

<b>special rules</b>
<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>Limited Garrisons: Only Elysian Drop Scout Sentinels and Grey Ghosts may Garrison.</b>
The army has a Strategy rating of 3. All units have an Initiative rating of 2+
<b>notes</b>
the long range walk is my attempt to replicate the hueys used by US air mobile divisions in vietnam. Given operational inconstiencies in being a mobile strike force, one is not garurneted 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 constistency 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 weaponrey i felt there need to be a consitent rock that the player can fall back on

core formation	Points	models	formation upgrades	notes
HQ drop company	300	1 surpeme comander, 12 drop troops	company transport, heavy weapons plt, drop sentinel, close support sentinel, infy drop plt, mortar plt, veterans, vultuer, long range valk	
drop company	250	1 company comander, 12 drop troops	company transport, heavy weapons plt, drop sentinel, close support sentinel, infy drop plt, mortar plt, veterans, vultuer, long range valk	
<b>upgrades(3 per a company)</b>				
heavy weapons plt	100	4 heavy weapons teams		
drop sentinel	35	1 drop sentinel		
infy drop plt	100	6 drop troop units		
mortar plt	150	3 mortar units		
sargent	25	1 sargent chracter		
vultuer	50	1 vulture		
long range valk	25	1 long range valk		
				can only have enough valks to carry all units in the formation
company transport	125	7 long range valkyries		this is a one time upgrade that does not count towards the company upgrade cap your valkyries may also replace there fuel tanks for different armaments (Per a hard point, 2 hard points in total on a valk), rocket pod(+25), twin lascannon (+50), hellstrike missile(+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	
vetran drop platoon	300	6 veteran units		
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>				
marauder bomber wing	175	2 marauder bombers		
marauder destroyer wing	300	2 marauder destroyer		
marauder clossus	400	1 marauder clossus		
marauder Vigilant	300	1 marauder Vigilant		
lighting fighter flight	150	2 lightingstrike fighters		
thunderbolt flight	150	2 thunderbolts		

name	type	speed	armour	CC	FF	Weapons	range	Firepower	Notes
sargents	CH	-	-	-	-	chainsword	AW	EA(+1)	leader
commissar	CH	-	-	-	-	power weapon	AW	EA(+1) MW	inspiring, fearless, leader
supreme command	INFY	15cm	5+	4+	5+	PlasmaGun Power Weapon(bc)	15cm AW	AP5+/AT5+ EA (+1) MW	supreme commander, drop troops, leader
company comander	INFY	15cm	6+	5+	5+	PlasmaGun	15cm	AP5+/AT5+	drop troops, commander
droptroop	INFY	15cm	-	5+	5+	PlasmaGun las carbines	15cm SA	AP5+/AT5+ ----	drop troops
heavy weapons	INFY	15cm	-	6+	4+	2 x missile launcher	45cm	AP5+/AT6+	drop troops, commander
mortar	INFY	15cm	-	6+	6+	paired mortars	30 cm	AP4+	indirect, drop troops
grey ghost	INFY	15cm	6+	4+(FS)	5+	meltagun Sniper rifles	15cm 30cm	MW +5 AP5+	drop troops, sniper, scout, masters of stealth
veteran	INFY	15cm	6+	5+	5+	las carbines mella gun	SA 15cm	----- MW5+ (MW in FF)	drop troops, infiltrator
drop sentinel	LV	20cm	6+	6+	5+	melta cannon	30cm	MW5+ (MW in FF)	drop troops
scout sentinel	LV	20cm	6+	6+	5+	heavy bolter	30cm	AP5+	drop troops, scouts
rocket sentinel	LV	20cm	6+	6+	5+	rocket pod	30cm	1 bp	indirect
Taurus	LV	35cm	6+	6+	4+	flamethrower or Grenade launcher	15cm or 30cm	AP4+ (IC) or AP5+ disrupt	scout, walker
Taurus venerator	LV	35cm	6+	6+	5+	TL Lascannon or TL multi-laser	45 cm 30cm	AT4+ FxF AP4+/AT5+	scout, walker
Long Range vik	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter rocket pod twin lascannon hellstrike missile	30cm 30cm 30cm 45cm 120cm	AP5+/AT6+ AP5+ (D,SS) AT4+ (SS) AT2+	1BP skimmer, scout, drop troops
vulture	AV	35cm	5+	6+	5+(4+)	Heavy Bolter plus TL Autocannon + 2 Hellstrike Missiles or TL Punisher Cannon	30cm 45cm 120cm or 30cm	AP5+ AP4+/AT5+ AT2+ SS or 4 x AP4+	Skimmer, Scout, punisher cannons Replace Autocannons and Hell strikes, punisher cannons give a modified FF stat 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, 3BP FxF, AA5+	
marauder 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+/F/Arc	
marauder colsuss	Aircraft	bomber	4+	-	-	MOAB(10kg melta bomb)	15 cm	MW2+(TKD3) FxF	
marauder vigilant	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	fighter	6+	-	-	Long Barrelled A/C Wingtip Lascannon	30cm 30cm	AP5+/AT6+/AA5+ FxF AT5+/AA5+ FxF	
thunder bolt	Aircraft	fighter	6+	-	-				