

To help Elysians move forward in development Dan and I played a game of Epic Armageddon using the NETEA New England Elysian and Minvervan lists at 3000 pts. Special thanks to Dan for further spreading the word of NETEA EA through his blog (<https://decisiveoperations.blog/2022/02/13/the-road-to-armageddon-ep-1-experiential-lists/>) and YouTube channel. This BATREP is available on his YouTube channel at (<https://www.youtube.com/watch?v=Eil-EVkpTE&t=2s>) in case you want to see all the little details (and me struggling to record notes, play the game, and juggle technology).

Andrew's Elysian List:

- Supreme Command (CO1) – 500 pts
 - Commissar
 - Drop Platoon
 - Heavy Weapons Platoon
- Drop Company (CO2) – 350 pts
 - Commissar
 - Heavy Weapons Platoon
- Drop Company (CO3) – 375 pts
 - Commissar
 - 7x Valkyries
- Drop Company (CO4) – 375 pts
 - Commissar
 - 7x Valkyries
- Vultures 1 – 300 pts
 - Commissar
- Vultures 2 – 300 pts
 - Commissar
- Scout Sentinel 1 – 100 pts
- Scout Sentinel 2 – 100 pts
- Lightning Fighters 1 – 150 pts
- Lightning Fighter 2 – 150 pts
- Lightning Fighter 3 – 150 pts
- Marauder Vigilant – 300 pts

Elysian List Design Thoughts: Armored vehicle lists are tough in general for light infantry-based lists. With this in mind, the list is meant to maximize my mobility compared to the slower super heavies allowing me to maintain the initiative, dictate where and when to fight, and put overwhelming firepower whenever the opportunity presented itself. The Sentinels screen, the Valkyrie Infantry look for openings to take advantage of and set conditions for 'the drops.' The drop units themselves were bulked up to eat the inevitable blast markers that'd be thrown their way. Vultures prep units with pins for engagements. Air superiority was also key for me to allow my (what I thought) greatest tool, the Vigilant Marauder, opportunities to eat through the tank's reinforced armor. **Note:** In our rush to get set up I mistakenly had an extra Lightning Squadron in my list. Dan and I took it with good humor upon finding

out post-game since...mistakes were made resulting in their quick death with little impact on the overall game.

Dan's Minervan List:

- Super Heavy Tank Company – 550 pts
 - Commissar
 - 3x Shadowswords
 - Hydra
- Super Heavy Tank Company – 550 pts
 - Commissar
 - 3x Stormhammers
 - Hydra
- Super Heavy Tank Company – 575 pts
 - Commissar
 - 3x Baneblade
 - Hydra
 - Hellhound
- Artillery Battery – 250 pts
- Artillery Battery – 250 pts
- Salamander Scout Platoon – 125 pts
 - Salamander Command
 - Commissar
- Salamander Scout Platoon – 125 pts
 - Salamander Command
 - Commissar
- Tank Platoon – 425 pts
 - 5x Leman Russ
 - 1x Vanquisher
 - Commissar
- Thunderbolt Formation – 150 pts

Dan's Pregame thoughts: Setting realistic expectations for myself. I'm just going to drive the list and see what happens I get how the army works on paper but actually playing will be different.

Manticores need to put in work, and I think the more I can occupy Andrew's time with my scouts and artillery, the better this looks for me in the late game.



Turn 1:

Minervans get initiative, firing a manticore formation and scoring multiple hits on CO3 resulting in 7 BPs, 1 Valkyrie casualty, and 2 guard deaths. **Dan's thoughts: I should have tried to retain the initiative and activate the Salamanders to set a screen or to improve my Air Defense bubble.*

Elysian Lightning Group 1 CAPs; Lightning Group 2 retaliates, exploiting a gap in AA coverage on the far-left flank and kills one manticore from second group who had not fired, breaking them.

Minervan Thunderbolts go on CAP in response to the Lightning attack.

Elysian Sentinel Group 1 holds on the Elysian blitz near the right flank.

Minervan Salamander group 1 double moves and shoots at Sentinel Group 2, placing a blast; Minervans retain initiative but fails second salamander activation, taking a BP and advancing forward with a marshal action.

Lightning Group 3 does a ground attack and trips thunderbolts, breaking away. This, however, does not save them and the Thunderbolts destroy both Elysian Lightnings.

Minervans then activate the Leman Russ platoon and double move but are still out of range.

The Elysian 3CO advances towards OBJ 2 and attempts to destroy the salamander screen. However, their attack fails to hit with a single of their 11 AT5+ shots resulting in only a single BP.

Minervans activate and doubles their Shadowswords forward, targeting the Elysian 3CO. The Shadowswords hit and kill a single Valkyrie.

Elysian Sentinel Group 2 fails to activate and marshals, removing all their blast markers.

Minervans activate their Baneblades, advance, and shoot at 4CO killing a Valkyrie and its passengers resulting in four BPs.

Vulture Group 1 activates and fires their Hellstrike Missiles at the Shadowswords. They barely make a dent, placing 1 wound on the Shadowswords leading to 2x BPs.

Minervans fail to activate the Stormhammers and they advance towards the woods immediately in front of them.

The Marauder Vigilant activates and drops the near orbital on the left flank Salamanders, causing a single BP.

Vulture Group 1 advances and destroys the second salamander group in a hail of Hellstrike Missiles.

Elysian 4CO advances and consolidates in their Valkyries behind the cover of the woods immediately in front of them to avoid further tank fire.

In the end phase the broken Manticores rally and the Shadowswords remove all BP.

3CO and 4COs rally significantly reducing their BPs.

While flying off the table, in an incredible stroke of Minervan luck and marksmanship, Lightning Group 2 is lost in a hail of AA fire from the Baneblade hydra.



Turn 2

Elysians get first turn and activate Vulture Group 2 which sustain fire, killing 3 out of 4 salamanders and breaking the last. The lone salamander moves back towards the Baneblades.

The unbroken Minervan Manticore unit fails to activate, marshals, and removes its BPs. Minervans retain with the Lemman Russ Platoon and advances, shooting at Vulture Group 1, resulting in six hits, and wiping the unit.

3CO doubles, contesting the blitz and attempts to shoot at the manticores. Failing to achieve any damage, they manage to place a single BP on the Manticore battery.

Sentinel Group 2 retains, doubles, and destroys the last salamander group.

Minervan Thunderbolts fail to CAP.

Sentinel Group 1 attempts to overwatch, fails, and marshals to remove blast markers

The second Minervan Manticore battery fail to activate, marshal, and remove 1 of 2 pins

4CO triple moves to reposition in front of the Shadowswords and further pressure the Minervan Blitz

Shadowswords concentrate fire, killing 6 squads of 3CO Elysians, bringing their BPs to 8 and close to breaking.

Elysians activate Lightning Group 1. The AA fails to hit, and they target the recently rallied Manticores Battery, hitting 4/4 times and destroying the unit.

Minervans activate their Baneblades, double moving them towards the center objective and shooting at Vulture Group 2, killing 1 and placing 2 BPs.

2CO drops and triple moves towards OBJ 5 to pressure additional objectives.

Minervan Stormhammers activate and punish 2CO for overextending, firing on the drop company and killing 9 of 17 stands and breaking them.

1CO, the Regimental Command, drops and advances, killing the Shadowsword's Hydra and putting 2x pins on the unit.

The Marauder Vigilant activates and calls an orbital fire mission on the Shadowswords. However, the strike again fails to cause damage and only places a pin on the Shadowswords.

The remaining Manticore unit fails to activate, marshals, and removes its pins.

All Elysian units rally in the end phase, dropping a significant number of pins with the key exception of 2CO. All Elysian aircraft make it off the table safely.



Turn 3

Elysians get initiative and assault the Shadowswords with 1CO, causing 2 wounds while taking 3 wounds in return. The damaged Shadowsword goes critical taking another 2 Elysians with it. Going into the combat resolution with a +2 advantage, the Elysians win the combat by the narrowest of margins. The Shadowswords attempt to flee but are wiped out after their withdrawal fails to break through the drop troop encirclement.

Vulture Group 2 fails to retain, even with the regimental reroll, and advance towards OBJ 2 to reinforce the Sentinels.

The Manticore Battery concentrates fire on 4CO, killing 3 infantry units and 2 Valkyries breaking the unit.

Elysian Sentinel Group 1 activate and double move to get into better cover.

The Minervan Baneblades double through the woods towards OBJ 4 targeting 1CO and manage to kill 7, breaking the unit. 1CO withdraws towards 3CO.

3CO assaults the last Manticore Battery, wiping them out in return for 1 casualty and secure the blitz. The Elysians hunker down for the inevitable Minervan response.

The Minervan Lemman Russ Platoon double move towards OBJ 3, shooting at Sentinel Group 1 and killing all but 1, breaking them with the single Sentinel survivor taking cover behind the oil stacks.

Minervan Thunderbolts activate, killing a Valkyrie from 3CO adding 2 further BPs.

Elysian Lightning Group 1 intercepts, killing the Thunderbolts.

The Minervan Stormhammers double and shoots at the broken 2CO, wiping them.

In the End Phase, 4CO manages to rally as well as the lone surviving Sentinel from Sentinel Group 2. Critically, 1CO fails to rally. While Elysians were ahead by 1x VP for capturing the Blitz, Minervans managed to kill 1584 points worth of Elysians while sustaining 1450 points in return.



Andrew After Action Review: I love the direction this list is heading. A list that has both air assault and airborne options opens a lot of options especially when combined with the different scout-heavy support options. I felt the pressure to use my mobility and pick my fights carefully. Once I committed, it was all about grimly holding out for as long as possible. Biggest letdown for me was the Vigilant. Didn't kill a single unit between Dan's AA bubbles and good spacing. When it did hit, it failed to make the requisite rolls to force 'regular' saves. Maybe this is a good generalist option but I felt the lack of TK weaponry; will likely attempt the Colossus instead next game. Overall very fun game.

Recommended Changes: Since the Elysian list is still in development, below are my recommended changes to the list.

- The list still needs to change Planetfall to Self-Planetfall for Drop Troops (played it this way in-game since the creator's intent was to make it Self-Planetfall).
- With the reintroduction of the Thunderbolts the Lightnings need to be tweaked to give it a role; the Minervan Thunderbolts were better in almost every way to my Lightnings. To be more specific, instead of removing the Thunderbolts (I feel it's appropriate to have a massive number of aircraft options for a drop troop list), give the different aircraft different roles. The

Thunderbolt is a good all-round close-in bulldog. Change the current list's Lightning Strike to the Vanaheim list's version as a more a more dedicated, 'snipey' AT option with the single 45cm attack. Finally, add an Air Superiority Lightning Fighter option. Maintain the wingtip lascannons but replace the long-barreled autocannon with 2x Skystrike missile options with a profile of Range: 30cm, AA 5+.

- Reduce the cost of the Colossus and Vigilant to 250 pts. For reference, a single Shadowsword is 200 pts for a single WE with DC: 3, 4+ RA, with a **90cm, MW2+, TK(D3)** weapon plus 2 Heavy Bolters. While the Shadowsword is slower, it can also take and hold objectives, assault, and is not subject to AA fire.
- Still recommend removing FxF from the Tauros Venator.
- Sergeants seem redundant with the 'Leader' trait. Switch to 'Commander' to give them more utility, especially to the scout formations. Would be interesting to see the combos with the buggies and other scout vehicles.

Any recommendations on lists you'd like me to try I'm all ears. Will continue with more write ups as I get games in.

Dan's Postgame thoughts: These two armies are what Epic Armageddon is all about. There is no way I'm able to play a tank legion vs drop troops game of Warhammer 40K. The ForgeWorld models needed alone could buy me a new house. But in Epic, with the world full of 3D printers, these forces are reasonable to field. I say this to say I'm really pleased with how the Elysian Drop Troops played. Andrew and I have a great many Epic games against each other and of all the different machinations of Air Cav Andrew has tried, this Elysian list was the most competitive and thematic. I'll bulletize the rest of my comments for readability.

- This list needs all the Air Power options. Thunderbolts are so good and to fit the drop troop theme of this list I think their inclusion is a must. Having Thunderbolts to Ground Attack or CAP, the Bombers to Ground Attack and the Lightning to intercept any enemy aircraft gives the Elysians the full suite of options if they choose it.
- Strategy 3. I like this, while jokingly butt hurt in the game, I think being better than regular guard and equal to Tau (less than Eldar) is the sweet spot. Fluff wise, the Elysians are an elite strike force for the Imperial Guard and a rating higher than normal Guard is a no brainer