

Name	Avians (Hauk & Harook)	By:	Robert Avery	Tech Level:	2
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Harook Infantry	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	Tech 2 Armour
Hauk Infantry	Mobile	9	Heavy	Veteran	1, 2	3	4	5, 6, 7	8, 9	Tech 2 Armour
Ally Hawkmen	Assault	10	Light	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	Tech 2 Armour

Support Weapons

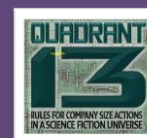
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Plasma Gun	AT	2	DF	Bolt	Regular	

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Targeting Drone	Recon	Drone	HOV	Regular	2	None	Allows spotting rolls
Light Platform		Drone	HOV	Regular	4		Specialist
Heavy Platform		Drone	HOV	Regular	4		Specialist
Light Mortar Platform	Artillery	Drone	HOV	Regular	4	SV3 IF Boom	
Light Tank Platform	AFV	Drone	HOV	Regular	4	SV3 DF Both	
Medium Tank Platform	AFV	Drone	HOV	Regular	7	SV4 DF Both	
Heavy Tank Platform A	AFV	Drone	HOV	Regular	10	SV5 DF Both	
Heavy Tank Platform B	AFV	Drone	HOV	Regular	10	SV6 DF Both	
Aerie Grav APC (Hauk)	APC	1	STP	Veteran	3	2 x SV3 Autogun 2 x SV4 DF Bolt or 1 x SV4 DF Boom	Can carry one infantry platoon

Specialists

Sniper, Drone Operator, FOO, Medic, EWSO



Off-Table Support

Characteristic Cards

Recon (Targeting Drone only); FOO (Targeting Drone only); Drone AFV Bonus Fire; Specialist Cards; Rapid Deployment (Hauk only)

Chrome

Order of Battle

Harook Infantry Company	Support Platoons	Specialists
Company HQ		(assigned one per three platoons)
1 x Big Man (Level IV)	Heavy Weapon Platoon	Light Drone Operator Platform
2 x AT Team: Plasma Gunner + Crewman	2 x Heavy Weapon Platform	Light Medic Platform
1 x FOO Team: Targeting Drone + Operator		Heavy EWSO Platform
1 x Sniper + Spotter or Targeting Drone		
	Light Mortar Platoon	
1st Platoon	2 x Light Mortar Platform	Hauk Mobile Platoon
1 x Big Man (Level III)		1 x Big Man (Level III)
3 x Infantry Squad (each NCO, SAW plus six)	Light Tank Platoon	3 x Infantry Squad (each 9 Hauk)
	4 x Light Tank Platform	3 x Aerie Grav Transport
2nd Platoon		
1 x Big Man (Level III)	Medium Tank Platoon	
3 x Infantry Squad (each NCO, SAW plus six)	4 x Medium Tank Platform	Ally Hawkmen
		1 x Big Man (Level III)
3rd Platoon	Heavy Tank Platoon	3 x Infantry Squad (each 10 Hawkmen)
1 x Big Man (Level III)	2 x Heavy Tank Platform A	
3 x Infantry Squad (each NCO, SAW plus six)	2 x Heavy Tank Platform B	

Figures from:

Harook from Mad Robot; Hawk from Khuarsan; Hawkmen from The Scene; all Platforms from TopGun Marketing

Background

Very little is understood about the **Harook**; they are unpredictable and have an unknown agenda. Although they have an affinity to other avian species of alien life, it would appear that they have disdain for all others, especially humanity. Their speech patterns, consisting of a complex series of squawks and screeches, do not live up to the advanced technology they bear on the battlefield. This leads some to believe that an advanced, as of yet unknown, intelligence directs them.

The **Hawk** are Accipitrid aliens who had developed space travel within their solar system when they were attacked by the xenophobic Meso-Nai, who intended to obliterate the Hawk race by inducing a nova reaction in the star at the centre of the Hawk system. Only by great planetary effort were the Hawk able to forestall this effort, forcing the Meso-Nai to invade the home world of the Hawk and destroy that planet by cooling its core. At this they failed as well, for the resourceful Hawk were able to rapidly develop new weapons technology based on captured Meso-Nai hardware. As a result of this life and death struggle with the Meso-Nai, the Hawk have become a force to reckon with.

All Hawk tactics and strategy have been forged by the existential struggle with the Meso-Nai, and their weapons and strategy reflect this. Faced with the immense armour of the Meso-Nai forces, the Hawk focused on fielding powerful weaponry to penetrate it. Hawk infantry squads are made up of four teams, each with a paired rifleman and heavy cannoner -- humorously nicknamed the "newt-cracker" by Federal forces, the plasma cannon is capable of breaking open the heavy protection of the Meso-Nai power armoured infantry. The rifleman keeps up a steady suppressing fire whilst the heavy cannon is recharging. In command of the four teams is a ninth squad member, the squad leader. Likewise, the Hawk Aerie Grav Transport carries very heavy weaponry for an infantry carrier, including a main armament of either a missile launcher or a twin plasma gun, as well as a variety of secondary weapons -- rotary guns or missile pods -- that mount under its chin.

Heavy armour is sacrificed, because Meso-Nai weaponry was so powerful that protection was almost beside the point. The Hawk prefer to use extreme mobility as their best defence, and as the battles for Pandion, the Hawk homeworld, proved, this was a wise strategy.

As the Pandion Campaign extended and the Hawk got off their heels and back on their toes, they sent out emissaries using the new-found Einstein-Rosen Bridges, and had the good fortune to make contact with the Federation, which came to the assistance of the Hawk. Together with the other great stellar empires, and the Hawk themselves, the Federation eventually rolled the Meso-Nai back to their home world where they were quarantined.

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
Harook Infantry	Leg	8	Standard	Regular	1, 2, 3	4	5	6, 7, 8	~	+4
Hawk Infantry	Mobile	9	Heavy	Veteran	1, 2	3	4	5, 6, 7	8, 9	+1D6+4
Ally Hawkmen	Assault	10	Light	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	-1D6+4

Infantry Squad	Miss	Shock	Dead	Save
Harook Infantry	1,2,3	4,5	6	~
Hawk Infantry	1,2,3	4,5	6	~
Ally Hawkmen	1,2,3	4,5	6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
STP			

AT: 0-4"	4-8"	8-12"
4	2	~
4	2	~
4	2	~

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Plasma Gun	2	DF	Pin; one hit on a double on 2D6	DF 4

Vehicles

Vehicle	Gunner	Exp.	Arm.		vs Inf	vs Veh	CI Cmbt
Targeting Drone	0	Reg (3)	2	Spot	~	~	No
Light Platform	0	Reg (3)	4	Spec.	~	~	No
Heavy Platform	0	Reg (3)	4	Spec.	~	~	No
Light Mortar Platform	0	Reg (3)	4		IF: 3D6+4 & Pin; miss on two 1s	Indirect Fire only	No
Light Tank Platform	0	Reg (3)	4		DF: 3D6+4 & Pin; miss on two 1s	DF 6	No
Medium Tank Platform	0	Reg (3)	7		DF: 4D6+4 & Pin; miss on two 1s	DF 8	No
Heavy Tank Platform A	0	Reg (3)	10		DF: 5D6+4 & Pin; miss on three 1s	DF 10	No
Heavy Tank Platform B	0	Reg (3)	10		DF: 6D6+4 & Pin; miss on three 1s	DF 12	No
Aerie Grav APC (Hawk)	0	Vet (4)	3		DF: 3D6+4 & Pin	DF 1	No
					DF: Pin; one hit on a double on 2D6	DF 8	
					DF: 4D6+4 & Pin; miss of two 1s	DF 4	

Vehicle	Type	Open	Light	Heavy	Imp
Targeting Drone	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Light Platform	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Heavy Platform	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Light Mortar Platform	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Light Tank Platform	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Medium Tank Platform	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Heavy Tank Platform A	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Heavy Tank Platform B	HOV	x2	2(-1/D6)	2(-2/D6)	2(-4/D6)
Aerie Grav APC (Hawk)	STP				

Points

Infantry Squad	
<i>Harook Infantry</i>	26
<i>Hauk Infantry</i>	50
<i>Ally Hawkmen</i>	50

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Support Weapons	
<i>Plasma Gun</i>	12

Vehicles	
<i>Targeting Drone</i>	34
<i>Light Platform</i>	16
<i>Heavy Platform</i>	28
<i>Light Mortar Platform</i>	22
<i>Light Tank Platform</i>	28
<i>Medium Tank Platform</i>	38
<i>Heavy Tank Platform A</i>	48
<i>Heavy Tank Platform B</i>	52
<i>Aerie Grav APC (Hauk)</i>	84

Cards & Chrome	
<i>Recon (Tgt Drone)</i>	40
<i>FOO (Tgt Drone)</i>	40
<i>Drone AFV Fire</i>	40
<i>Rapid Dep (Hauk)</i>	40