

Paramar Drop Army Unit Statistic

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

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

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.