

## **Design Notes**

*Paramar drop army is a lightly armed fast assault drop army. The core of the army is deployed via grav chutes (Hi/Low) from Valkyries, while a reactionary force of reserves follow up supported directly by their Valkyrie transported troops, Vultures, Sentinels, Taurus and Venators. while Aircraft provide top cover and strafing runs.*

*This army is designed to test the general who plays it. Your army has so many weaknesses built into it. Almost nothing in the way of MW, and none of it ranged. No TK unless you take a Space Ship, and no War Engines. Your only artillery is called in, and any ranged disrupt weapons fire is from mortars and rocket sentinels. Your forces are either unarmoured or lightly armoured so do not last long in the open. They must rely on the initial hammer blow of their grav assault to last until turn 3 or 4 when the results are determined.*

## **Army Rules:**

*Commissars: You 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. Once all core formations have a Commissar, they support formations may have a Commissar allocated to them.*

*Drop Troops: Any Paramar unit with this rule arrives via Grav Chutes using the rules for Planet fall (section 4.4 of the rule book) Air Cav Response Platoons do not benefit from this rule.*

*Iron Discipline: The Paramar 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 Paramar units (does not include Imperial Navy or allies) do not incur a -1 while rallying if an enemy is within 30cm.*

*Masters of Stealth: 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, can call in artillery strikes and are limited to one formation, as they are the elite of the elite.*

*Limited Garrisons: Only Paramar Drop Scout Sentinels and Grey Ghosts may Garrison.*

## Paramar DROP TROOP ARMY LIST

*The army has a Strategy rating of 2. All units have an Initiative rating of 2.*

### Paramar Drop Troop Companies

<i>Formation Type</i>	<i>Units</i>	<i>Cost</i>
0-1 Paramar Regimental HQ	1 Paramar Supreme Commander, 11 Drop Troops. May have 6 Valkyries for 150. Replace Valkyries with Vendettas for +25 points each.	300
Paramar Drop Troop Company	1 Paramar Commander, 11 Paramar Drop Troops. May have 6 Valkyries for 150 points. Replace Valkyries with Vendettas for +25 points each.	275
Paramar drop Mortar Company.	1 Paramar Commander, 7 Paramar Drop Troop, 4 Paramar Mortar units. May take 6 Valkyries for 150 points. Replace Valkyries with Vendettas for +25 points each. Limit 1 per 3000 points	275

### Paramar Drop Support Platoons/Squadrons 0-3 per Drop Company

<i>Formation Type</i>	<i>Units</i>	<i>Cost</i>
Paramar Anti-tank Platoon	1 Paramar Commander, 7 Paramar Special Weapons Troops. Only one per Drop Troop Company. May take 4 Valkyries for 100 points. Replace Valkyries with Vendettas for +25 points each	250
Paramar droppable Sabre Battery	4 droppable Sabre AA Platforms. May take 2 Valkyries for 50 points	75
Vulture Squadron	4 Vultures. May replace Hellstrike Missiles and Autocannon with Punisher Cannons 25 points less ea	300
Paramar Drop Sentinel Squadron	6 Drop Sentinels. May take 3 Sky Talons for 75 points	150
Paramar Drop Rocket Sentinels	6 Elysian Drop Rocket Sentinels. May take 3 Sky Talons for 75 points. Limit 1 per 1000 points	150
Tauros Squadron	6 Tauros or Venator in any combination May take 6 Sky Talons for 150 points	150
Storm Trooper Company	1 Storm Trooper Commander, 7 Storm Troopers. May take 4 Valkyries for 100 points May replace Valkyries with Vendettas for +25 points ea	200
Grey Ghosts Platoon (0 – 1) per army	8 Grey Ghost	300

**Drop Troop Company Upgrades.** *Upgrades may be taken only once.*

<u>Upgrade Type</u>	<u>Units</u>	<u>Cost</u>
<i>Drop Hardened Veterans</i>	<i>2 Drop Hardened Veterans</i>	<i>25</i>
<i>Drop Fire Support</i>	<i>2 Drop Fire Support units</i>	<i>25</i>
<i>Paramar Cyclops</i>	<i>2 Paramar Cyclops Units</i>	<i>25</i>

**Paramar Air and Allied units – Up to 1/3 or army may be spent on allies**

<u>Formation Type</u>	<u>Units</u>	<u>Cost</u>
<i>Space Ship</i>	<i>0 -1 Lunar Cruiser</i>	<i>150</i>
<i>Lightning Wing</i>	<i>2 Lightning Fighters</i>	<i>150</i>
<i>Lightning Strike</i>	<i>2 Lightning Strike Fighters</i>	<i>150</i>
<i>Marauder Destroyer</i>	<i>1 Marauder Destroyer</i>	<i>175</i>
<i>Marauder Bomber</i>	<i>1 Marauder Bomber</i>	<i>150</i>
<i>Line Breaker Column</i>	<i>6 Imperial infantry units, 3 Chimeras, 3 Conquerors may add 3 Conquerors for 150 points Limit 1 per army</i>	<i>300</i>