Strengths

- **Cost Effectiveness**: Vanilla Haqqislam has a lot of units that are extremely cheap for what they do - for example, the basic 2W mid range gunfighter that is the Asawira is significantly cheaper than equivalent units in PanO and Yu Jing. The Hunzakut, for a mere 18 points, offers utility and combat capability that can rival skirmishers that are far, far more expensive. We also pay less SWC for things like Impersonators, Red Furies, and Pitchers, allowing us to pack in more toys and feel less bad about potentially losing them.
- **Threat Saturation**: Vanilla Haqqislam rarely finds itself flat footed by a gear check or rendered impotent by one or two important units getting scapeled. A typical Vanilla Haqqislam list will be able to field 1-2 threatening gunfighters, 1-2 offensive skirmishers, some very scary warbands, and a decent hacking network that can decently enable guided missile plays. This also can make defending against Vanilla Haqqislam difficult for a decent number of factions, as the sheer number and variety of threats you present can be difficult to manage.
- **Redundancy**: Vanilla Haqqislam can set itself up such that the loss of one particular unit is never overly devastating to whatever role that unit was serving - aside from the obvious benefits of redundancy, this also allows you to feel more comfortable in taking more risky F2Fs in your active turn, as even the most catastrophic outcome is unlikely to cripple you.
- **Defensiveness**: Vanilla Haqqislam boasts a very powerful mix of soft and hard ARO pieces. Units like the Liberto, Ghazi Muttawi'ah, and Daylami can gum up your DZ and midfield to bog down even the most well supported attack run, while units like the Nadhir and Armand Le Muet can contest Atalanta and the Noctifier in the grand pantheon of hard AROs.

Weakness

- **Apex Gunfighting**: While Vanilla Haqqislam boasts a wide array of cost effective gunfighters, it lacks a tough apex gunfighter that can brute force even the hardest AROs - something in the vein of a Hac Tao, Tikbalang, or Zeta. This can prove especially problematic when facing strong MSV AROs that are resistant to asymmetric approaches.
- **Orders**: Some of Vanilla Haqqislam's best and most cost effective troopers are our irregulars - it's very easy to accidentally put together lists that might have as few as 8 or 9 regular orders, and outside of our Flash Pulse bot, we lack access to very cheap regular orders. While this is offset somewhat by our fantastic duos, and our decent but not spectacular access to command skills like NCO and Tac-Aware, the overall result is that as Vanilla Haqqislam, you have to try hard to maximize your order efficiency and plan your turns very carefully.

Unit Tier List Guide

- **A tier** units are units that you are going to take in nearly every list, unless you are supplementing them for a different A tier unit, or a B tier unit with a specific strategy in mind.
- **B tier** units are units that demand specific niches or strategies to justify against their A tier counterparts, or are simply units you take after you have taken your roster of A tier units.
- **C tier** units are units that either compare unfavorably to all other units within their niche, or have a fundamental flaw that makes them not worth your time.
- Obvious non-starters, like the Ghulam HMG or Kaplan MSR have not been included.

Long Range Offensive Units (Units that operate best in rangebands above 24")

- A
    - **Knauf**: An extremely cost effective option, with a fantastic F2F against a large number of the most common AROs in the game - from TR bots, to Warcors, to light TAGs. Will struggle against strong MSV AROs and MBTs, and he is fragile.
    - **Azra'il**: Your premier armor busting option, at a decent price. Wields some of the most damaging, scary guns in the game, capable of one-shotting even the hardiest MBTs. High arm and its second wound allows it to take a chance with riskier F2Fs, but will struggle to deal with targets sporting mimetism. Can double as an ARM reliant hard ARO piece, depending on the game state.
- B
    - **Shakush (Heavy Machine Gun)**: A cost effective, no frills and tough HMG platform - it brings all of the essential TAG elements. No AP means it will struggle to take down higher ARM targets, but it's one of the few long range gunfighters in Vanilla Haqqislam that doesn't mind pushing up the table thanks to 6-2 MOV, ability to duo, and Heavy Flamethrower.
    - **Zhayedan (Heavy Machine Gun)**: Similar to Knauf in terms of cost, but more specialized. An effective BS15 HMG will deal with most MSV AROs better than Knauf can, but the lack of DA/AP limits its ability to deal with harder targets. Not meaningfully more survivable than Knauf, and worse than Knauf when dealing with targets sporting mimetism.
    - **Djanbazan (Heavy Machine Gun)**: Base HMG with a middling BS12 made interesting by being Haqqislam's only long range MSV2 gunfighter. Just as squishy as Knauf and the Zhayedan, and reliant on smoke tricking to take safe gunfights, which limits its potency against core linked AROs. No DA/AP limits its ability to deal with high ARM targets.
    - **Armand Le Muet (MSV1)**: Somewhat tough piece with a strong combination of mimetism and MSV that is limited to burst 2. Access to DA via his MSR does alleviate this issue somewhat, but is notably less punchy than Knauf. Can also be used as a powerful ARO piece.
- C
    - **Janissary (Heavy Machine Gun)**: Stock standard tough BS14 HMG, made redundant by its price point. Capable, but limited and outshone by the cheaper and far punchier Azra'il.
    - **Maghariba Guard**: Standard MBT with a number of somewhat inconsequential gimmicks, that ends up overcosting it by a significant margin. The heavy flamethrower and mine dispenser can offer some utility, but the paramedic pilot, 360 visor, baggage, and AP heavy pistols are all unlikely to find much use in your average game. S8 makes it difficult to hide and move.
    - **Al Fasid**: Interesting combination of defensive and offensive abilities, but let down by being mediocre in both roles and being rather pricey to boot. A BS13, base HMG/B3 HRL is simply not good enough for the price you pay.
    - **Lasiq (Viral Sniper Rifle)**: The cheapest long range Haqqislam gunfighting option, with an ability to duo and hit like a truck. Let down by being limited to B2, its fragility, and extremely mediocre shooting skills of BS12 and mimetism -3.

Medium Range Offensive Units (Units that operate best in rangebands from 16” to 24”)

- A
    - **Asawira (AP Spitfire)**: One of the more notorious units within the Haqqislam roster - for a good reason. Great stats, 6-2 MOV, a good weapon, stealth and 2 wounds at a very affordable price. Its CC stats are situational, as is regeneration, but does marginally increase its survivability. Limited in performance against mimetic targets, and it will take a while to chew through TAGs. Make sure you duo it up.
    - **Mukhtar (Red Fury)**: In terms of raw shooting F2Fs, this unit has one of the best in Vanilla Haqqislam, and comes in at a very attractive SWC and price point. Will easily chew through skirmishers, chaff, and most non-arm heavy AROs. 6-2 MOV and NWI are also significant boons. Will struggle to deal with decently hardy targets due to being limited to damage 13.
- B
    - **Bokhtar (Parachutist Red Fury)**: Very similar to the Mukhtar Red Fury in terms of shooting capabilities, if slightly worse and significantly more expensive. Supremely mobile, but lacking stealth which can limit its options. Main selling point is being a parachutist, which can allow it to pick some choice angles and tear through chaff with maximum efficiency, and avoid being alpha’d off the board. Decently survivable once it hits the table.
    - **Namurr (Spitfire)**: Somewhat mediocre shooting F2F, but a very tough and mobile unit thanks to not being hackable, its decent dodge, and immunity (total). Specialist status and strong CC abilities gives it some utility.
    - **Ragik (Hacker, Spitfire)**: Mediocre shooter, but with decent mobility thanks to parachutist, combat jump and stealth. Pseudo two wounds thanks to dogged and immunity (shock). The Hacker has a great deal of utility. Decently priced.
    - **Sunduqbut (Viral Rifle[+1B])**: Hits like an absolute truck, but its range bands and lack of stealth can make it a somewhat awkward unit to use. Decent defensive capabilities thanks to its marker state, minelayer, and chain rifle. Somewhat expensive in terms of points, but very light on SWC.
    - **Ayyar**: Surprise attack (-6) can make this unit a surprisingly component gunfighter. Lots of utility in its specialist status and E/M template. Holoprojector can be useful for clearing mines and setting up suppressive fire. Don’t try to be especially cute with Holomask - more often than not it will simply backfire.
    - **Lasiq**: **(Viral Marksman Rifle, Viral Rifle)**: Budget alternative to the Asawira that hits very hard despite that. Mediocre shooting skills and fragility are limiting, but C+ can be useful, it's competent enough to bring down a decent range of targets, and it can duo. Can have some defensive utility when set up in midfield suppressive fire positions.
    - **Rafiq Remote**: Very mediocre gunfighter, but very cheap, light on SWC, and with a lot of utility. A very desirable duo partner thanks to its repeater, specialist status, shotgun in the 14 point profile, and fast speed.
    - **Sekban (Specialist Operative)**: Mediocre for the points, but a BS13 AP Rifle can do some back up gunfighting work, and can press buttons. Justifies itself through being a duo partner with NCO.
- C
    - **Shakush (AP Spitfire)**: Not unplayable, but fundamentally outshone by the Asawira.
    - **Khawarij**: Very mobile, but extremely squishy, and with somewhat awkward weapons. Outshone by the Mukhtar, especially considering the price.
    - **Tarik Mansuri**: One of the most mobile units in the game. Somewhat awkward weapons, having to choose between B4 and 24” range bands with the Spitfire and AP with the AP Rifle. Outshone by the Asawira for the price.

- **Yara Haddad**: Haqq's only source of MSV2 AP. Despite that, Yara's limited damage, burst, speed, and survivability all make her extremely mediocre.
- **Sekban (Spitfire, Red Fury)**: NCO is attractive, but simply has subpar shooting skills for the price point, even despite its ability to duo. Lacks utility.

Short Range Offensive Units (Units that operate best in rangebands from CC to 16")

- A
  - **Zuleyka**: Pseudo 2Ws, smoke, B4 CC and a B2 light flamethrower, with a bike for 8-6 MOV. One of the strongest offensive warbands in the game. Order hungry, but give her the right moment and she will win games.
  - **Zamira**: Pseudo 2Ws, smoke, 8-6 MOV, and a 14" berserk with an E/M CCW. Another one of the strongest offensive warbands in the game. While more limited than Zuleyka in her ability to annihilate huge portions of your opponent's list, her ability to berserk with an E/M CCW gives her a very strong ability to trade against even the most protected units.
- B
  - **Kum**: Very strong warband that is overshadowed by the similar but better Zuleyka and Zamira. Can be significantly cheaper, but generally speaking the points are worth the upgrade for one of the sisters.
  - **Nahab**: MA2+NBW with the option to use berserk (+3) makes the Nahab a top tier predator of other CC specialists. Parachutist gives it decent mobility, and specialist and hacker profiles give it utility. The KHD profile gives it access to a marker state, which can be extremely useful, while stealth offsets the hackable status.
  - **Namurr**: B2 E/M CCW paired with an E/M template gives the Namurr access to one of the scariest forks in the game, especially against TAGs and HI. Immunity (total) gives it the ability to survive its own initiation. Mobile with a decent amount of utility thanks to decent gun options and its specialist status. Decently expensive.
  - **Fiddler (Jackbots)**: Significantly expensive, but with fantastic mobility and decent utility. Jackbots are useful both defensively and offensively, while Fiddler herself is decently survivable and with utility in being an engineer.
  - **Bokhtar (Parachutist Paramedic)**: Extremely dangerous in close ranges, with the mobility to get there. Its lack of stealth can be extremely awkward. Good utility being one of the best units in the game for completing classified objectives. Somewhat expensive.
  - **Asawira (Doctor)**: Offers interesting utility on a fast and tough platform. The AP Rifle profile is an okay gunfighter, while the BSG DA CCW profile lacks any kind of option at range but has very threatening abilities in CC. Great duo partner.
  - **Diggers**: Powerful ability to trade up in CC versus a wide range of units. Tough, and extremely cheap. Rendered somewhat impotent by good hacking networks. Decent, if somewhat redundant defensive utility as a corner guard.
- C
  - **Odalisque**: Unique CC stats that don't work that well on the table unfortunately. Decently tough, but mediocre weapons and a lack of mobility makes them relatively unappealing.
  - **Krakot**: Reliant on good metachem rolls to justify its value versus other Haqqislam warband options, especially considering its lack of smoke. Not worth it over Kum, Zuleyka and Zamira.
  - **Bashi Bazouk**: Interesting unit that unfortunately struggles to find a place. Cheap, but the opportunity cost of its irregular order and parachutist is not worth it over other options. Holomask can be difficult to utilize effectively.
  - **Korsan**: A regular warband seems attractive on paper, as does its mobility, but the lack of smoke, only being 1W and only ok weapons makes it hopelessly mediocre.

Hackers (Both standard hackers and killer hackers, but only ‘dedicated’ hackers)

- A
    - **Barid**: One of the best cut rate hackers in the game. B1 pitchers are not great, but can be clutch. KHD profile is easily capable of killing any hacker in the game short of an Interventor KHD, Anathematic, or linked hacker sitting behind a strong tinbot: firewall.
    - **Mukhtar**: Durable, decently priced hacker that is fantastic for classifieds, and is a decent backup gunfighter. Ability to duo can make for some very order efficient set ups.
    - **Hawwa**: Quality, no-frills camouflage infiltrator hacker. D-Charges can provide some utility for specific classifieds and objectives, but otherwise without much utility aside from hacking.
- B
    - **Druze**: Expensive for a 1W model, especially when compared to the Mukhtar and Barid hackers, but an x-visor pitcher than can be duo’d can make for a powerful self contained hacking set up. Veteran affords it some decent durability against other non-killer hackers.
    - **Ghulam**: The cheapest hacker you can get in Haqqislam. Fine, but generally speaking the 1 point you need to upgrade to the Barid hacker is worth finding.
    - **Leila Sharif**: Cheapish toolbox with a KHD. E/M mines and her shock marksman rifle can provide some utility, but generally speaking she compares unfavorably to the cheaper and more potent killer hacker that is the Barid KHD.
    - **Ragik**: Decent unit for classifieds, with mediocre gunfighting capabilities. Stealth, parachutist and combat jump ensures you will be likely to be able to get it to where it needs to be. Not cheap, although pseudo two wounds is a significant upside.
    - **Taureg**: Expensive, but a hidden deployment hacker does have the ability to single handedly stop attack runs. Mimetism -6 and a rifle gives the unit some decent offensive capabilities.
- C
    - **Govad**: Somewhat durable thanks to Veteran, but not worth the price versus the more cost effective Barid. Lacks utility.

Soft AROs (AROs that seek to delay and deter attacks, typically through forcing dodges and resets)

- A
    - **Ghazi Muttawi’ah**: The best defensive warband in the game, bar none. Jammers are one of the best ARO weapons in the game, and have utility in the active turn in intuitive attacking camouflaged units. Can provide smoke and templates as well. Muttawi’ah are so good that they can make taking hard ARO pieces unnecessary, depending on your setup.
    - **Liberto**: Fantastic for gumming up the midfield and countering impersonators. Decent active turn utility, easily capable of trading up.
- B
    - **Daylami (Camouflage Panzerfaust)**: Similar to the Liberto, but worse in most ways. Decent for gumming up the midfield with templates. Most active turn shooters will effortlessly annihilate them in a straight shooting F2F. Interesting active turn utility in the form of tactics such as coordinating multiple Daylami panzerfausts, or suicide shotgun attacks.
    - **Beasthunter**: Decent midfield roadblock with some active turn use thanks to its decent CC. Somewhat of a hard sell versus the Liberto and Muttawi’ah, and generally redundant as Vanilla Haqqislam is host to a strong midfield without needing the Beasthunter.

        - **Diggers**: Tough, potent corner guard that has potential to trade up in the active turn providing your opponent has weak hacking access. Similarly to the Beasthunter, it's somewhat of a hard sell due to Vanilla Haqqislam already having strong DZ defense on its own terms.
        - **Burtuk**: Tanky corner guard with some utility thanks to engineer. Lacks synergy due to engineer generally speaking being niche in Haqqislam, but plus burst E/Marats and Heavy Flamethrowers can be good for clearing things like objective rooms.
    - C
        - **Warcor**: Take it if you have 3 points you cannot spend anywhere else, but Haqqislam has access to far more potent soft AROs for just a few points more.
        - **Odalisque**: Somewhat tough thanks to NWI and 6S, but actually tarpitting an enemy in CC is unlikely - it's far more likely for the unit to just be shot down. Some active turn utility, but it's a hard sell at its price point.

Hard AROs (AROs that can threaten to win F2Fs, typically in gunfights)

- A
    - **Nadhir (Flammenspeer, Panzerfaust)**: A budget Noctifier - a Hidden Deployment template weapon will win you games by itself sometimes. Forward Observer gives it a compelling ARO option against more durable targets such as TAGs, and utility outside of ARO duties.
    - **Armand Le Muet (MSV1)**: One of Vanilla Haqqislam's few MSV AROs, and a good one. Strong defensive CC stats forces engagement via gunfighting, while his two wounds and good weapon makes him a serious threat. Limited utility outside of ARO, and somewhat expensive and SWC intensive.
- B
    - **Shihab Remote**: The classic total reaction bot. Fine, but lacks synergy as engineers are somewhat uncommon in Vanilla Haqqislam.
    - **Hortlak Janissary**: Tough unit with MSV, and a powerful ARO weapon in the blitzen, but extremely limited in utility outside of ARO and decently pricy, especially when compared to Armand Le Muet.
    - **Sunduqbut (AP Spitfire Neurocinetics)**: Can make for interesting mind games, and can absolutely stonewall some offensive pushes. Limited by being hackable, its lack of mimetism and/or MSV, and is extremely expensive for a unit without any active turn utility.
- C
    - **Shujae (Flammenspeer)**: A Nadhir without hidden deployment. While not awful in isolation, it is entirely outshone by its competitor.
    - **Lasiq (Viral Sniper Rifle, Viral Rifle)**: Hits hard, but lacks the shooting skills to actually pose a threat to most active turn gunfighters.
    - **Al Fasid (Heavy Rocket Launcher)**: Interesting array of defensive skills that make it resilient to asymmetric attacks like hacking or warbands, but has a fatal flaw in that most active turn shooters will happily shoot it down.

Utility Skirmishers (Specialist midfield units with a variety of tools for different objectives and plays)

- A
    - **Farzan (Forward Observer, Chain of Command)**: The Chain of Command offers a decently affordable and safe Chain of Command unit, but is otherwise fairly limited beyond pressing buttons. The Forward Observer is cheap, and extremely versatile - being decent for gunfighting and objectives.
    - **Hunzakut (Forward Observer Deployable Repeater)**: Extremely cheap for the versatility offered - being a decent gunfighter and button pusher. Can enable powerful hacking plays with its deployable repeater.

- B
    - **Taureg (Doctor, Hacker)**: Expensive, but can be very good for objectives. Mimetism -6 and access to rifles makes it a good gunfighter. Both specialist archetypes can be clutch, but the hacker will offer more utility more often.
    - **Al Hawwa (Hacker, Forward Observer)**: The hacker is good for objectives, and good defensive utility being a hacker. Lacks utility compared to the other options. The forward observer is also a perfectly fine unit, just rendered somewhat redundant by the more versatile Farzan Forward Observer.
- C
    - **Shujae**: Is decent for pressing buttons and has a good gunfighting F2F, but its lack of a marker state and short range bands makes the Shujae a difficult unit to utilize to its fullest. Not worth the investment versus other options.

Offensive Skirmishers (Midfield units specialized towards attacking)

- A
    - **Fiday**: One of the most feared units in Vanilla Haqqislam. Decent CC abilities, and access to a rifle gives it plenty of options for attacking. Can be frustrating for your opponent to deal with in their turn, especially if they want to push past it with fireteams or 1W units. DA CCW profiles are the most consistently useful.
    - **Al-Djabel**: An upgraded, significantly more lethal Fiday. His damage 16 viral CCW will shred almost anything it can touch, and his continuous damage rifle and light shotgun pose a significant threat as well.
- B
    - **Al Hawwa (Minelayer Shock Marksman Rifle)**: Minelayer can offer decent defensive utility, while access to the range bands of the shock marksman rifle can make the Al Hawwa a surprising force in the active turn.
    - **Farzan (Forward Observer)**: A BS12 shock rifle is very adequate for clearing warbands and other skirmishers. Fantastic utility.
    - **Taureg (Doctor, Hacker)**: Mimetism -6 makes this unit decently potent at gunfighting, but somewhat expensive for just having a rifle. Decent utility.
    - **Samsa**: Very scary gun, very mobile, with the ability to press buttons. Short rangebands and a lack of a marker state are limiting, but worth the investment to keep safe.
    - **Daylami (Camouflage Panzerfaust)**: Cheap, powerful for trading up. Coordinated panzerfaust attacks can be deadly, but so can suicidal attack runs based around the light shotgun. Decent defensive uses.
    - **Liberto**: Dogged and a light shotgun can make for a deadly combination, trading up with ease. Great defensive utility.
- C
    - **Shujae (AP Rifle)**: Good gunfighting stats, but with a somewhat mediocre weapon considering the lack of a marker state.
    - **Yasbir (Holoprojector)**: Holoprojector does not provide the protection of other marker states. Can press buttons, but not as offensively potent as the other skirmishers around his price point.

Lieutenants:

- Generally speaking, there are three common LT choices in Vanilla Haqqislam: Saladin, a Ghulam with a decoy, and an Asawira.
    - The Ghulam with a decoy is your most basic, cheapest, and safest option. If you have points left over for it, the +1 CMD profile is a worthwhile upgrade. Given Vanilla Haqqislam's naturally strong DZ defense, it's not necessary to take a CoC unit with this LT set up.

    - The Asawira is your most aggressive LT option, and a fairly slot efficient one, giving you an extra order for a potent active turn piece. Make sure you have a CoC unit, not only because of how aggressive you might get with your Asawira on an attack run, but also because the Asawira is an attractive target in its own right, and tends to want to be deployed aggressively.
    - Saladin provides a lot of utility and orders, and is decently safe thanks to NWI and his repeater. Strategos L2 can allow for 9-6 turn 1 group splits, moving a unit into group 1 depending on the situation. CoC is not needed all the time, but may be preferable in certain matchups - especially against factions with strong aggressive skirmishers and strong GML set ups.
- Other choices worth considering include the following:
    - The Hafza can be very slot efficient, not needing a decoy thanks to Holomask. Still make sure you deploy it with caution, however.
    - The Barid Hacker/FO can make for an interesting LT, using the LT order to throw a Pitcher, but it requires CoC - especially in the case of the Hacker. The Hacker LT is also somewhat SWC intensive.

Guided Missiles:

- Vanilla Haqqislam can run a series of strong guided missile set ups, and benefits greatly from doing so, as it gives the faction a consistent way to deal with tough AROs. It is also a relatively low cost package to include, using versatile, cheap and ubiquitous units.
- The classic and best repeater delivery option for Vanilla Haqqislam is the Hunzakut FO deployable repeater. Other options for repeater delivery do exist, such as the Druze hacker and Barid hacker, but the Hunzakut is consistent, cheap and versatile.
- The hacker utilized can vary to a wide extent. More than one hacker is not necessary, but multiple hackers affords redundancy, and KHDs can provide good support.
- Be aware of enemy KHDs when you place your repeaters.

Doctors:

- Vanilla Haqqislam has access to some of the best and most cost effective doctors in the game, but they are an unfortunately rare sight in a great number of competitive lists.
- This is because doctoring units is generally speaking a niche tactic, and Vanilla Haqqislam utilizes few units that gain a lot from the support of a doctor. The faction runs a lot of units with skills like dogged, regeneration, and NWI alongside a lot of units that tend to push into the midfield, away from a doctor. It is rarely order efficient to run a doctor across the map to revive a single key unit, opposed to simply trying a different strategy with a different unit.
- This is not to say that doctors are bad and should be avoided, but rather that they are taken for their status as a specialist alongside their other traits, rather than to actively heal units.
- There are some exceptions, namely when it comes to our long range DZ bound gunfighters. Units like Knauf and the Azra'il do benefit from having the safety net of a doctor sitting next to them, ready to revive them in a single order if they happen to go down. Doctors can also be useful in the context of a duo, where you can drag them along with an important active turn unit.

Reinforcements:

- Vanilla Haqqislam is a rather tricky faction to play in reinforcements. Alongside our rather middling reinforcements options, the loss of SWC and increased value of each order means we have to make significant trade offs in list building and have less tools to deal with hard AROs. We do have some strengths, however - our easy access to a large number of quality specialists means we can play objectives well and are still resilient to scalpelling, and our fast and order efficient duos can shine in the format.

- Generally speaking, GML based strategies are not worth the cost - in terms of both SWC and orders - in reinforcements. While lists built around it can be compelling in the format, it is no longer a tool worth slotting into every list.
- Reinforcements severely limits the number of irregular troops we can take. Try to maintain at least nine regular orders in your group 1, and have at least two regulars in your group 2.
- In terms of your reinforcements section, Sekban and Djanbazan based Haris options are generally speaking uncompelling versus duos based around the Azra'il AP Spitfire. Durable and/or cheap specialists like the Burtuk, Raman Rouhani, the Rafiq, Al Hawwa and Hakims are also compelling options. In terms of offensive options, the already mentioned Azra'il AP Spitfire is an obvious standout, but the mobility of the Korsan can give them a surprising ability to get things done. The E/Marat wielding Burtuk can make for a scary unit when wielded against TAGs.

List Archetypes

- **The Skeleton**: Vanilla Haqqislam almost always takes a Fiday/Al-Djabel, Zamira/Zuleyka, 1-2 Jammer Muttawi'ah, at least one duo led by an offensive midrange piece with a specialist, and a GML package.
- **Balanced**: This archetype expands from the skeleton to fill its natural gaps, and presents a large diverse range of attack vectors. It normally takes a long range offensive piece, potentially another duo, a utility skirmisher or two, with the remaining points and slots being flexible. Generally potent against most opponents in most situations.
- **Marker Skew**: This archetype runs the lowest number of guns - with at most, one mid range led duo and a long range offensive piece. Outside of that, it runs heavy on skirmishers - with at least two offensive skirmishers and at least two utility skirmishers. While less punchy than other archetypes, it can play very strong objective focused gameplay, and is effective against GML gameplans.
- **Gun Skew**: This archetype attempts to run as many gunfighters as is practical, running two duos and one to two long range offensive pieces. Can struggle against very hard AROs, and sacrifices some ability to play the objective, but the most powerful in terms of offensive punch.
- **Hacking Skew**: Invests heavily into hacking, using pitchers and camouflage hackers to control the board. Its duos typically include a hacking related unit. Runs at least two regular hackers, with preferably one having a marker state, alongside a KHD. Has at least two hacking network projection tools. Can be very effective at board control, but suffers against factions with access to overwhelmingly strong hackers such as an Anathematic.
- **Irregular Skew**: Takes expensive, high quality duos and long range gunfighters, offsetting the cost of those units with a large amount of irregulars - normally those with a good mixture of offensive and defensive capabilities. Low order counts can limit this archetype severely, but has the potential to be extremely cost efficient with its trades.

Matchups (WIP, no order within tiers)

- Very Favored
  - **NCA**: Has no ability to punish a Haqqislam null deployment. Auxilia and Auxbots make for effective Fiday defense, but NCA's core teams can still fold hard to our skirmishers. Watch out for skews like multiple Swiss Guards with Missile Launchers.
  - **SWF**: Can seriously struggle to punish a Haqqislam null deployment, while being extremely vulnerable to Fidays. Also struggles to post any AROs that really scare Haqqislam. Just remember that SWF can be supremely mobile thanks to C+ and 6-2 on the Karhu.
  - **Vanilla PanO**: Can gear check us with skews like the Cutter, and can run surprisingly decent GML gameplans to punish a Haqqislam null deployment, but not especially threatening overall.
  - **Invincible Army**: Has to rely on important and expensive units like Bixie to punish a Haqqislam null deployment, and does not especially want to gunfight the Nadhir. ARO presence is somewhat threatening, but far from overwhelming - anything we can't gunfight easily can be smoked past, while anything we can't smoke past can be gunned down. Especially hates our hacking projection.
  - **ISS**: The Su-Jian is scary, but beyond that nothing ISS fields is especially threatening. Fidays can get zoned out by Kuang Shi, but there still can be decent room for plays with them.
  - **USARF**: Very offensively oriented faction with decent Fiday defense, but little beyond that. Muttawi'ah can shut out a lot of their offense. Keep Van Zant in mind.
  - **TAK**: Rather toothless against Haqqislam's basic defensive setups. Mukhtar can sweep through an entire TAK list without breaking a sweat. Decent Fiday defense.
  - **CHA**: Fantastic Fiday defense, but struggles to deal with Haqqislam's defensive setups. Caterans can be annoying depending on where they have been deployed, but otherwise CHA struggles to effectively defend most of Haqqislam's threat vectors.
  - **MRRF**: Ensure you deploy with EM-5 in mind and MRRF can really struggle to do damage. Fidays can threaten key MRRF pieces like Knauf or Moblots, but are almost certain to trade. Muttawi'ah can make Chasseurs very sad.
  - **Qapu Khalqi**: Yuan Yuans make for decent Fiday defense, but QK can struggle to punish our null deployment beyond GML strats. Will struggle to post any truly scary AROs.
  - **Ramah Taskforce**: Zone out Carmen and Batard with Muttawi'ah while keeping an eye out for Nahabs and RTF can really struggle to attack you. Pure Zhayedan-Ghulam core is very afraid of our skirmishers and Fidays.
  - **OCF**: Nourkias is as scary as ever, as is the (relatively rare) Sphinx, but the common OCF set ups reliant on the Unidron core are not threatening. The Unidron core can be hacked, shot or smoked past, while the Xeodron and Overdron are vulnerable to any of Haqqislam's common AP gunfighters. Fairly vulnerable to Fidays.
  - **OSS**: Mediocre Fiday defense, and reliant on a less than fantastic GML gameplan or Dart to punish a Haqqislam null deployment. Posthumans can make for frustrating AROs. Is extremely scared of Haqqislam's hacking.
  - **JSA**: Careful deployment can defang Oniwabans, while JSA can otherwise struggle to attack a Haqqislam null deployment. Nadhir and Farzans can shut down Yojimbo fast thanks to BS Attack (Shock). Ryuken can be annoying, but nothing that can't be dealt with by the Mukhtar Red Fury or Knauf. Fiday can generate surprising value vs JSA.
  - **Ikari Company**: Good Fiday defense, but seriously struggles to attack a Haqqislam null deployment, while not having any especially strong AROs.

    - **White Company**: Decent Fiday defense, but reliant on premium 1W units that Fidays trade extremely well into. Can lack durability in general depending on the specifics of the list, while having mediocre at best tools to punish a Haqqislam null deployment.
    - **Spiral Corps**: Invest heavily in counter deploying Jaan Star, keep your Mukhtar Red Fury safe to deal with Draals, and Spiral Corps can really struggle to do anything concrete against Haqqislam. Helots make for effective defensive pieces vs Fidays, but units like Taagma are very afraid of them.
- Favored
    - **Military Orders**: Many of MO's key units are rather resilient to Fiday attacks, but are in turn rather scared by Haqqislam's hacking projection. Keep your Asawira and Azra'il handy to deal with the linked Tueton Missile Launcher and Tikbalang. MO is rather reliant on Dart to punish a Haqqislam null deployment.
    - **VIRD**: Helots and Zulu-Cobras can make for a difficult DZ for Fidays and other units to crack, but linked Kamau make for attractive targets. Watch out for Cutter skews, and even GML gameplans using the Crocman FO. The linked Kamau can also be problematic if you don't have a unit like the Azra'il or Shakush. Still, VIRD can really struggle to attack Haqqislam in general.
    - **SAA**: A DZ full of mines makes the life of a Fiday difficult. SAA also doesn't present a lot of great Fiday targets. In turn however, SAA can struggle to attack a Haqqislam null deployment, reliant on Dart. SAA can't really present any threatening AROs.
    - **Vanilla Yu Jing**: A rather 'honest' matchup. Long Ya minelayers, Monks, Kuang Shi, camouflage LTs and in general presenting few good Fiday targets give vanilla Yu Jing one of the best Fiday defenses in the entire game. Yu Jing can run decent GML gameplans to punish a Haqqislam null deployment, but tend to struggle to deal with the threat saturation that Haqqislam can present. Ensure you have a good hacking set up to deal with units like the Hac Tao.
    - **White Banner**: Haetae-Jujak-Hwarang-Shang Ji-Dokkaebi core teams can be tough nuts to crack given WB's generally excellent Fiday defense. Powerful GML gameplan can be threatening, but WB can have surprisingly mediocre shooting, especially against units like the Nadhir and Armand.
    - **Hassassins Bahram**: Neither Haqqislam nor HB are especially afraid of Fidays. HB's GML and hacking gameplan can be scary, but the faction lacks the ability to gunfight well at long ranges. Units like the Shakush, Armand, Azra'il and Nadhir can totally dominate the board.
    - **Vanilla Nomads**: The UFK, Morlocks and Liberto give Vanilla Nomads very good Fiday defense, but in turn units like the Puppetmaster and Jazz make for attractive targets for Fidays to trade into. Unmatched GML gameplan gives them a consistent vector to punish a Haqqislam null deployment, while Morans in turn give them a powerful midfield. Rewards a very aggressive approach.
    - **CJC**: Good, but not fantastic Fiday defense with some very attractive targets. Reliant on a strong GML gameplan to punish a Haqqislam null deployment. Morans, especially if backed by core linked hackers, can make for a difficult midfield to crack - make aggressive use of your skirmishers.
    - **TJC**: Mediocre Fiday defense with units and fireteams that are very vulnerable to Fidays. Near unmatched GML gameplan. Can struggle to defend against Haqqislam outside of core linked AROs vulnerable to Fidays and other skirmishers.
    - **MAF**: Screen for the Raysat, and the otherwise DZ bound Morats can really struggle to punish a Haqqislam null deployment outside of their powerful GML gameplan. The faction has decent Fiday defense thanks to units like Daturazi and Pretas. The Morat core can be very tough to crack depending on its composition - although units like the Yaogat and Dartok can make for good targets for a Fiday trade, and generally

speaking it will fall apart if your Asawira is able to get within 24". GML gameplans can also be effective.

- **SEF**: While Sphinx based lists can be threatening, SEF doesn't present too many compelling threats outside of that. Speculos generally speaking will struggle to find compelling targets outside of Mukhtar. Watch out for skews like 2+ Noctifiers. Taighas do give SEF excellent Fiday defense, but hacking and GML based attacks can be effective. SEF has surprisingly mediocre shooting.
- **Vanilla Aleph**: Mixed Fiday defense, with good units for deterring Fidays while also featuring excellent Fiday targets. Achilles, Hippolyta and Eudoros can make for powerful tools to punish a Haqqislam null deployment, but deployment measures can be taken to limit their options. Very afraid of Haqqislam's hacking projection. Posthumans and Atalanta can make for compelling, but not insurmountable AROs.
- **Foreign Company**: The UFK can counter Fidays very well, but the rest of Foreign Company has good reason to be very afraid. Reliant on a fairly decent GML gameplan to punish a Haqqislam null deployment. Can't post any especially threatening AROs aside from the linked Bolt, which is very vulnerable to Haqqislam's skirmishers.
- **DBS**: Has a few vectors to punish a Haqqislam null deployment - Hunzakut/Druze based GML gameplans, pure Druze core E/M Grenade Launcher speculative attacks, and Saito Togan. Can defend against Fidays well, but struggle to really defend against Haqqislam otherwise. Mediocre to weak shooting depending on the list.
- **Vanilla O12**: Can struggle to attack a Haqqislam null deployment if it can't find an angle with Roadbots or Hippolyta. Fairly effective Fiday defense, but a lot of its key units are vulnerable to Haqqislam's hacking network. Mediocre midfield presence.

- Even
  - **Vanilla Arianda**: Bearpodes, the UKR, and Arianda's skirmishers remain scary, while Vanilla Arianda utterly shuts down Fidays, but Haqqislam has one of the best defensive set ups in the game against Arianda thanks to Muttawi'ah. Aside from their defensive utility, Muttawi'ah can generate extreme value in intuitive attacking Arianda's skirmishers with their jammers. The Mukhtar Red Fury will handily shoot down almost anything Arianda will be fielding.
  - **Kosmoflot**: A matchup that feels more scary than it is. The Rokot-Volkolak core can be frustrating to shoot down, but the Asawira can do it if you don't want to just smoke past it. Extremely hostile DZ for Fidays, but units like Wallace and the UKR make for good GML targets. Make sure you have your Muttawi'ah for defending against Bearpodes. The Mukhtar Red Fury can be utterly indispensable once the Rokot-Volkolak core is dealt with.
  - **Starmada**: A matchup that feels less scary than it is. Roadbots are both powerful ARO tools and potentially threatening close assault tools. The combination of AVA 2 Raveneyes and Varagians makes the DZ hard for Fidays to penetrate, while the Zeta is an extremely scary unit to face down. Still, it is far from unassailable. Don't forget about the WildParrots on Sarkos.
- Unfavoured
  - **Vanilla Combined Army**: Vanilla Combined Army can throw a very large number of varying and deadly list archetypes at Haqqislam - from Sphinx lists, to Avatar lists, to Anathematic-Bultrak lists. The CA DZ can also be a hard place to penetrate with even Fidays thanks to units like Taighas, Daturazi and Ikadrons. While some of these archetypes are manageable (Avatar, Sheskiin and friends), others demand very specific units and strategies to deal with, and as a result have very obvious failure states that your opponent can exploit (Bultrak-Anathematic, Sphinx). The Namurr feels excellent here.

    - **Tohaa**: Frustrating, attrition based matchup. Jaan Star is one of the few offensive skirmishers that can really threaten a Haqqislam DZ, while symbio-mated ARO pieces like the Sukuel Missile Launcher can be very annoying to deal with. Makuals and the general tankiness of key Tohaa units also makes life difficult for Fidays. Still, the Asawira can do solid work thanks to its high BTS and stealth, and you can tech for the matchup with units like the Sunduqbut.
    - **StarCo**: The Riot Grrl pure core is still extremely potent and difficult to deal with, but StarCo's less potent - albeit still good - Fiday and skirmish defense makes the matchup more manageable than BJC.
- Very Unfavoured
    - **BJC**: The Riot Grrl pure core is perhaps the worst possible thing Vanilla Haqqislam can face - capable of out shooting our common and best shooters and shutting down our asymmetric threats with a combination of good dodge numbers, MSV1, and tinbot: firewall (-6). Morlocks and the UFK can shut out Fidays, while access to a turn 0 midfield repeater net backed up by potentially core linked hackers can also be problematic. Simply exiting your DZ can be difficult in this matchup - you need a Shakush.
    - **Steel Phalanx**: Only two Vanilla Haqqislam units really exist in this matchup - the Hunzakut and Mukhtar Red Fury. The former best enables GML play which is our only reliable bet at killing SP's heroes, while the latter is our best at killing Phoenix. You also need to make considerations for Atalanta.