

### **Elysian Drop Army Unit Statistic**

<i>Unit</i>	<i>Type</i>	<i>Move</i>	<i>Save</i>	<i>CC</i>	<i>FF</i>	<i>Weapons</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>
<i>Elysian Supreme Commander</i>	<i>INF</i>	<i>15cm</i>	<i>5+</i>	<i>4+</i>	<i>4+</i>	<i>Lasguns Plasma Cannon Power Weapons</i>	<i>Small Arms 30cm CC</i>	<i>AP5+/AT5+ EA+1 MW</i>	<i>Supreme Commander. Drop Troops, Infiltrate</i>
<i>Elysian Commander</i>	<i>INF</i>	<i>15cm</i>	<i>5+</i>	<i>5+</i>	<i>4+</i>	<i>Lasguns Plasma Cannon Power Weapons</i>	<i>Small Arms 30cm CC</i>	<i>Ap5+/AT5+ EA+1 MW</i>	<i>Commander, Leader, Drop Troops, Infiltrate</i>
<i>Commissar</i>	<i>CH</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>-</i>	<i>Power Sword</i>	<i>CC</i>	<i>EA+1 MW</i>	<i>Leader, Fearless, Inspiring</i>
<i>Elysian Drop Troop Infantry</i>	<i>INF</i>	<i>15cm</i>	<i>-</i>	<i>5+</i>	<i>4+</i>	<i>Lasguns Plasma Cannon</i>	<i>(15cm) 30cm</i>	<i>Small Arms AP5+/AT5+</i>	<i>Drop Troops, Infiltrate. Plasma Cannon every 2<sup>nd</sup> unit</i>
<i>Elysian Drop Hardened Veterans</i>	<i>INF</i>	<i>15cm</i>	<i>6+</i>	<i>4+</i>	<i>4+</i>	<i>Las Carbines and Machetes Plasma Cannon</i>	<i>(15cm) CC 30cm</i>	<i>Small Arms  AP5+/AT5+</i>	<i>Drop Troops, Infiltrate</i>
<i>Grey Ghosts</i>	<i>INF</i>	<i>15cm</i>	<i>-</i>	<i>4+</i>	<i>4+</i>	<i>LasCarbines &amp; Machetes Sniper Rifle Called in artillery</i>	<i>(15cm) CC 30cm 45cm</i>	<i>Small Arms FS FS AP5+ 3BP IND Disrupt</i>	<i>Masters of Stealth (+1 to their cover save), Sniper, Scout</i>
<i>Storm Troopers</i>	<i>INF</i>	<i>15cm</i>	<i>5+</i>	<i>4+</i>	<i>4+</i>	<i>Hellguns Plasma Cannon</i>	<i>(15cm) 30cm</i>	<i>Small Arms AP5+/AT5+</i>	<i>Teleport</i>
<i>Elysian Support Squad</i>	<i>INF</i>	<i>15cm</i>	<i>-</i>	<i>6+</i>	<i>3+</i>	<i>2 x Missile Launchers</i>	<i>45cm</i>	<i>AP5+/AT6+</i>	<i>Drop Troops</i>
<i>Elysian Mortar Squad</i>	<i>INF</i>	<i>15cm</i>	<i>-</i>	<i>6+</i>	<i>4+</i>	<i>Lasguns Paired Mortars</i>	<i>(15cm) 60cm</i>	<i>Small Arms 2x AP4+/ AT5+ Indirect</i>	<i>Drop Troops, No minimum or double range for Indirect.</i>
<i>Elysian Cyclops</i>	<i>LV</i>	<i>25cm</i>	<i>6+</i>	<i>3+</i>	<i>-</i>	<i>Demo Charges</i>	<i>CC</i>	<i>MW One Shot</i>	<i>Infiltrate, Drop Troops, Removed from play after it attacks, Expendable.</i>
<i>Taurus</i>	<i>LV</i>	<i>35cm</i>	<i>6+</i>	<i>6+</i>	<i>4+</i>	<i>Grenade Launcher</i>	<i>30cm</i>	<i>AP5+/AT6+</i>	<i>Walker, Scout</i>
<i>Taurus Venator</i>	<i>LV</i>	<i>35cm</i>	<i>6+</i>	<i>6+</i>	<i>5+</i>	<i>Multi-Laser or TLLascannon</i>	<i>30cm 45cm</i>	<i>AP4+/AT5+ AT4+</i>	<i>Walker, Scout</i>

<i>Unit</i>	<i>Type</i>	<i>Move</i>	<i>Save</i>	<i>CC</i>	<i>FF</i>	<i>Weapons</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>
<i>Elysian Drop Rocket Sentinel</i>	<i>LV</i>	<i>20cm</i>	<i>6+</i>	<i>6+</i>	<i>5+</i>	<i>Support Rocket Launcher</i>	<i>45cm</i>	<i>AP4+/AT5+ Disrupt, Indirect</i>	<i>No minimum &amp; no double range, Walker, Drop troops</i>
<i>Elysian Drop Sentinel</i>	<i>LV</i>	<i>20cm</i>	<i>6+</i>	<i>6+</i>	<i>4+</i>	<i>Small Arms and Multi-Melta</i>	<i>(15cm) 15cm</i>	<i>MW MW 5+</i>	<i>Drop Troops, Walker</i>
<i>Elysian Sabre Platform</i>	<i>INF</i>	<i>10cm</i>	<i>-</i>	<i>6+</i>	<i>5+</i>	<i>Twin Flak AC 30mm</i>	<i>30cm</i>	<i>AP4+/AT5+/AA5+</i>	<i>Mounted, Drop troops. Walker</i>
<i>Elysian Valkyrie Transport</i>	<i>AV</i>	<i>35cm</i>	<i>5+</i>	<i>6+</i>	<i>5+</i>	<i>Multi-laser 2x Heavy Bolter 2 x Rocket pods</i>	<i>30cm 30cm 30cm</i>	<i>AP5+/AT6+ AP5+ 1BP, Dis, OS</i>	<i>Skimmer, Scout may transport 2 Infantry only.</i>
<i>Vulture Gunship</i>	<i>AV</i>	<i>35cm</i>	<i>5+</i>	<i>6+</i>	<i>5+</i>	<i>Heavy Bolter plus TL Autocannon + 2 Hellstrike Missiles or TL Punisher Cannon</i>	<i>30cm 45cm 120cm 30cm</i>	<i>AP5+ AP4+/AT5+ AT2+ OS 4 x AP4+</i>	<i>Skimmer, Scout  Replaces Autocannon and Hell Strikes</i>
<i>Chimera</i>	<i>AV</i>	<i>35cm</i>	<i>5+</i>	<i>6+</i>	<i>5+</i>	<i>Multilaser Heavy Bolter</i>	<i>30cm 30cm</i>	<i>AP5+/AT6+ AP5+</i>	<i>Transports 2 IG Infantry Units</i>
<i>Leman Russ Conqueror</i>	<i>AV</i>	<i>30cm</i>	<i>4+</i>	<i>6+</i>	<i>5+</i>	<i>Conqueror Cannon Lascannon</i>	<i>45cm 45cm</i>	<i>AP5+/AT5+ AT5+</i>	<i>Reinforce Armour</i>
<i>IG Infantry unit</i>	<i>INF</i>	<i>15cm</i>	<i>-</i>	<i>6+</i>	<i>5+</i>	<i>Lasguns Autocannon</i>	<i>(15cm) 45cm</i>	<i>Small Arms AP5+/AT6+</i>	<i>Every second unit has an Autocannon</i>

## **Elysian Aerospace Assets**

<i>Unit</i>	<i>Type</i>	<i>Speed</i>	<i>Save</i>	<i>Weapons</i>	<i>Range</i>	<i>Firepower</i>	<i>Notes</i>
<i>Lunar Class Cruiser</i>	<i>Space Ship</i>	<i>N/A</i>	<i>N/A</i>	<i>Orbital Bombardment Pin Point Attack</i>	<i>N/A N/A</i>	<i>3BP MW MN 2+ TK (D3)</i>	
<i>Lightning Fighter</i>	<i>Aircraft</i>	<i>Fighter</i>	<i>6+</i>	<i>Long Barrelled A/C Wingtip Lascannon</i>	<i>30cm 30cm</i>	<i>AP5+/AT6+/AA5+ FxF AT5+/AA5+ FxF</i>	
<i>Lightning Strike Fighter</i>	<i>Aircraft</i>	<i>Fighter</i>	<i>6+</i>	<i>Wingtip Lascannon 2x Underwing Rockets</i>	<i>30cm 30cm</i>	<i>AT5+/AA5+ FxF AT5+/AA5+ FxF</i>	
<i>Marauder Bomber</i>	<i>Aircraft/WE</i>	<i>Bomber</i>	<i>5+</i>	<i>Long Barrelled AC TL Lascannon 2x TL Heavy Bolter</i>	<i>15cm 45cm 15cm</i>	<i>3BP FxF AT4+ FxF AA5+</i>	<i>DC2, Critical Hit: Bomber Destroyed</i>
<i>Marauder Destroyer</i>	<i>Aircraft/ WE</i>	<i>Bomber</i>	<i>5+</i>	<i>3x TL Autocannon TL Heavy Bolter TL Assault Cannon 2x Underwing Rockets</i>	<i>30cm 15cm 15cm 30cm</i>	<i>AT4+/AP5+ FxF AA5+ AA4+ R/Arc AT4+FxR</i>	<i>DC2, Critical hit: Bomber Destroyed</i>

*Units of Note:*

**Grey Ghosts:** *These troops make Catachans look bad. They are supplied with Heat dissipating Ghillie suits camouflaged to suit the local terrain. They can move through the densest of terrain without any noise, all comms are quiet, they can live off the land, masters of ambush, booby-traps and each squad has a medic, sniper, Sgt or Cpl, Signaller, but all are cross trained. They carry AP and AT mines. They are usually sent ahead of a proposed drop assault by a couple days up to a week. Dropped in close via Vtol rappelling, they move deep into enemy territory, where they gather information, and can target key personnel or likely objectives to hold up enemy reinforcements up.*

**Rocket Sentinels:** *Apart from the medium mortars and limited called in artillery fire from the Grey Ghosts, Elysians have to rely on their mobile Rocket Sentinels any some sort of mid ranged disrupt support fire. Even though they are vulnerable they are the able to be dropped in close by where they are needed.*

**Elysian Hardened Veterans:** *These grizzled and surly veterans of many a campaign and have slowly upgraded their weapons load out to suit their desire to close with the enemy. Each Squad has the standard issue Plasma Gun, but they have replaced their issued lasrifles with easy to carry lascarbine and always seem to be carrying around a Machete or some large bladed weapon. They have spent a lot of time developing their close combat skills, and when they get a little too old, and more experienced, they become platoon sergeants.*