

DESERT NOMAD TRIBES

ARMY LIST FOR STRIKE LEGION TACTICAL



UNIT ORGANIZATIONS

Infantry Platoon. 4x *Nomad Warrior* or 4x *Nomad Civilian* Squads, plus 2 *Leader Teams*.

Infantry Company. 4x *Nomad Warrior* Platoons and 1x *Tribal Leader* Personality.

Defense Company. 4x *Nomad Civilian* Platoons and 2x *Leader Teams*.

Transports. any Platoon may be mounted on *Lesser* or *Greater Wurm* transports.

C2 and CQ. any Desert Nomad and/or *Wurm* unit may (and should) be given *Veteran* CQ and *Superior* C2 ratings.

TL: 7; Strict TL Design Method.

SPECIAL RULES

- ◆ The *Tribal Council Leader* and *The Chosen One* Personalities are unique; only one of each may be fielded in any game. If *The Chosen One* Personality is in play, he *must* be attached to a platoon of 4x *Death Guard* squads.
- ◆ Desert Nomads add +1 to all CC and CA attacks against *House of the Gryphon* units.
- ◆ Up to 25% of the point total of a Desert Nomad force may be composed of units chosen from the *House of the Hawk* army list. Desert Nomads may use the Leadership bonuses of *House of the Hawk* Leader Teams and Personalities with the *Leader Team* trait.
- ◆ *Combat Shields* may not be used when fighting in open desert terrain against Houses of the *Hawk*, *Gryphon*, or *Lion*.
- ◆ *Lesser* and *Greater Wurm* elements may only move into or through terrain designated as *Sand*. These elements never take Morale tests and never suffer the effects of *Suppression*.
- ◆ No Desert Nomad Personnel element or *Wurm* transport is assessed mounting or dismounting movement penalties.
- ◆ *Wurms* (either type) may never be captured via the *Kleptomaniac* trait, nor may non-*Desert Nomad* units be transported by them. *House of the Hawk* Personalities are considered to be *Desert Nomads* for purposes of this rule.

ATTRIBUTES: Active Camouflage/2 CCW Fearless Power Weapons Stealth		NOTES Personnel Target 4 Teams per Squad 1 Hk per Team		ATTRIBUTES: CCW Fearless Power Weapons Stealth		NOTES Personnel Target 4 Teams per Squad 1 Hk per Team	
TRIBAL LEADER PV: 90				TRIBAL COUNCIL LEADER PV: 255			
AP [d8]				AP [d8]			
ATTRIBUTES: CCW Fearless Power Weapons Stealth TRAITS: Hks: 2 Save: 5+ Leader Team Sneaky		NOTES Personnel Target 1 Team per Squad 1 Hk per Team Personality		ATTRIBUTES: CCW Fearless Power Weapons Stealth TRAITS: Hks: 3+ Assassin Charmed Fights Dirty Leader Team Sneaky Superior Tactician/1		NOTES Personnel Target 1 Team per Squad 1 Hk per Team Personality	
AP [d8]				AP [d8]			
NOMAD WARRIOR SQUAD PV: 13B				NOMAD CIVILIAN SQUAD PV: 10H			
AP [d8]				AP [d8]		0	

THE CHOSEN ONE

PV: 417



AP [d8] 1/2/3/5

ATTRIBUTES:
FCWV
Fearless
Fearsome Weapons
Specialist
Combat Shields/4
Fearsome
Team:
Hits: 3+
Save: 3+
Assassin
Charm
Fighting
Leader Team
Presence
Sneaky
Superior Tactician/2

NOTES
Personnel
Target
1 Team per Squad
1 Hit per Team
Personality

DEATH GUARD SQUAD

PV: 122



AP [d12] 0

ATTRIBUTES:
Active Camouflage/2
Fearless
Power Weapons
Stealth

NOTES
Personnel
Target
4 Teams per Squad
1 Hit per Team

LESSER WURM

PV: 13b



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/4
NOTES:
Non-Turreted

AT Piercing [FF][d12]
2XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> (5)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> (2)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> (5)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Suppressed
	7: Suppressed
	8: Transport Bay/4 (4)
	9: Fearsome
	10: Death Spasm

GREATER WURM

PV: 510



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/10
NOTES:
Non-Turreted

2XAT Piercing [FF][d12]
4XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (2)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (1)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (3)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Transport Bay/10 (4)
	7: Transport Bay/10 (4)
	8: Transport Bay/10 (4)
	9: Fearsome
	10: Death Spasm

Strict 9

Strict 9

LESSER WURM

PV: 13b



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/4
NOTES:
Non-Turreted

AT Piercing [FF][d12]
2XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> (5)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> (2)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> (5)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Suppressed
	7: Suppressed
	8: Transport Bay/4 (4)
	9: Fearsome
	10: Death Spasm

GREATER WURM

PV: 510



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/10
NOTES:
Non-Turreted

2XAT Piercing [FF][d12]
4XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (2)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (1)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (3)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Transport Bay/10 (4)
	7: Transport Bay/10 (4)
	8: Transport Bay/10 (4)
	9: Fearsome
	10: Death Spasm

Strict 9

Strict 9

LESSER WURM

PV: 13b



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/4
NOTES:
Non-Turreted

AT Piercing [FF][d12]
2XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> (5)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> (2)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> (5)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Suppressed
	7: Suppressed
	8: Transport Bay/4 (4)
	9: Fearsome
	10: Death Spasm

GREATER WURM

PV: 510



SYSTEMS:
Death Spasm
Fearsome
Transport Bay/10
NOTES:
Non-Turreted

2XAT Piercing [FF][d12]
4XAT Bludgeoning [F][d12]

N/A
N/A

PRIMARY	SECONDARY
1-2: 2ndary (roll)	1: Suppressed
3-4: Mobility <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (2)	2: Suppressed
5-6: Wpns <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (1)	3: Suppressed
7-8: EW <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> (3)	4: Suppressed
9: Crew <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5: Suppressed
10: Critical (2d10)	6: Transport Bay/10 (4)
	7: Transport Bay/10 (4)
	8: Transport Bay/10 (4)
	9: Fearsome
	10: Death Spasm

Strict 9

Strict 9