

THE IMPERIAL HOUSE OF THE LION



ARMY LIST FOR STRIKE LEGION TACTICAL

UNIT ORGANIZATIONS

Assault Platoon: 4x *Stormtrooper Squad* and 4x *Transport Ornithopter*, plus 2x *Leader Teams*.
Guards Platoon: 4x *Imperial Guards Squad* and 4x *Transport Ornithopter*, plus 2x *Leader Teams*.
Light or Medium Tank Platoon: 4x *Light Tank* or *Medium Tank*.
Fire Support Platoon: 3x *MLRS* or 3x *Mobile Artillery*.
Air Section: 2x *Attack Ornithopter*.

Light or Medium Tank Company: 3x *Light Tank* and/or *Medium Tank* Platoons and 2x *Medium Command Tanks*.
Assault Company: 4x *Assault* Platoons, 2x *Air Section*, and 2x *Leader Teams*.
Guards Company: 4x *Guards* Platoons, 2x *Air Section*, and 2x *Leader Teams*.

Special: Up to 2x *Fire Support* Platoons may be fielded for each *Company*-level organization in play.

C2 and CQ: *Guards* Platoons may be given *Veteran CQ* and *Superior C2* ratings. All other units use *Trained CQ* and *Average C2* ratings.

TL: 7; Strict TL Design Method.

SPECIAL RULES

- ◆ The *Imperial Marshall* and *Grand Bashar* Personalities are unique; only one of each may be fielded in any game.
- ◆ *Medium 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.
- ◆ *Combat Shields* may not be used when fighting in the open desert terrain against *Houses of the Hawk* or *Gryphon*, or *Desert Nomads*.

STORMTROOPER SQUAD PV: 107 				IMPERIAL GUARD SQUAD PV: 93 			
ATTRIBUTES: Combat Shields/2 Flamethrower CCW Smoke Grenades		NOTES: Personnel Target 3 Teams per Squad 1 Hit per Team		ATTRIBUTES: Combat Shields/2 Flamethrower Smoke Grenades Fearless		NOTES: Personnel Target 2 Teams per Squad 1 Hit per Team	
Squad MPM [d6][d6W 3] AP [d6]		5/10/17/25 3/6/10/15		Squad MPM [d6][d6W 3] AP [d8]		5/10/17/25 3/6/10/15	
GRAND BASHAR PV: 156 				IMPERIAL MARSHALL PV: 106 			
ATTRIBUTES: Combat Shields/3 Fearless TRAITS: Hits: 2 [] [] Save: 5+ Fights Dirty Leader Team Sneaky Superior Tactician/1		NOTES: Personnel Target 1 Team per Squad 1 Hit per Team <i>Personality</i>		ATTRIBUTES: Combat Shields/3 Fearless TRAITS: Hits: 2 [] [] Save: 5+ Fights Dirty Leader Team Sneaky		NOTES: Personnel Target 1 Team per Squad 1 Hit per Team <i>Personality</i>	
AP [d8]		3/6/10/15		AP [d8]		3/6/10/15	

LIGHT TANK

PV: 90



AP [F][d6]
AT Gauss [T][d6]

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



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

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



MPM [d8][D4]
APrt 1 [T][d8][AcE: 2.0"]

6/12/21/30
30/45

SYSTEMS:

Smoke Mortar/5+
Vulcan III

ARMOR
5/5/4
4/4/3

NOTES:

SYSTEMS:

ATC
Smoke Mortar/5+
Vulcan III

ARMOR
5/5/4
5/4/3

NOTES:

SYSTEMS:

Smoke Mortar/5+
Vulcan III

ARMOR
4/4/3
4/3/3

NOTES:

Strict 9

ATTACK ORNITHOPTER

PV: 92



AP [F][d6]
MPM [d8][D5]

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



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

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

MLRS

PV: 108



MPM [d8][D4]
APMC [d8][D5][AcE: 2.0]

6/12/21/30
30/45

SYSTEMS:

Chaff Pod/3
Stabilizers

ARMOR
4/4/4

NOTES:

SYSTEMS:

Transport Bay/4

ARMOR
4/4/4

NOTES:

SYSTEMS:

Smoke Mortar/5+
Vulcan III

ARMOR
4/3/3

NOTES:
Non-Turreted

Strict 9

TRANSPORT ORNITHOPTER

PV: 98



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

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

Strict 9

Strict 9

Strict 9

Strict 9