

# Imperial Guard Tallarn Army List

Tallarn armies have a Strategy Rating of 3.

All formations have an initiative rating of 2+, except Knight formations which have an initiative rating of 1+.

## Core Formations

FORMATION	UNITS	COST
Infantry Company	1 Imperial Guard Commander unit, 10 Imperial Guard Infantry units, 2 Sniper units.	250
Mechanized Infantry Company	1 Imperial Guard Commander unit, 10 Imperial Guard Infantry units, 2 Sniper units, 7 Chimeras.	400
Mukaali Company	1 Cavalry Commander Character, and 10 Mukaali Cavalry or Mukaali Cavalry Support units in any combination.	300

## Support Formations

Two Support Formations may be selected for each Core Formation in your army list.

FORMATION	UNITS	COST
Sentinel Platoon	8 Tallarn Sentinels.	150
Fire Support Platoon	4 Fire support Units. <i>Add two Chimeras:</i>	100 +50
Light Artillery Platoon	4 Chimeras, and 4 Thudd Gun units.	200
Desert Raiders Platoon	4 Stormtrooper units, and 4 Sniper units. <i>Add "Teleport" to every unit in the formation:</i> <i>OR</i> <i>Add 4 Chimeras:</i>	175 +50  +100
Hellhound Squadron	3 Hellhounds. <i>Add 3 Hellhounds</i>	150 +100
Griffon Squadron	3 Griffons. <i>Add 3 Griffons.</i>	100 +75
Anti-Aircraft Platoon	4 Chimeras, and 4 Sabre Platforms.	175
Rough Rider Platoon	1 Cavalry Commander Character, and 6 Rough Rider units.	175
Tauros Platoon	4 Taros, and 4 Tauros Venator.	200
Conqueror Platoon	6 Leman Russ Conquerors.	250 (EpicUK version) 325 (NetEA version)

## Formation Upgrades

Each Core Formation in your army list may select 0-3 Upgrades.

Each Core Formation may not select each upgrade type more than once.

UPGRADE	UNITS	COST
Snipers	One or Two Sniper units <i>Add one Chimera:</i>	25 each +25
Flak	One Sabre Platform <i>Add One Chimera:</i>	25 +25
Griffon Squadron	3 Griffons.	50
Hellhound Squadron	3 Hellhounds.	100
0-1 Supreme Commander	Replace 1 Commander unit with a Supreme Commander unit. <i>Or</i> Replace one Cavalry Commander character with a Cavalry Supreme Commander Character.	+50  +50
Fire Support	4 Fire support Units. <i>Add two Chimeras:</i>	100 +50

## Allies

Up to one third of your army list may be Allies.

FORMATION	UNITS	COST
Knight	1, 2, or 3 Questoris Knights	175 points each
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
Marauder Squadron	2 Marauder Bombers	250 points



Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Cavalry Supreme Commander	Char	-	-	-	-	Power Weapon	(base)	Assault Wpn, EA+1, MW	Supreme Commander
Cavalry Commander	Char	-	-	-	-	Cavalry Sword	(base)	Assault Wpn, EA+1	Commander
Sabre Platform	Inf	10cm	-	-	5+	Flak Autocannon	30cm	Ap4+ / AT5+ / AA5+	Mounted
Thudd Gun	Inf	10cm	-	-	5+	Quad Launcher	45cm	AP4+ / AT6+	Indirect Fire
Mukaali Cavalry	LV	20cm	3+	4+	6+	Las Pistols Shock Lance	(15cm) (base)	Small Arms Assault Wpn, First Strike, EA+1	Infiltrator, Walker, Mounted May Not March
Mukaali Support Cavalry	LV	20cm	3+	4+	5+	2x Plasmagun	15cm	AP5+ / AT5+	Infiltrator, Walker, Mounted May Not March
Tallarn Sentinel	LV	20cm	6+	6+	5+	Missile Launcher	45cm	AP5+ / AT6+	Walker
Tauros	LV	35cm	6+	6+	5+	Grenade Launcher	30cm	AP4+ / AT6+	Walker
Tauros Venator	LV	35cm	6+	6+	5+	Twin Lascannon	45cm	AT4+	Walker
Leman Russ Conqueror (EpicUK Version)	AV	25cm	5+	6+	5+	Conqueror Cannon Lascannon	45cm 45cm	AP5+ / AT5+ AT5+	Reinforced Armour +1 to Action Tests for Double orders
Leman Russ Conqueror (NetEA Version)	AV	30cm	4+	6+	5+	Conqueror Cannon Lascannon	45cm 45cm	AP5+ / AT5+ AT5+	Reinforced Armour

Questoris Knight	WE	25cm	5+	4+	5+	Knight Chainsword Shock Field Heavy Stubber  AND Pick one: Rapid Battlecannon Gatling Cannon Thermal Cannon	(Base) (15cm) (15cm)  60cm 60cm 30cm & (15cm)	Assault Wpn, EA+1, MW Small Arms, EA+1, First Strike Small Arms, EA+1  2x AP4+ / AT4+ 6x AP6+ / AT6+ MW3+  Small Arms, EA+1, MW	Damage Capacity: 2 Critical: Destroyed  Reinforce Armour, 5+ Invulnerable Save, Walker And They Shall Know No Fear
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## Special rules:

**Towed Guns:** Tallarn Chimeras may transport one Sabre Platform or one Thudd Gun, if they transport no other units.

**Lightning Raid:** For every complete 1500 points of army selected, the Tallarn player may choose to garrison one formation that is not normally eligible to garrison. Formations that garrison using this rule may not start the game on Overwatch.

**Commissars:** An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

## Design Rationale:

The core themes of this list are intended to focus on Light Infantry, and the Tallarn style of raid-based warfare.

For this end, this list lacks all of the normal Imperial Guard main battle tanks, war engines, heavy artillery, deathstrikes, VTOL skimmers, etc.

Instead it concentrates on a few core types of infantry, with an emphasis on snipers, and also cavalry.

What vehicles are present, are all either transports, or scouting/raiding type vehicles.

Instead of heavy Titans in the Allies section, the Tallarn army only has access to the Questoris Knight. Again, this helps form part of the "lighter, faster" theme of the list.

Both NetEA and EpicUK stats for the Leman Russ Conqueror have been included, so players from either group can use the list.