

Tallarn Desert Raiders Army List v0.8

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 3.

All formations have an initiative rating of 2+, except Knight formations which have an initiative rating of 1

Tallarn Companies <i>(a Tallarn army may contain any number of companies)</i>			
Formation	Core Units	Upgrades	Cost
Infantry Company	1 Imperial Guard Commander unit, 10 Imperial Guard Infantry units, 2 Sniper units.	Any	250 points
Mechanized Infantry Company	1 Imperial Guard Commander unit, 10 Imperial Guard Infantry units, 2 Sniper units, 7 Chimeras.	Any	400 points
Mukaali Assault Company	1 Cavalry Commander Character, and 10 Mukaali Cavalry or Mukaali Cavalry Support units in any combination.	Any	300 points

Tallarn Company Upgrades <i>(Each Core Formation in your army list may select 0-3 Upgrades. Each Core Formation may not select each upgrade type more than once)</i>		
Formation	Units	Cost
Snipers	Add 1 or 2 sniper units <i>(Add transport chimera)</i>	+25 points each (+25 points)
Flak	Add 1 Sabre Platform <i>(add transport Chimera)</i>	+25 points (+25 points)
Griffon Squadron	Add 3 Griffons	+50 points
Hellhound	Add 3 Hellhounds	+100 points

0-1 Supreme commander	Replace 1 Commander unit with a Supreme Commander unit. Or Replace one Cavalry Commander character with a Cavalry Supreme Commander Character	+50 points
Fire Support	Add 4 Fire Support units <i>(add transport Chimera)</i>	+100 points (+25 points)

Tallarn Support Formations <i>(Two Support Formations may be selected for each Core Formation in your army list.)</i>			
Formation	Units	Upgrades	Cost
Sentinel Platoon	8 Tallarn Sentinels.	none	150 points
Fire Support Platoon	4 Fire support Units. <i>(add 2 transport Chimera)</i>	Flak, Griffon Squadron	100 points (+50 points)
Light Artillery Platoon	4 Chimeras, and 4 Thudd Gun units	Flak, Griffon Squadron	200 points
Desert Raiders Platoon	4 Stormtrooper units, and 4 Sniper units. Add "Teleport" to every unit in the formation: OR Add 4 Chimeras:	None	175points (+50 points) (+100 points)
Hellhound Squadron	3 Hellhounds <i>(add 3 hellhounds)</i>	Flak	150 points (+100 points)
Griffon Squadron	3 Griffons <i>(add 3 Griffons)</i>	Flak	100 points (+75 points)
Anti-Aircraft Platoon	4 Sabre Platforms and 4 <i>transport Chimeras</i>	none	175 points
Rough Rider Platoon	1 Calvary Commander character, and 6 Rough Rider units.	none	175 points
Tauros Platoon	4 Tauros and 4 Tauros Venator	None	200 points
Conqueror Platoon	6 Leman Russ Conquerors	Any	325 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	275 points
Knight House Banner	2 Questoris Knights (add 1 additional knight)	None	350 points (+175 points)

Towed Guns: Tallarn Chimeras may transport one Sabre Platform or one Thudd Gun, if they transport no other units.

Lightning Raid: For every complete 1500 points of army selected, the Tallarn player may choose to garrison one formation that is not normally eligible to garrison. Formations that garrison using this rule may not start the game on Overwatch.

Commissars: An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points. Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mukaali Calvary	LV	20cm	3+	4+	6+	Las Pistols Shock Lance	(small arms) (base contact)	(Small arms) (Assault weapons), First Strike, EA+1	Infiltrator, Walker, Mounted, May not march
Mukaali Support Calvary	LV	20cm	3+	4+	5+	2x Plasma gun	15cm	AP5+/AT5+	Infiltrator, Walker, Mounted, May not march
Tallarn Sentinel	LV	20cm	6+	6+	5+	Support Pod	45cm	AT6+/AP6+, <i>Disrupt</i>	Walker
Calvary Supreme Commander	CH	n/a	n/a	n/a	n/a	Power weapon	(base contact)	(Assault weapon), MW, EA+1	Supreme Commander
Calvary Commander	CH	n/a	n/a	n/a	n/a	Calvary sword	(base contact)	(Assault weapon), EA+1	Commander
Sabre Platform	INF	10cm	n/a	n/a	5+	Twin Flak Autocannon	30cm	AP4+/AT5+/AA5+	Mounted
Thudd Gun	INF	10cm	n/a	n/a	5+	Quad launcher	45cm	AP4+/AT6+	Indirect Fire
Tauros	LV	35cm	6+	6+	5+	Grenade Launcher	30cm	AP4+/AT6+	Walker
Tauros Venator	LV	35cm	6+	6+	5+	Twin Lascannon	45cm	AT4+	Walker
Leman Russ Conqueror	AV	30cm	4+	6+	5+	Conqueror Cannon Lascannon	40cm 45cm	AP5+/AT5+ AT5+	Reinforced Armour
Questoris Knight	WE	25cm	5+	4+	5+	Knight Chainsword Shock Field Heavy Stubber AND (pick1) Rapid Battlecannon Gatling Cannon Thermal Cannon	(base contact) (small arms) (small arms) 60cm 60cm 30cm	(Assault weapon), EA+1, MW EA+1 (small arms) 2x AP4+/AT4+ 6x AP6+/AT6+ MW3+ (small arms), EA+1, MW	DC 2 Critical: Destroyed Reinforced Armour, Knight Shield, Walker

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+ FxP AA5+ AA4+ Rear AT4+ FxP	
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Design Rationale: The core themes of this list are intended to focus on Light Infantry, and the Tallarn style of raid-based warfare.

For this end, this list lacks all of the normal Imperial Guard main battle tanks, war engines, heavy artillery, deathstrikes, VTOL skimmers, etc.

Instead it concentrates on a few core types of infantry, with an emphasis on snipers, and also cavalry and aircraft with an emphasis on close air support.

What vehicles are present, are all either transports, or scouting/raiding type vehicles. Instead of heavy Titans in the Allies section, the Tallarn army only has access to the Questoris Knight. Again, this helps form part of the “lighter, faster” theme of the list.

While the list comes with NetEA stats, players may prefer to use the EpicUK stats for the Leman Russ Conqueror instead. In that case

Leman Russ Conqueror (EpicUK Version) AV 25cm

A:5+ C:6+ F:5+

Reinforced Armour, +1 to Action Tests for Double orders

250 points for 6