<i>(A Penal Legion army may up to a single Allied Detachment per Core formation taken. At least one Penal Legion Command Force is required)</i>			
Formation	Units	Upgrades	Cost
1+ Penal Legion Command Force	5 Imperial Guard Infantry 1 Imperial Guard Commander 3 Chimeras	Fire Support, Supreme Commander, Commissar, Ogryns, Hydra, Thunderer	225 points
Assault Tanks	3 Leman Russ Punishers and 2 Leman Russ tanks	Hydra, Thunderer, Living Shield	325 points
Artillery Detachment	3 Basilisk or Bombard artillery tanks	Hydra, Fire Support, Living Shield	200 points
Super Heavy Squadron	1 Stormsword OR 1 Stormhammer	Hydra, Living Shield, Ogryns, Fire Support	200 points
Hellhound Squadron	6 Hellhounds	Hydra, Living Shield, Thunderer	250 points
Heavy Weapons Team	4 Support Squad units	Hydra, Living Shield	125 Points

Penal Legion Upgrades		
<i>(Up to two upgrades may be taken per formation. Commissar may only be taken once)</i>		
Formation	Units	Cost
0-1 Supreme Commander	Upgrade a Commander unit to be a Supreme Commander unit	+50 points
Suicide Vests	Replace 2 Penal Legion Trooper units with Suicide Martyr units	Free
Fire Support*	Add any number of Support Squad units of any type	+50 points for 2 +75 points for 4
Commissar	Add a Commissar to the formation	+25 points
Transporters	Add enough vehicles to transport the entire formation. Extras may not be taken and are lost.	+25 points for every 4 Land Transporters +75 points for every Mass Containment Transporter
Chimeras	Add enough Chimeras to transport the entire formation. Extras may not be taken.	+25 points each
Living Shield	Add 2 Penal Legion Trooper units to the formation	Free
Thunderer	Add 2 Leman Russ Thunderers	+75 points
Ogryns*	Add 2 Ogryn units	+50 points
Hydra	Add a Hydra Flak tank	+50 points
* These upgrades may add up to one Chimera per each of their units for +25 points each. All infantry units in the upgrade must be transported in Chimera if any are taken but you may not take more than Chimeras than required to transport the unit		

Titan and Navy Support Formations					
<i>(Up to 1/3 of an army's points may be spent on Titan and Naval support)</i>					
Titan Legion Battlegroups			Imperial Navy Aircraft		
Formation	Units	Cost	Formation	Units	Cost
Warlord Titan	1 Warlord Titan	825 points	Thunderbolt	2 Thunderbolt Fighters	150 points
Reaver Titan	1 Reaver Titan	650 points	Marauder	2 Marauder Bombers	250 points
Warhound	2 Warhound	500 points			
Titan Pack	Titans				

SPECIAL RULE - Forward Unto Death!

Penal Companies and Abhuman mobs that have at least a 1 to 4 ratio of Penal Legion Troopers to Taskmasters units OR Commissar characters will gain +1 to their activation roll when attempting a Double or Assault action. If the Assault is lost, the formation will suffer an automatic additional hackdown hit as explosive collars are detonated, the unit cohesion fails during the withdrawal, and weapons are turned on each other in the chaos or for revenge.

SPECIAL RULE - You've failed me for the last time...

A Penal Legion Core formation with a Commissar character that are forced to take a Hold action gain an additional blast marker as the Commissarial staff carry out selected executions for cowardice. However, the player may choose instead to sacrifice their choice of unit in the formation (and take the additional blast marker) to regain control over the formation and is granted a reroll. The results of the second roll stands as well as the additional blast marker if failing activation again.

(Supreme) Commander

Finding oneself the commander of a Penal Legion force is usually the result of an officer's failure to achieve their objectives one too many times, inordinate loss of men and materials (or the lack of appropriate losses!), or being the loser in a war of internal Imperial Guard politics. However, through the grace of the Emperor's holy forces, an officer may still carry on to fight for the Imperium and retain a modicum of honor. Regardless their individual history, a Penal Legion commander is still to be found on the front lines leading their forces to victory at all costs.

Supreme Commander				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Power weapons	(base contact)	(Assault Weapons)	MW, EA(+1)	

Notes: Supreme Commander



Commander				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Chainswords	(base contact)	(Assault Weapons)	EA(+1)	

Notes: Commander



Imperial Guard Infantry

In any prison the commandant would require guards, defenders, and officers to maintain order and protect themselves. The Imperial Penal Legions are no different. A Guardsman in a Legion has the double duty of being an enforcer of the Emperor's will to those that have transgressed his holy laws and to bring death to his enemies. Reasonably well equipped with Lasguns, Autocannons, and flak armour, a guardsman may live a hard life, but infinitely better than those wretched souls that swell the ranks of the Penal Companies.

Imperial Guard Infantry				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapons	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	See below	
Lasguns	(15cm)	Small Arms		

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.



Penal Legion Troopers

Any number of crimes against the Lex Imperialis may result in sentencing to a Penal World. Such offenses can range from failure to return library books to murder, minor heresy, cowardice in battle, failure to pay tithes, removal of sleeping bunk tags, etc. By serving in the Penal Legions these individuals are given the chance of redeeming themselves in the eyes of the Emperor.

Penal Troopers				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	6+
Weapons	Range	Firepower	Notes	
Stubbers	(15cm)	(Small Arms)		

Notes: When directly attached to an allied guard formation, the unit gains the *Expendable* ability



Suicide Martyrs

The reach of the Ecclesiarchy stretches from the Hives of Holy Terra to the most distant outposts of the Imperium. Ministers and preachers travel the worlds of the Imperium instructing in the Imperial cult and devotion to the Emperor. In Penal Worlds, the Ecclesiarchy often finds fertile ground for those that wish the Emperors redemption and an end to the relentless suffering. Convinced that martyrdom is the only path to redemption for their sins, Penal Troopers will often volunteer (or if insufficient numbers exist, will suddenly find themselves volunteered) to wear suicide vests. Waiting till their unit assaults an enemy position, they will suddenly sprint through the combatants to detonate themselves hoping to take as many of the enemy as possible, crack open a bunker, or perhaps even destroy enemy armour.

Suicide Martyrs				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	5+	-
Weapons	Range	Firepower	Notes	
Suicide Vest	(base contact)	(Assault Weapons)	MW, EA(1+)	
Cudgels	(base contact)	(Assault Weapons)		



Notes: Infiltrator, Expendable. When carrying out a CC attack using the Suicide Vest, the unit is automatically removed after combat resolution but does not count for the purposes of working out its result.

Penal Legion Taskmasters

Cruel, inhumane, uncompromising, harsh are just a few of the words used by prisoners to describe the Taskmasters. Indispensable is the word most used to by their commanders to reference to them. Taskmasters are the jailers, officers, and if need be, executioner of any prisoner placed into a Penal Legion. Not technically a specific unit as opposed to the collection of Guard MPs, seconded Arbites, and any number of Commissariat staff, usually Junior Commissars, used to direct the Penal Troopers in glorious redemption.

Penal Legion Taskmasters				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	5+
Weapons	Range	Firepower	Notes	
Chainswords	(base contact)	(Assault Weapons)	EA(+1)	
Heavy Stubber	30cm	AP6+		
Shotguns	(15cm)	(Small Arms)		



Notes:

Abhuman / Mutant Penitents

Proscribed Abhumans and in general, mutants of all sorts, are the deformed or devolved strains of humanity that form the sub-humans of the Imperium. Considered to be guilty of the sin of mutation, they are suppressed and actively rounded up and used as slave labor, target practice by Guard units, or in the case of the Penal Legions, provided en mass as cannon fodder where they were valued mainly for their bloodlust. Only in death for the Emperor may an Abhuman have hope for absolution for the crime of existence.

Abhuman Penitent Mob				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	5+	-
Weapons	Range	Firepower	Notes	
Melee Weapons	(base contact)	(Assault Weapons)		



Notes:

Last Chancers

Troops sentenced to the Penal Legions serve for life, most of who die in their very first battle, herded into enemy gunfire and dying by the hundreds. A few, the born killers, atavistic scum with the will and abilities to survive, or the extremely cunning, somehow beat these merciless odds and survive through numerous battles. In extremely rare cases a commander may recognize this ability and forge a fighting unit capable of undertaking the worst, most dangerous and suicidal missions. Most will not survive but those that do may be granted the Emperor's forgiveness and as redeemed men, enter the Imperial Guard as regular Guardsmen.

Last Chancers

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	4+
Weapons	Range	Firepower	Notes	
Hotshot Lasguns	15cm	AT5+/AP6+	MW, EA(+1), Single Shot EA(+1), Ignore Cover	
Demolition Charges	(base contact)	(Assault Weapons)		
Dirty Tricks	(15cm)	(Small Arms) AND (Assault Weapons)		

Notes: Scout, Infiltrator. The Dirty Tricks weapon can be used both in FF and in CC attacks.



Leman Russ

Only the Leman Russ can command such singular recognition across the galaxy as the official weapon of the Imperium. From the deserts of Tallarn to the red skies of Mars, this five (or six) man crewed armored vehicle has been pitted against every force in the galaxy and have been produced in the millions across hundreds of worlds for thousands of years. The cramped, noisy cabin of this most versatile tank has been called both home and hell by gunners and pilots throughout the ages.

Leman Russ

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

Notes: Reinforced Armour



Leman Russ Punisher

This weapon allows the Punisher tank to achieve a rate of fire unmatched by all but a few other vehicles, though at a loss of anti-tank effectiveness, and Punisher tank crews have a reputation for being trigger-happy with this potent weapon. Indeed, it is typical for Punisher crews to strip out all non-essential items in order to cram in as much ammunition as possible before setting off for battle. Often considered unstable by those around them, Punisher crews find themselves leveraged in inordinate numbers by Penal Legions, their presence used to goad groups of Penal Troopers into battle, or else.

Leman Russ Punisher

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	2+
Weapons	Range	Firepower	Notes	
Punisher Gatling Cannon	30cm	2x AP3+	Disrupt	
Lascannon	45cm	AT5+	Ignore cover	
2x Heavy Flamer	15cm	AP4+		

Notes: Reinforced Armour, Thick Rear Armour



Leman Russ Thunderer

Enemies scurry at the approach of the Thunderer: a Leman Russ variant created to reuse spare and damaged Leman Russ chassis, the Thunderer soon came to be used as an inexpensive close range infantry support vehicle. They can help infantry advance by destroying intervening terrain features while also giving them rapid support if they come across something they can't handle.

Leman Russ Thunderer				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Demolisher Cannon	30cm	AP3+/AT4+	Ignore Cover	

Notes: Reinforced Armour, Thick Rear Armour



Ogryns

Strong, loyal, not particularly bright but well known for their brute strength, Ogryns are widely used as shock troops, body guards, and in the case of the Penal Legions, brutal enforcers. Armed with nothing more sophisticated than Ripperguns and simple primitive, albeit effective close combat weapons, Ogryns are attached to formations tasked with assaulting enemy strongholds, where their size and strength are even more imposing in close quarters. Known for having a simple, almost childlike devotion to the Emperor, they make ideal assault troops in Penal Legions.

Ogryn				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapons	Range	Firepower	Notes	
Ripperguns	(15cm)	(Small Arms)		
Ogryn combat weapons	(base contact)	(Assault Weapons)	MW, EA(+1)	

Notes:



Support Squad

Virtually all Imperial Guard forces include some form of mobile heavy weapons for close infantry support. The Imperial Penal Legions are no different. Fire support squads are equipped with far more heavy weapons than ordinary Imperial Guard infantry. Able to lay down considerable long range firepower, support squads are tasked with eliminating enemy armour, holding positions against attacks, or providing close infantry support for units assaulting enemy positions.

Support Squad				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	None	6+	4+
Weapons	Range	Firepower	Notes	
2x Autocannon	45cm	AP5+/AT6+		
OR				
2x Lascannon	45cm	AT5+		
OR				
2x Mortar	30cm	AP5+	Indirect Fire	

Notes: May have one of the weapons listed



Basilisk

The Basilisk is the main line artillery piece of Imperial Guard Regiments throughout the Imperium, designed to provide medium to long-range fire support. Among the most numerous and well-known of the Guard's artillery the Basilisk is based on the Chimera chassis and mounts an Earthshaker Cannon for direct and indirect fire.

Support Squad

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Earthshaker	120cm	AP4+/AT4+ OR 1BP AP5+	Indirect	

Notes:



Bombard

The Bombard is one of the Imperium's most ancient and renowned siege artillery pieces. While it does not boast the same kind of range as the more common Earthshaker gun, what it lacks in range it more than makes up for in destructive power.

Support Squad

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

Notes:



Chimera APC

The Chimera is the primary armoured infantry transport for the Imperial Guard. Highly durable and practical it has been used as a chassis for many other vehicles and has been in service for many thousands of years, typifying the fast moving warfare favoured by the Imperial Guard. Almost every Imperial planet with an industrial base is capable of producing the Chimera in plentiful numbers.

Chimera

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+		
Heavy Bolter	30cm	AT5+		

Notes: May carry 2 Penal Trooper, Abhuman, Ogryn, or Last Chancer units. Ogryns take up 2 space each.



Berserker Cyborgs

Some individuals that fall into the Imperial Penal system are considered so unstable as to even still pose a threat even while incarcerated. However, the might of the Imperium is in the raw manpower it can wield to overcome any resistance and summary disposal of such individuals is a waste of resources. Lobotomized and crudely augmented with rending weapons, cyborgs are frequently leveraged as shock assault troops in Penal forces.

Land Transporter

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	3+	6+
Weapons	Range	Firepower	Notes	
Bionic Weapons	(base contact)	(Assault weapons)	EA+2	
Autopistols	(15cm)	(Small Arms)		

Notes: Fearless



Land Transporter

One of the myriad of designs discovered by the great techno-archaeologist, Arkhan Land at the birth of the Imperium, the Land Transporter is a reliable, inexpensive utility vehicle found throughout human space. When the use of military transportation of Penal detachments is required, the Munitorium will not waste valuable war material such as the Chimera for lowly rabble. Instead stripped, barely running vehicles scheduled for scrap will be scrounged to carry the Penal troopers into battle if needed.

Land Transporter				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapons	Range	Firepower	Notes	
Stubbers	(15cm)	(Small Arms)		

Notes: May carry 2 Penal Trooper, Abhuman, Ogryn, or Last Chancer units. Ogryns take up 2 space each.



Mass Containment Transporter

The Mass Containment Transporter is a device used by Adeptus Arbites to facilitate the bulk incarceration, transportation, and processing of offenders and inmates. These giant edifices of plascrete and steel closer resemble mobile prison blocks than conventional combat vehicles. Being an STC Prison Cellblock designed to be able to be mounted on a transporter base, it lacks the complexity of many transports – but this in itself is a boon. Lacking conventional protection against armour piercing weaponry, its sheer mass is its main defense, allowing it to soak up amounts of damage that would be otherwise catastrophic. Numerous incidents have been recorded of titan killer class weaponry holing such mounted facilities, causing the interior prison blocks to collapse (killing all those inside) while the main drive and control systems of the conveyor remain undamaged.

Mass Containment Transporter				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	6+
Weapons	Range	Firepower	Notes	
2x Heavy Stubbers	30cm	AP6+		

Notes: Leader. DC 3. May carry 10 Penal Trooper, Abhuman, Ogryn, or Last Chancer units. Ogryns take up 2 space each Critical: 1D6 units are hit. Move the unit D6cm in a random direction, all units under it suffer a hit. May only transport units from their own formation.

