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.

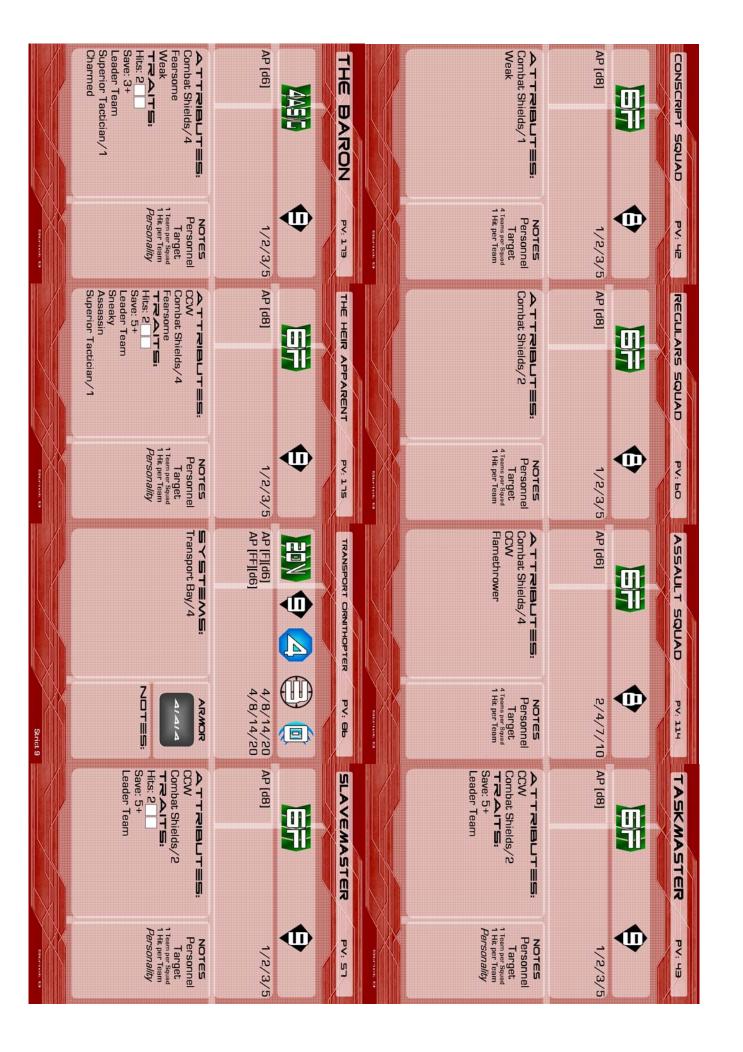
Special: One *Taskmaster* Personality must be fielded for each Personnel Company in play, one *Slavemaster* must be fielded for each fraction of *three* Personnel companies in play.

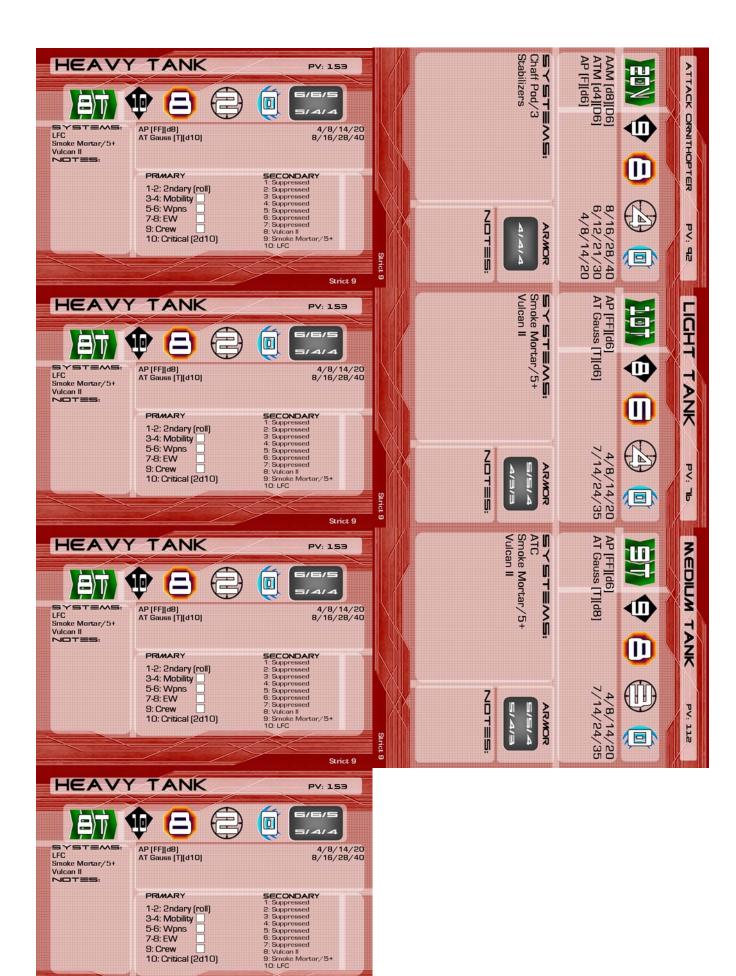
C2 and CQ: All House of the Gryphon units have Lacking C2 ratings. Conscript and Regular Infantry Squads use Green CQ ratings. All other units and Personalities use Trained CQ ratings.

71: 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





Strict 9