

HARAKONI WARHAWKS IMPERIAL GUARD ARMY LIST

Harakoni Warhawk Imperial Guard armies have a strategy rating of 3. All formations have an initiative rating of 2+. The "Commissars" special rule applies to Harakoni Warhawk Imperial Guard armies.

HARAKONI COMPANIES

(A Harakoni army may contain any number of Strike Companies)

COMPANY	CORE UNITS	COST
Harakoni Strike Company	1 Commander, 3 Warhawks, 2 Stormtroopers, and one of the following: 4 Warhawks 3 Valkyries (Must add additional up to minimum required to transport formation at +25 each) 2 Stormtroopers	250 Points +25 Points +75 Points Free

HARAKONI COMPANY UPGRADES

(Up to three upgrades may be added to each Strike Company)

UPGRADE	UNITS	COST
0-1 Regimental Command	Replace Commander with Supreme Commander	100 Points
Fire Support	Add 4 Fire Support teams	100 Points
Warhawk Infantry	Add 4 Warhawks to the formation	75 Points
Harakoni Veterans	Add 2 Stormtroopers	50 Points
Artillery Liaison Officer	Add 1 Forward Observer character to a Warhawks base in the formation (0-1 per 2000 points)	100 Points
Grav-Glider	Add 1 Grav-Glider to the formation	50 Points
Close Air Support	Add 2 Vultures. Replace with Punishers for 50 points	125 Points

HARAKONI SUPPORT FORMATIONS

(Two may be taken for each Company)

FORMATION	UNITS	COST
Reconnaissance Squadron	6 Sentinels (May add 3 additional Sentinels)	150 Points (+50) Points
Demolition Specialists	Seven Sappers and one Tech Priest (add 4 Vendettas) (May add a Grav-Glider)	200 Points (+150) Points (+50) Points
Tank Hunter Squadron	Four Vultures or Vendettas (Add up to two additional Vultures or Vendettas) (Replace up to two with Vulture Punishers)	300 Points (+75 ea) Points (+25 ea) Points
Harakoni Light Artillery Squadron (0-1 per Reconnaissance Squadron)	Four Support Sentinels	200 Points

IMPERIAL ALLIES

(Up to one third of the army's points may be spent on Imperial Allies formations)

FORMATION	UNITS	COST
0-1 Spacecraft:	One Onero Overflight OR One Lunar cruiser OR One Emperor Battleship (<i>Slow and Steady</i> special rule only applies to turn 1)	150 Points 150 Points 300 Points
Fighter Squadron	Two Lightning Interceptors, Two Thunderbolts, or Two Lightning Strike Fighters (May add up to two more Interceptors) (may replace any number with Thunderbolts or Lightning Strikes)	150 Points (+75) Points (+25 ea) Points
Marauder Heavy Bomber	One Marauder Heavy Bomber	175 Points
Marauder Destroyer	One Marauder Destroyer	175 Points
Marauder Spectre	One Marauder Spectre	225 Points
Linebreaker Relief Column	Six Imperial Infantry, three Chimera transports, and three Conquerors. (May add 3 Conquerors)	300 Points (150) Points

SPECIAL RULE – Skyborne

Harakoni Warhawks train extensively to function as rapid-deploying heavy infantry, acting as shock troops to open holes in an enemies defense. The following rules reflect this combat doctrine:

- Warhawks use the Skitarii Hyaspists profile
- Commanders, Sappers, and Fire Support teams gain a 5+ Armour Save
- Fire Support teams replace both Autocannons with Lascannons
- All infantry and Light Vehicles gain the *Planetfall* special rule. All Skimmers gain *Planetfall*.

SPECIAL RULE – CAP Garrison

Rather than placing one ground garrison on overwatch a Harakoni army may place one fighter formation on CAP. The player may still place as many ground garrisons as their army allows, but only one may start the game on overwatch. The fighters follow the setup rules for CAP, but as done during the garrisoning phase of the pre-game setup.

SPECIAL RULE – Expendable

Formations do not receive blast markers when Expendable units are killed, nor are they counted as casualties for assault resolution.

SPECIAL RULE – Air Cavalry

Units in any Strike Company formation with assigned Valkyrie transports may use their transport slots as normal. Unless otherwise specified, light vehicles count as two models for the purposes of transport.

PLAYTEST RULE – Marauder Drop

Marauder Heavy Bombers gain "Transport (1 formation consisting only of Infantry or Light Vehicles)". While transporting units, the Marauder is unable to use its Bomb Racks. Marauder Heavy Bombers are unable to conduct an Air-Assault, and can never load any troops after the game begins. When transported troops disembark from the Marauder during a Ground Attack action, the Bomber does not count as "landed," and Infantry or units with the Skimmer special rule may deploy as if they were equipped with Jump Packs.

ARMY SPECIFIC UNITS

UNIT	Type	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Forward Observer	CH	n/a	n/a	n/a	n/a	Basilisk	60cm	6BP, Slow Firing
Support Sentinel	LV	Notes: <i>None</i> 20cm	6+	6+	5+	Support Rocket Launcher	30cm	1BP, Disrupt, Indirect Fire
Grav Glider	AC/WE	Notes: <i>Scout, Walker</i> Bomber	4+	-	6+	2 x Rocket Pod	30cm	1BP, Disrupt, One-Shot
Vulture Punisher	Av	Notes: <i>Skimmer, Scout, Self-Planetfall</i> 35cm	5+	6+	5+	Heavy Bolter Twin Punisher Cannons	30cm 30cm	AP5+ 4 x AP4+
Marauder Spectre	AC/WE	Notes: <i>DC1, Reinforced Armor, Expendable, Transport (may carry 12 of the following units: Warhawks, Commanders, Supreme Commanders, Stormtroopers, Forward Observer, Fire Support, All Sentinels. All Light Vehicles take up 2 spaces each.)</i> Bomber	5+	n/a	n/a	2 x Twin Heavy Bolter	45cm 15cm	AT2+, TK(D3) AA5+
Onero Overflight	Spacecraft	Notes: <i>DC2. Critical: Engines seriously damaged, aircraft crashes</i> n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	4 x AT4+

