

## Hawk Lords Chapter Army List v0.2

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Rational:

*This is a list attempting to create an Astartes air cavalry list. All elements are airlifted onto the battlefield as part of a Shock-and-Awe alpha strike engagement while heavier units must enter play from off table. Hawk Lords gain additional self-planetfalling capability in the first turn representing their preeminent air strike ability, attacking from above without warning. In addition, the presence of the specialist formation, the Hawk Wings provides a very unique unit in the Imperium: Jump Pack equipped Devestator marines. This ability is balanced with the lack of Titan Legion allies and Spacecraft as they lack the maneuverability and stealth required for the Hawk Lords methods of war.*

**Hawk Lords Space Marine armies have a Strategy rating of 5. All Space Marine formations have an initiative rating of 1.**

<b>Hawk Lords Air Assault Detachments</b>			
<i>(a Hawk Lords chapter army may contain any number of Air Assault detachments)</i>			
<b>Formation</b>	<b>Core Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Tactical</b>	6 Tactical units plus transport	Commander, Dreadnought, Hunter, Razorback	275 points
<b>Devastator</b>	4 Devestator units plus transport	Commander, Dreadnought, Hunter, Razorback, Land Raider, Vindicator	250 points
<b>Scout</b>	4 Scout Units plus transport	Commander, Sniper, Razorback	175 points each
<b>0-1 Hawk Wing Devestator</b>	4 Hawk Wing Devestator units and One Space Marine Captain	Commander	300 points

<b>Talon Wing</b>			
<i>(a Hawk Lords army may contain a single Talon Wing formation for each air assault detachment or support detachment)</i>			
<b>Formation</b>	<b>Core Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Storm Talon</b>	3 Storm Talon Gunships	None	300 points
<b>Thunder Hawk Gunship</b>	1 Thunder Hawk Gunship	None	200 points
<b>Storm Eagle</b>	1 or 2 Storm Eagle Assault Transports	None	125 points each
<b>Thunderhawk Transporter</b>	2 or 3 Thunderhawk Transporters	None	100 points each
<b>Landing Craft</b>	1 Landing Craft	None	350 points

<b>Fast Attack Detachments</b>			
<i>(a Hawk Lords army may contain any number of Fast Attack detachments)</i>			
<b>Formation</b>	<b>Core Units</b>	<b>Upgrades</b>	<b>Cost</b>
<b>Fire Raptor</b>	2 Fire Raptor Close Support units	Commander	300 points
<b>Bikes</b>	5 Bike units plus transport	Commander, Attack Bike	200 points
<b>Land Speeders</b>	5 Land Speeder units	Commander, Tornado/Tempest	200 points
<b>Assault</b>	4 Assault units	Commander, Land Speeders, Hawk Wing Support	175 points

<b>Hawk Lord Upgrades</b>		
<i>(Each detachment may take a single upgrade)</i>		
<b>Formation</b>	<b>Units</b>	<b>Cost</b>
<b>Commander</b>	Add 1 space marine commander to 1 unit in the formation. The commander may be a captain, librarian or chaplain.	+50 points
	1 Space Marine Commander in the army may be a Supreme Commander	+100 points
<b>Dreadnought</b>	Add 1 or 2 Dreadnoughts (Hellfire or Tactical in any combination)	+50 points each
<b>Hunter</b>	Add 1 Hunter	+75 points
<b>Vindicator</b>	Add 1 or 2 Vindicators	+50 points each
<b>Razorback</b>	Add any number of razorbacks, up to the number required to transport the formation	+25 points each
<b>Land Raider</b>	Add up to 4 Land Raiders	+75 each
<b>Sniper</b>	Add the Sniper ability to scout units	+25 points
<b>Tornado/Tempest</b>	Upgrade any number of Land Speeders to: Tornado Tempest	Free +25 points each
<b>Attack Bike</b>	Replace any number of Bike units with 1 Attack Bike each.	Free
<b>Hawk Wing Support</b>	Add 2 Hawk Wing Devestators	+125 points
<b>Land Speeders</b>	Add 2 Land Speeders	+75 points

## Hawk Lord Support Formations

*(Up to 1/3 of an army's points may be spent on Support formations)*

Formation	Core Units	Upgrades	Cost
Terminator	4 Terminator Units	Commander, Dreadnought, Vindicator, Land Raider	350 points
Whirlwind	4 Whirlwinds	Commander, Hunter	300 points
Predator	4 Predators (Annihilator and/or Destructor in any combination)	Commander, Vindicator, Hunter	250 points
Land Raiders	4 Land Raiders	Commander, Vindicator, Hunter	325 points
Vindicator	4 Vindicators	Commander, Hunter	225 points

### SPECIAL RULE - Lords of the Air

The Hawk Lords wage planetstrike campaigns with greater alacrity than other Space Marine Chapters. During the first turn all Talon Wing detachments gain the Self-Planetfall ability representing the Hawk Lords almost preternatural ability of low altitude high speed insertions. Detachments are not required to enter on turn 1 but lose Self-Planetfall on subsequent turns.

### SPECIAL RULE - Rapid Strike

Ground formations where the slowest formation is at least 35cm are set up within the deployment zone as normal. Ground formations where the slowest formation is 30cm must enter play from the table edge on T1. All other Ground formations enter play from the table edge on T1 with a D6 roll of 4+; otherwise will enter on T2. Ground Formations entering play via aircraft ignore this rule.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Captain	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Commander
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapons Smite	(base contact) (15cm)	(Assault weapons), MW, EA+1 (small arms), MW, EA + 1	Invulnerable Save, Leader
Chapter Master	CH	n/a	n/a	n/a	n/a	Power Weapons	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Supreme Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power weapon	(base contact)	(Assault weapons), MW, EA+1	Invulnerable Save, Leader, Inspiring
Terminators	INF	15cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(base contact) (15cm) 30cm	(Assault weapons), MW, EA+1 (small arms) AP+5/AT+5	Reinforced Armour, Thick Rear Armour,
Devastator	INF	15cm	4+	5+	3+	Bolter 2x Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	
Tactical	INF	15cm	4+	4+	4+	Bolter Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Bolter Heavy Bolter	(15cm) 30cm	(Small Arms) AP5+	Scout, Infiltrator
Assault	INF	30cm	4+	3+	5+	Chainswords Bolt pistols	(base contact) (15cm)	(Assault Weapons) (Small Arms)	Jump Packs
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta Multi-melta	(15cm) 15cm	(Small Arms), MW MW5+	Skimmer, Scout
Land Speeder Storm	LV	35cm	4+	6+	5+	Twin Lascannon Heavy Bolter	45cm 30cm	AT4+/AA4+, FxP AP5+	Skimmer, Transport (one scout)
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Tempest	LV	35cm	4+	6+	5+	Assault Cannon Tempest Missile	30cm 45cm AND 30cm	AP5+/AT5+ AP4+/AT5+ AA6+	Skimmer
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm  (base contact) 30cm	AP5+/AT6+ AT4+  (Assault Weapon), MW, EA+1 AP5+/AT5+	Walker. A Dreadnought is armed with a Missile Launcher and Twin Lascannon (Hellfire) OR a Power Fist and Assault Cannon (Tactical), not both – select one option before the game.
Bike	INF	35cm	4+	3+	4+	Chainswords Bolters	(base contact) (15cm)	(Assault Weapon) (Small Arms)	Mounted
Predator Annihilator	AV	30cm	4+	6+	5+	2x Lascannon Twin Lascannon	45cm 45cm	AT5+ AT6+	
Predator Destructor	AV	30cm	4+	6+	3+	2x Heavy Bolter Autocannon	30cm 45cm	AP5+ AP5+/AT6+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm  45cm	AP4+  AT4+	Transport (may carry 1 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)  A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	(Small Arms)	Transport: (May carry 2 of the following units: Tactical, Recon Tactical, Iron Hands Devastator & Aspirant)
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	Walker
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Land Raider	AV	25cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30cm 45cm	AP4+ AT4+	Reinforced Armour, Thick Rear Armour, Transport: (May carry 1 Terminator unit or 2 of the following: Devastator, Tactical)

Storm Eagle Assault Transport	AC	Fighter-Bomber	5+	6+	5+	Twin Multi-melta Cyclone Missile Launcher	15cm 30cm	MW4+, FxF AP5+/AT6+, Fw	Reinforced Armour, Planetfall, Transport (four Space Marines or two Terminator units. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value. A Storm Eagle formation counts as a single War Engine for transport purposes.
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15cm 15cm 30cm 75cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport: (May carry 8 of the following units: Tactical, Assault, Devastator, Scout, Bike, Attack Bike, Terminator and Dreadnought. Terminators and Dreadnoughts take up 2 spaces each.)  Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.
Fire Raptor Close Support Gunship	AV	35cm	5+	6+	3+	Twin Linked Avenger Cannon Twin Autocannon 2x Rockets	30cm 45cm 60cm	2x AP3+/AT5+ <i>Disrupt</i>  AP4+/AT5+ AT4+, <i>One shot, Disrupt</i>	Skimmer, Scout, Reinforced Armour
Hawk Wings Devestator	INF	30cm	4+	5+	3+	Bolter 2x Missile Launcher	(15cm) 45cm	(Small Arms) AP5+/AT6+	Jump packs
Storm Talon Gunship	AC	Fighter-Bomber	5+	n/a	n/a	Twin Assault Cannon Twin Typhoon Missile	15cm 30cm	AP4+/AT4+/AA5+, Fwd AP3+/AT5+, Fwd	

Landing Craft	AC/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15cm) 15cm 45cm	(Small Arms) AP4+/AA5+ AT4+	DC4, Planetfall, Fearless, Reinforced Armour, Transport: (May carry 12 Space Marine infantry units, Attack Bikes and Dreadnoughts. Terminators and Dreadnoughtstake up 2 spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos)  Critical Hit Effect: The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.
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