

Tallarn Desert Raiders Army List v0.1 – Zimms/Apoc variant

Rational:

This is a list attempting to create a Desert Rats WW1/2 light raider force. Forgoing heavier vehicles, light armour and infiltrators must be used to achieve activation superiority and maintain initiative. Think Laurence of Arabia, but in SPAAAAACE....

Tallarn armies have a Strategy rating of 2+ (see special rules for lightning raid) Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+.

Tallarn Companies <i>(a Tallarn army may contain any number of companies)</i>			
Formation	Core Units	Upgrades	Cost
0-1 Tallarn Regimental HQ	1 Supreme Commander unit and 9 Imperial Guard units	AA support, Fire Support, Light Artillery Support, Transport, Salamander Command	275 points
Infantry Company	1 Commander unit and 9 Imperial Guard units	AA support, Fire Support, Light Artillery Support, Salamander Command	200 points
Mechanized Infantry Company	1 Commander unit, 9 Imperial Guard units, and 5 Chimeras	AA support, Fire Support, Light Artillery Support, Salamander Command	325 points
Sentinel Support company	8 Tallarn Sentinels	AA support, Fire Support, Light Artillery Support, Salamander Command	200 points
Mukaali Assault Company	10 Mukaali Riders	Mukaali Support	250 points

I protest at the lack of rough riders!

Tallarn Company Upgrades <i>(Up to 2 upgrades may be taken per company. No upgrade may be taken more than once)</i>		
Formation	Units	Cost
AA Support	Add 3 Sabre Platforms (add transport Chimera)	+50 points (+25 points each)
Fire Support	Add 3 Fire Support units	+75 points
Light Artillery Support	Add 3 Griffons	+50 points

Mukaali Support	Replace any number of Mukaali Assault units with Mukalli Support units	+25 points each
Sniper	Add 2 sniper units	+25 points
Transport	Add enough Chimeras to be taken to carry all units in the formation, Including any upgrades. Extras may not be taken.	+25 points each
Salamander Command	Add 1 Salamander command vehicle	+25 points
Hellhound	Add 3 Hellhounds	+100 points

Tallarn Support Formations			
<i>(Any two support formations may be fielded per each company)</i>			
Formation	Units	Upgrades	Cost
Sniper	4 Sniper Units	None	100 points
Tank Squadron	6 Leman Russ Conquerors	AA support, Fire support, Light Artillery support, Salamander Command	250 points
Vulture	4 Vulture Gunships	None	300 points
Desert Raiders	6 Desert Raider units	None	250 points
Hell Hound Squadron	6 Hell hounds	AA support, Fire support, Light Artillery support, Salamander Command	225 points
Griffon	6 Griffons	AA support, Fire support, Light Artillery support, Salamander Command	250 points
Salamander Scout Platoon	6 Salamander Scouts	Salamander Command	200 points

Allied Forces			
<i>(No more than 1/3 of the army's points may be spent on Allies.)</i>			
Formation	Units	Upgrades	Cost
Thunderbolt Squadron	2 Thunderbolt Fighter-Bombers	None	175 points
Destroyer Squadron	2 Marauder Destroyers	None	375 points

SPECIAL RULE – Vanguard strategies

At the start of each game, before deployment, the Tallarn player may select ONE of the following special rules to be used for that game.

Long range operations: 1 formation per 1000 points that would not normally be permitted to garrison, may garrison. However, such formations may not be garrisoned on overwatch.

or

Lightening raid: the Tallarn player may add +4 to their strategy rating on turn 1.

Commissars: May include 1 Commissar for every 500 points

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mukaali Rider	LV	20cm	3+	4+	6+	Las Pistols Shock Lance	(small arms) (base contact)	(Small arms) (Assault weapons), First Strike	Thick Rear Armour, Infiltrator, Walker, Mounted
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault Weapons), EA(+1), MW	Fearless, Inspiring, Leader
Tallarn Sentinel	LV	20cm	6+	6+	5+	Support Pod, <i>or</i> Lascannon, <i>or</i> Multimelta	45cm 45cm 15cm	AT6+/AP6+, <i>Disrupt</i> AT5+ MW5+ (<i>FF mw</i>)	Walker (may take one weapon. select one option before the game)
Sniper	INF	15cm	n/a	6+	5+	Sniper Rifles	30cm	AP5+, Sniper	Scout
Desert Raiders	INF	15cm	n/a	5+	5+	Lasguns Demo charges Dirty Tricks	(15cm) (base contact) (15cm)	(Small Arms) (Assault weapon), MW, EA(+1), Singleshot (Small Arms) Ignore Cover	Teleport
Sabre Platform	INF	10cm	n/a	6+	5+	Twin Flak Autocannon	30cm	AP4+/AT5+/AA5+	Mounted
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	Commander
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	One unit in every two has an Autocannon.
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon Power Weapon	45cm (base contact)	AP5+/AT6+ (Assault weapons), EA(+1), MW	Supreme Commander
Tallarn Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	May transport two infantry units OR 1 Sabre platform (not both)
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Leman Russ Conqueror	AV	30cm	4+	6+	5+	Conqueror Cannon Lascannon	45cm 45cm	AP5+/AT5+ AT5+	Reinforced Armour
Salamander Command	AV	35cm	6+	6+	5+	Heavy Flamer Heavy Bolter	15cm AND (15cm) 30cm	AP4+, Ignore Cover (small arms), Ignore Cover AP5+	Commander, Leader, Scout
Support Squad	INF	15cm	-	6+	4+	2x Autocannon	45cm	AP5+/AT6+	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin-Autocannon 2x Hellstrike	30cm 45cm 120cm	AP5+ AP4+/AT5+ AT2+, Singleshot	Scout, Skimmer
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	Multilaser Rockets Storm Bolters	30cm 30cm 15cm	AP5+/AT6+/AA5+ FxF AT4+ FxF AP4+/AA5+ FxF	
Marauder Destroyer	AC	Bomber	5+	n/a	n/a	3 x Twin Autocannons Twin Heavy Bolters Twin Assault Cannons 2 x Underwing rockets	30cm 15cm 15cm 30cm	AP4+/AT5+ FxF AA5+ AA4+ Rear AT4+ FxF	
Mukaali Support	LV	20cm	3+	4+	6+	2x Multi Melta	15cm AND (15cm)	MW4+ (small arms), MW	Thick Rear Armour, Walker, Mounted
Salamander	AV	35cm	6+	6+	5+	Autocannon Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	Scout