

HOUSE OF THE HAWK

ARMY LIST FOR STRIKE LEGION TACTICAL



UNIT ORGANIZATIONS

Infantry Platoon: 4x *Regular* or *Veteran Infantry Squads* plus 2x Leader Teams.

Airmobile Platoon: 3x *Regular* or *Veteran Infantry Squads* and 3x *Transport Ornithopter*; plus 2x Leader Teams.

Commando Platoon: 4x *Commando Squads* and 4x *Support Ornithopter*; plus 2x Leader Teams.

Sapper Platoon: 4x *Sapper Squads* and 2x *Transport Ornithopter*; plus 1x Leader Team.

Light Tank Platoon: 3x *Light Tank*.

ATV Platoon: 4x *ATV*.

Air Section: 3x *Superiority Ornithopter*.

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

ATV Company: 4x *ATV* Platoons and 2x *Command ATV*.

Mobile Scout Company: 2x *Light Tank* and 2x *ATV* Platoons, plus 2x *Light Command Tanks*.

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

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

Specialist Company: 2x *Commando* Platoons, 1x *Air Section*.

Sapper Company: 2x *Sapper* Platoons.

C2 and CQ: any *Commando*, *Sapper*, or *Airmobile* Platoon may (and should) be given *Veteran* CQ and *Superior* C2 ratings.

TL: 7; Strict TL Design Method.

SPECIAL RULES

- ◆ *The Duke* and *Weaponsmaster* Personalities are unique; only one of each may be fielded in any game.
- ◆ *Light* and *ATV 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 non-Personality elements add +1 to their CC/CA/OVR totals when fighting against units from the *House of the Gryphon* army list.
- ◆ *Combat Shields* may not be used when fighting in the open desert terrain against *Houses of the Griffin* or *Lion*, or against
- ◆ *Desert Nomads*.

COLONEL

PV: 101

THE DUKE

PV: 299

TRANSPORT ORNITHOPTER

PV: 92

SUPPORT ORNITHOPTER

PV: 115



AP [d8]

1/2/3/5



1/2/3/5



AP [FF][d6]
AP [LF][d6]



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



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



4/8/14/20
6/12/21/30

ATTRIBUTES:

CCW

Combat Shields/2

TRAITS:

Hits: 2

Save: 5+

Superior Tactician/1

Leader Team

NOTES

Personnel

Target

1 Team per Squad

1 Hit per Team

Personality

ATTRIBUTES:

Combat Engineers

Combat Shields/4

Speech

Urban Specialists

TRAITS:

Hits: 2

Save: 3+

Charmed

Fights Dirty

Leader Team

Presence

Superior Tactician/2

NOTES

Personnel

Target

1 Team per Squad

1 Hit per Team

Personality

SYSTEMS:

Transport Bay/4

ARMOR

3/3/3

NOTES:

SYSTEMS:

Chaff Pod/3

Stabilizers

Transport Bay/2

ARMOR

4/4/4

NOTES:

STRICK 93

STRICK 93

STRICK 9

STRICK 9

WEAPONS MASTER

PV: 264

ATV

PV: 42

LIGHT TANK

PV: 92

SUPERIORITY ORNITHOPTER

PV: 126



AP [d8]

1/2/3/5



ATM [d8][D7]
AP [F][d6]



6/12/21/30
4/8/14/20



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



4/8/14/20
6/12/21/30



AAM [d8][D7]
ATM [d8][D5]
AA Gauss [FF][d6]



8/16/28/40
6/12/21/30
6/12/21/30

ATTRIBUTES:

Combat Engineers

Combat Shields/4

Speech

Urban Specialists

TRAITS:

Hits: 2

Save: 5+

Leader Team

Superior Tactician/2

Assassin

Charmed

Fights Dirty

Kleptomaniac

NOTES

Personnel

Target

1 Team per Squad

1 Hit per Team

Personality

SYSTEMS:

Smoke Mortar/5+

ARMOR

0/0/0

NOTES:
Non-Turned

SYSTEMS:

CFC
Smoke Mortar/5+
Vulcan II

ARMOR

5/4/3

NOTES:

SYSTEMS:

Chaff Pod/3

Stabilizers

Streamlining

ARMOR

4/4/4

NOTES:

STRICK 93

STRICK 9

STRICK 9

STRICK 9

REGULAR INFANTRY SQUAD

PV: 78

VETERAN INFANTRY SQUAD

PV: 86

COMMANDO SQUAD

PV: 95

SAPPER SQUAD

PV: 104



AP [d6]

2/4/7/10

AP [d8]

2/4/7/10

AP [d8]
Squad ATM [d8][d6W 3]

2/4/7/10
5/10/17/25

AP [d6]
Squad ATM [d8][d6W 3]

2/4/7/10
5/10/17/25

ATTRIBUTES:

CCW
Combat Shields/2

NOTES

Personnel
Target
4 Teams per Squad
1 Hic per Team

ATTRIBUTES:

CCW
Combat Shields/2

NOTES

Personnel
Target
4 Teams per Squad
1 Hic per Team

ATTRIBUTES:

CCW
Combat Shields/4
Stealth
Tank Hunter

NOTES

Personnel
Target
2 Teams per Squad
1 Hic per Team

ATTRIBUTES:

Combat Engineers
Defensive Mines/6
Flamethrower
Personnel Shields/5
Tank Hunter

NOTES

Personnel
Target
2 Teams per Squad
1 Hic per Team

SEPARATE S3

SEPARATE S3

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