

# HOUSE OF THE GRYPHON

## ARMY LIST FOR STRIKE LEGION TACTICAL



### UNIT ORGANIZATIONS

**Infantry Platoon:** 3x *Conscript* or *Regular Infantry Squads* plus 1x Leader Team.

**Assault Platoon:** 4x *Assault Squads* and 4x *Transport Ornithopter*, plus 2x Leader Teams.

**Light or Medium Tank Platoon:** 3 *Light* or *Medium Tanks*.

**Heavy tank Platoon:** 2x *Heavy Tanks*.

**Air Section:** 2x *Attack Ornithopter*.

**Light or Medium Tank Company:** 3x *Light* and/or *Medium Tank* Platoons and 1x *Medium Command Tank*.

**Heavy Tank Company:** 3x *Heavy Tank* Platoons and 1x *Heavy Command Tank*.

**Mobile Scout Company:** 2x *Light Tank* Platoons and 2x *Light Command Tank*.

**Infantry Company:** 4x *Infantry* Platoons (may be a mix of *Conscript* and *Regular* Platoons).

**Assault Company:** 3x *Assault* Platoons, 1x *Air Section*, and 2x Leader Teams.

**Special:** One *Taskmaster* Personality must be fielded for each Personnel Company in play; one *Slavemaster* must be fielded for each fraction of *three* Personnel companies in play.

**C2 and CQ:** All *House of the Gryphon* units have *Lacking C2* ratings. *Conscript* and *Regular Infantry Squads* use *Green CQ* ratings. All other units and Personalities use *Trained CQ* ratings.

**TL:** 7; Strict TL Design Method.

### SPECIAL RULES

- ◆ *The Baron* and *Heir Apparent* Personalities are unique; only one of each may be fielded in any game.
- ◆ *Light*, *Medium* and *Heavy Command Tanks* are identical in function to their named vehicles. The player may designate specific vehicles as Command vehicles; there is no additional PV cost for Command vehicle variants.
- ◆ All Personality elements add +1 to their CC/CA/OVR totals when fighting against units from the *House of the Hawk*.
- ◆ *Combat Shields* may not be used when fighting in the open desert terrain against *Houses of the Hawk* or *Lion*, or *Desert Nomads*.

CONSCRIPT SQUAD

PV: 42

REGULARS SQUAD

PV: 60

ASSAULT SQUAD

PV: 114

TASK MASTER

PV: 49



AP [d8]

1/2/3/5

AP [d8]

1/2/3/5

AP [d6]

2/4/7/10

AP [d8]

1/2/3/5

ATTRIBUTES:

Combat Shields/1  
Weak

NOTES

Personnel  
Target  
4 Teams per Squad  
1 Hit per Team

ATTRIBUTES:

Combat Shields/2

NOTES

Personnel  
Target  
4 Teams per Squad  
1 Hit per Team

ATTRIBUTES:

Combat Shields/4  
CCW  
Flamethrower

NOTES

Personnel  
Target  
4 Teams per Squad  
1 Hit per Team

ATTRIBUTES:

CCW  
Combat Shields/2  
TRAITS:  
Save: 5+  
Leader Team

NOTES

Personnel  
Target  
1 Team per Squad  
1 Hit per Team  
Personality

SHIELD 93

SHIELD 93

SHIELD 93

SHIELD 93

THE BARON

PV: 179

THE HEIR APPARENT

PV: 175

TRANSPORT DRONHOPTER

PV: 96

SLAVEMASTER

PV: 57



AP [d6]

1/2/3/5

AP [d8]

1/2/3/5

AP [F][d6]  
AP [FF][d6]

4/8/14/20  
4/8/14/20

AP [d8]

1/2/3/5

ATTRIBUTES:

Combat Shields/4  
Fearsome  
Weak

NOTES

Personnel  
Target  
1 Team per Squad  
1 Hit per Team  
Personality

ATTRIBUTES:

CCW  
Combat Shields/4  
Fearsome

NOTES

Personnel  
Target  
1 Team per Squad  
1 Hit per Team  
Personality

SYSTEMS:

Transport Bay/4

ARMOR



NOTES:

ATTRIBUTES:

CCW  
Combat Shields/2  
TRAITS:  
Hits: 2  
Save: 5+  
Leader Team

NOTES

Personnel  
Target  
1 Team per Squad  
1 Hit per Team  
Personality

SHIELD 93

SHIELD 93

Shield 9

SHIELD 93

# HEAVY TANK

PV: 153



**SYSTEMS:**  
LFC  
Smoke Mortar/5+  
Vulcan II  
**NOTES:**

AP [FF][d8] 4/8/14/20  
AT Gauss [T][d10] 8/16/28/40

### PRIMARY

- 1-2: 2ndary (roll)
- 3-4: Mobility
- 5-6: Wpns
- 7-8: EW
- 9: Crew
- 10: Critical (2d10)

### SECONDARY

- 1: Suppressed
- 2: Suppressed
- 3: Suppressed
- 4: Suppressed
- 5: Suppressed
- 6: Suppressed
- 7: Suppressed
- 8: Vulcan II
- 9: Smoke Mortar/5+
- 10: LFC

Strict 9

# HEAVY TANK

PV: 153



**SYSTEMS:**  
LFC  
Smoke Mortar/5+  
Vulcan II  
**NOTES:**

AP [FF][d8] 4/8/14/20  
AT Gauss [T][d10] 8/16/28/40

### PRIMARY

- 1-2: 2ndary (roll)
- 3-4: Mobility
- 5-6: Wpns
- 7-8: EW
- 9: Crew
- 10: Critical (2d10)

### SECONDARY

- 1: Suppressed
- 2: Suppressed
- 3: Suppressed
- 4: Suppressed
- 5: Suppressed
- 6: Suppressed
- 7: Suppressed
- 8: Vulcan II
- 9: Smoke Mortar/5+
- 10: LFC

Strict 9

# HEAVY TANK

PV: 153



**SYSTEMS:**  
LFC  
Smoke Mortar/5+  
Vulcan II  
**NOTES:**

AP [FF][d8] 4/8/14/20  
AT Gauss [T][d10] 8/16/28/40

### PRIMARY

- 1-2: 2ndary (roll)
- 3-4: Mobility
- 5-6: Wpns
- 7-8: EW
- 9: Crew
- 10: Critical (2d10)

### SECONDARY

- 1: Suppressed
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- 3: Suppressed
- 4: Suppressed
- 5: Suppressed
- 6: Suppressed
- 7: Suppressed
- 8: Vulcan II
- 9: Smoke Mortar/5+
- 10: LFC

Strict 9

# HEAVY TANK

PV: 153



**SYSTEMS:**  
LFC  
Smoke Mortar/5+  
Vulcan II  
**NOTES:**

AP [FF][d8] 4/8/14/20  
AT Gauss [T][d10] 8/16/28/40

### PRIMARY

- 1-2: 2ndary (roll)
- 3-4: Mobility
- 5-6: Wpns
- 7-8: EW
- 9: Crew
- 10: Critical (2d10)

### SECONDARY

- 1: Suppressed
- 2: Suppressed
- 3: Suppressed
- 4: Suppressed
- 5: Suppressed
- 6: Suppressed
- 7: Suppressed
- 8: Vulcan II
- 9: Smoke Mortar/5+
- 10: LFC

Strict 9

ATTACK ORNITHOPTER

PV: 92



AAM [d8][D6]  
ATM [d4][D6]  
AP [F][d6]

8/16/28/40  
6/12/21/30  
4/8/14/20

**SYSTEMS:**  
Chaff Pod/3  
Stabilizers



**NOTES:**

LIGHT TANK

PV: 76



AP [FF][d6]  
AT Gauss [T][d6]

4/8/14/20  
7/14/24/35

**SYSTEMS:**  
Smoke Mortar/5+  
Vulcan II



**NOTES:**

MEDIUM TANK

PV: 112



AP [FF][d6]  
AT Gauss [T][d8]

4/8/14/20  
7/14/24/35

**SYSTEMS:**  
ATC  
Smoke Mortar/5+  
Vulcan II



**NOTES:**