

Tallarn Light Infantry Regiment (v1.01)

Tallarn armies have a Strategy Rating of 2.

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

Tallarn Core Formations

NAME	UNITS	COST
HQ Infantry Company	One Imperial Guard Supreme Commander unit, eight Imperial Guard infantry units, and four Sniper units.	400 Points
Infantry Company	One Imperial Guard Commander unit, eight Imperial Guard infantry units, and four Sniper units.	300 Points

Tallarn Support Formations

(Two are permitted for every core formation selected)

NAME	UNITS	COST
Artillery Company	Nine Basilisks	650 Points
Artillery Squadron	Three Basilisks	250 Points
Sentinel Squadron	Four Sentinels	100 Points
Support Sentinel Squadron	Four Support Sentinels	150 Points
Hydra Squadron	Three Hydras	150 Points
Leman Russ Platoon	Six Leman Russ	400 Points
Rough Riders	Six Tallarn Rough Riders	200 Points
Armoured Fist Platoon	Six Imperial Guard infantry units and three Chimeras	250 Points

Tallarn Core Formation Upgrades

(Three are permitted for each core formation, but no upgrade may be selected twice for any formation)

NAME	UNITS	COST
Sentinel Squadron	Four Sentinels	100 Points
Leman Russ Squadron	Three Leman Russ	200 Points
Bombard Squadron	Three Bombards	250 Points
Griffon Squadron	Three Griffons	100 Points
Sabre Squadron	Three Sabre Platforms	100 Points
Fire Support Platoon	Four Fire Support units	100 Points
Infantry Platoon	Six infantry units	100 Points
Snipers	Two snipers	50 Points
Mortar Section	Three heavy mortars	75 Points

ALLIES (33% of your army list may be composed of Allies)

IMPERIAL NAVY ALLIES

NAME	UNITS	COST
Marauder Bomber	One Marauder Bomber	200 Points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 Points

TITAN LEGION ALLIES

NAME	UNITS	COST
Warhound Titan	One Warhound Titan	275 Points
Warhound Pack	Two Warhound Titans	500 Points
Reaver Titan	One Reaver Titan	650 Points
Warlord Titan	One Warlord Titan	850 Points

Tallarn Reference Chart

Unit	Type	Speed	Amour	CC	FF	Notes	Weapons	Range	Firepower	Notes
Support Sentinel	LV	20cm	6+	6+	4+	Walker, May have Missiles <i>or</i> Rockets as its weapon, not both.	Missiles <i>Or</i> Rockets	45cm 30cm	AP5+ / AT6+ 1BP	<i>Indirect Fire</i>
Tallarn Rough Riders	Inf	20cm	4+	4+	6+	Mounted, Infiltrators.	Shock Lances	(Base Contact)	Assault Wpn	<i>First Strike</i>
Sabre Platform	Inf	10cm	none	—	5+	Mounted.	Twin Autocannon	45cm	AP4+/AT5+/AA5+	
Heavy Mortar	Inf	10cm	none	—	6+	Mounted.	Heavy Mortar	30cm	1BP	<i>Indirect Fire</i>
Marauder Bomber (Phaeton Pattern)	WE	Bombr	6+	—	—	Dmg Cap 3. Critical = Dead.	Twin Las Twin Heavy Bltr Twin Heavy Bltr Bombs	45cm 30cm 30cm 15cm	AT4+ AA4+ AA4+ 3BP	<i>Fixed Fwd</i> <i>Rear Arc</i> <i>Fixed Fwd</i>