

<b>special rules</b>
<p><b>Commissars:</b> May include 1 Commissar for every 500 points. The first must join the regimental HQ Company. Commissars cannot join the Grey Ghosts. Any that does tend to die from mysterious accidents. <b>Drop Troops:</b> Any Elysian unit with this rule that does not take Valkyries/Sky talons arrives via Grav Chutes. These allow the formation to Planet fall. <b>Iron Discipline:</b> The Elysian Drop Troopers are led by superb Officers and Warrant Officers, veterans of many battles and trained to lead from the front. To represent Iron Discipline, all Elysian units (does not include Imperial Navy or allies) do not incur a -1 while rallying if an enemy is within 30cm. <b>Masters of Stealth:</b> Grey Ghosts are experts at tracking, moving silently through the densest terrain, all communications is through hand signals, or tight beam scrambled transmissions. In addition they are experts at setting up ambushes, booby traps, and mines, to completely demoralize and enemy. They are also utilised for OPs, to take out key enemy targets and spotters for artillery. Members of the Grey Ghosts wear heat dissipating Ghillie suits modified to suit the local terrain. In game terms, Grey Ghosts add 1 to their cover save, in engagements they get First Strike, they also have Scout and Sniper abilities. They are 50 points per unit to account for these bonuses, and limited to one formation, as they are the elite of the elite. <b>Limited Garrisons: Only Elysian Drop Scout Sentinels and Grey Ghosts may Garrison.</b></p>
The army has a Strategy rating of 3. All units have an Initiative rating of 2+
<b>notes</b>
the long range valk is my attempt to replicate the hueys used by US air mobile divisions in vietnam. Given operational inconstiences in being a mobile strike force, one is not garurnished to be near the target depolyment zone and thus compaines will have to put fuel pods on valkyery hard points rather than heavy weaponrey

The purpose of the this army was to focus on the utilizing air power as a means to deploy heavy weaponry, but also haveing some consistency in the armies ability to not rely on air power to get the job done

yes every drop troop has a plasma gun, i went with this because of the lack of ease obtaining heavy weaponry i felt there need to be a consistent rock that the player can fall back on

core formation	Points	models	formation upgrades/notes	notes					
HQ drop company	300	1 surpeme comander, 12 drop troops	100 for 7 long range valkyries	this is a one time upgrade that dose not ocunt twoards the company upgrade cap					
drop company	250	1 comander, 12 drop troops	100 for 7 long range valkyries	this is a one time upgrade that does not count towards the company upgrade cap					
<b>upgrades( 3 per a company)</b>									
hevay weapons plt	100	4 heavy weapons teams	2 LVs for 25+						
drop sentinel	25	1 drop sentinel	can have 1-3 at 25+						
close support sentinel	50	1 close support sentinel	can have 1-3 at 50+						
infy drop platoon	100	6 drop troops	3 LVs for 35+						
mortar plt	150	3 mortar stands	2 LVs for 25+						
vetrans	25	1 vet unit	can have 1-2 at 25+						
vultuer	50	1 vulture	can have 1-3 at 50+						
<b>support formation( 2 per a company)</b>									
socut sentinels	100	4 scout sentinels	50+ for 4 sky talons						
taurous jeeps	150	4 jeeps regular or venterator	50+ for 4 sky talons						
grey ghost	300	6 grey ghost (2 max)							
sentinel drop arty platoon	150	3 rocket sentinels	50+ for 4 sky talons						
vultuer platoon	300	4 vultuers							
<b>restricted(1/3 of total points)</b>									
murader bomber wing	250	2 planes							
murader destroyer wing	300	2 planes							
murader clossus	400	1 plane							
murader vigilant	300	1 plane							
light fighter flight	150	2 planes							

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drop company	250	1 comander, 12 drop troops	100 for 7 long range valkyries	this is a one time upgrade that dose not ocunt twoards the company upgrade cap you valkryies may also replace there fuel tnaks for diffrent armamnets (Per a hard point, 2 hard points in total on a valk), rocket pod(25), twin lascannon (50), hellstrike missle(50)
<b>upgrades( 3 per a company)</b>		company upgrades		
hevay weapons plt	100	4 heavy weapons teams		
drop sentinel	25	1 drop sentinel		can have 1-3 at 25+
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infy drop platoon	100	6 drop troops		
mortar plt	150	3 mortar stands		
vetrans	25	1 vet unit		can have 1-2 at 25+
vultuer	50	1 vulture		can have 1-3 at 50+
long mrage valk	25	1 long range valk		can only have enough valks to carry all units in the formation
<b>support formation( 2 per a company)</b>		support fomrations(2 per a company)		
socut sentinels	100	4 scout sentinels	50+ for 4 sky talons	
taurous jeeps	150	4 jeeps regular or venterator	50+ for 4 sky talons	
grey ghost	300	6 grey ghost (1 max)		
sentinel drop arty platoon	150	3 rocket sentinels	50+ for 4 sky talons	
vultuer platoon	300	4 vultuers	may swap 0-4 vultures hellstrikes to punsher cannons	
<b>restricted(1/3 of total points)</b>		navy/allies		
murader bomber wing	175	2 planes		
murader destroyer wing	300	2 planes		
murader clossus	400	1 plane		
murader vigilan	300	muraduer vigilante 1 plane		
light fighter flight	150	lighting strike fighters 2 planes		

name	type	speed	armour	CC	FF	Weapons	range	Firepower	Notes
supreme command	INFY	15cm	5+	4+	5+	PlasmaGun Power Weapon(bc)	15cm AW	AP5+/AT5+ EA(+1) MW	supreme commander, drop troop, leader
company comander	INFY	15cm	6+	5+	5+	PlasmaGun	15cm	AP5+/AT5+	drop troop, commander, leader
commissar	CH	-	-	-	-	power weapon	AW	EA(+1) MW	inspiring fearless leader drop troop
droptroop	INFY	15cm	-	5+	5+	PlasmaGun las carbines	15cm SA	AP5+/AT5+	drop troop
heavy weapons	INFY	15cm	-	6+	4+	2 x missile launcher	45cm	AP5+/AT6+	drop troop
mortar	INFY	15cm	-	6+	6+	paired mortars	30 cm	1BP	indirect, drop troop
grey ghost	INFY	15cm	6+	4+(FS)	5+	meltagun Sniper rifles	15cm 30cm	MW +5 AP5+	drop troop, sniper, scout
veteran	INFY	15cm	6+	5+	5+	las carbines melta gun	SA 15cm	MW5+ (MW in FF)	drop troop, infiltrator
drop sentinel	LV	20cm	6+	6+	5+	melta cannon, mw in FF	30cm	MW5+	drop troop
scout sentinel	LV	20cm	6+	6+	5+	heavy bolter	30cm	AP5+	drop troop, scoutss
arty sentinel	LV	20cm	6+	6+	5+	rocket pod	30cm	1 bp	IND.
Tauros	LV	35cm	6+	6+	5+	fimthrower or Grendae launcher	15cm 30cm	AP4+ (IC) AP5+ disrupt	scout, walker
Tauros venerator	LV	35cm	6+	6+	5+	TL Lascannon or TL multi-laser	45 cm 30cm	AT4+ FxF AP4+/AT5+	scout walker
Long Range vlk	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter rocket pod twin lascannon hellstrike missile	30cm 30cm 30cm 45cm 120cm	AP5+/AT6+ AP5+ 1BP(D,SS) AT4+ AT2+(SS)	skimmer, drop troop;
vulture	AV	35cm	5+	6+	5+	Heavy Bolter plus TL Autocannon + 2 Hellstrike Missiles or TL Punisher Cannon	30cm 45cm 120cm 30cm	AP5+ AP4+/AT5+ AT2+ SS 4 x AP4+	Skimmer, Scout Replaces Autocannon and Hell Strikes
sky talon	AV	35cm	5+	6+	6+	Heavy bolter	30cm	AP5+	skimmer scout
Marauder bomber	Aircraft	bomber	4+	-	-	Twin Lascannon Bomb Racks 2x Twin Heavy Bolter	45cm 15cm 15cm	AT4+/AA4+FxF , 3BPFxF, AA5+	
Murader destroyer	Aircraft	bomber	4+	-	-	3x TL Autocannon TL Heavy Bolter TL Assault Cannon 2x Underwing Rockets	30cm 15cm 15cm 30cm	AT4+/AP5+ FxF AA5+ AA4+ R/Arc AT4+FxR	
Marauder colsuss	Aircraft	bomber	4+	-	-	MOAB(10kg melta bomb)	15 cm	MW2+(TKD3)	
Marauder vigillant	Aircraft	bomber	4+	-	-	TL Heavy Bolter RxA TL Heavy Bolter FxA near earth orbit strike	15cm 15cm 15cm	AA/AP 5+ AA/AP 5+ 3BP MW	
lighting fighter	Aircraft		6+	-	-	Long Barrelled A/C Wingtip Lascannon	30cm 30cm	AP5+/AT6+/AA 5+ FxF AT5+/AA5+	