

ELYSIAN DROP TROOP ARMY LIST

Elysian Drop Troop Imperial Guard armies have a strategy rating of 2. Elysian Drop Troop Imperial Guard formations and Imperial Navy formations have an initiative rating of 2+.

ELYSIAN DROP TROOP PLATOONS		
FORMATION	UNITS	COST
Airborne Drop Infantry Platoon	Imperial Guard Drop Commander unit, six Imperial Guard Drop Infantry units and four Valkyrie Airborne Assault Carriers (one for Drop Commander)	350 points
Drop Infantry Platoon	Imperial Guard Drop Commander unit plus six Imperial Guard Drop Infantry units	200 points

ELYSIAN DROP TROOP SUPPORT FORMATIONS (two may be taken per Elysian Drop Troop Platoon)		
Formation	Unit	COST
Drop Sentinel Squadron	Four Drop Sentinels (may have two Valkyrie Sky Talon transport vehicles)	150 points (+75 points)
Storm Trooper Task Force	Eight Drop Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Tauros Squadron	Four Tauros (may have four Valkyrie Sky Talon transport vehicles)	200 points (+150 points)
Tauros Venator Squadron	Four Tauros Venator (may have four Valkyrie Sky Talon transport vehicles)	250 points (+150 points)
Vulture Squadron	Four Vulture Gunships	300 points

ELYSIAN DROP TROOP PLATOON UPGRADES (Three may be taken per Elysian Drop Troop Platoon)		
Upgrade	Units	COST
0-1 Regimental HQ	One Drop Supreme Commander unit*	75 points
Drop Sentinels	Three Drop Sentinels*	100 points
Fire Support Squads	Two Drop Fire Support units*	100 points
Infantry Squads	Four Drop Infantry units*	100 points
Mortar Squads	Two Drop Mortar units*	100 points
Special Weapon Squads	Two Drop Special Weapon units*	50 Points
Vendetta	Replace any Valkyries with one Vendetta Gunship each	+5 points each
Veteran Squad	Two Drop Veteran units*	50 points
* These unit's formations may have Valkyrie Airborne Assault Carriers, Vendetta Gunships or Valkyrie Sky Talon Transports. Each Valkyrie costs 40 points. Each Vendetta costs 45 points. You must take enough Valkyries/Vendettas to transport the whole formation if any are taken, but may not take more than one Valkyrie/Vendetta per unit in the formation.		

IMPERIAL NAVY		
Formation	Units	Cost
Lightning Interceptor	Four Lightning Fighters	300 points
Lightning Strike	Two Lightning Strike Fighters	200 points
Marauder Destroyer	Two Marauder Destroyer	375 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 points 300 points

Using the Army List

See page 134 of Epic: Armageddon rulebook.

Special Rule:

Commissars: Add one Commissar Character for every 500 points to the army. The first Commissar must be assigned to the Drop Supreme Commander (if taken). Any further Commissars may be assigned to any Drop Commander or Drop Infantry unit. You may not include more than one Commissar per formation. If you have more Commissars than formations then any excess is lost.

No Garrison: Only Tauros and Tauros Venator Squadrons without Valkyrie Sky Talon Transports may garrison.

Iron Discipline: All Formations (does not include Imperial Navy) require +1 BM to break and they do not incur a -1 modifier on the rally test if an enemy is within 30cm.

Imperial Guard Drop Regiment Units

IMPERIAL GUARD DROP SUPREME COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Missile Launcher	45cm	AP5+ / AT6+	-	
Power-weapons	(base cotnact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Supreme Commander, Teleport*

IMPERIAL GUARD DROP COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Chainswords	(base cotnact)	Assault weapons	-	

Notes: *Commander, Leader, Teleport*

IMPERIAL GUARD COMMISSAR

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power-weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Character, Leader, Fearless, Inspiring*

IMPERIAL GUARD DROP INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Demo-charges	(base cotnact)	Assault weapons	-	

Notes: *Teleport.*

IMPERIAL GUARD DROP MORTAR SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
2 x Mortar	45cm	AP5+	-	

Notes: *Teleport.* No line of fire is required to fire the Mortars

IMPERIAL GUARD DROP SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
2 x Missile Launcher	45cm	AP5+ / AT6+	-	

Notes: *Teleport*

IMPERIAL GUARD DROP SPECIAL WEAPONS SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
Grenade Launchers	(15cm)	Small Arms	-	

Notes: *Teleport*

IMPERIAL GUARD DROP STORM TROOPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms	-	
Plasma guns	15cm	AP5+ / AT5+	-	

Notes: *Scout, Teleport*

IMPERIAL GUARD DROP VETERANS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Shotguns	(15cm)	Small Arms	-	
Sniper Rifles	30cm	AP5+	-	

Notes: *Infiltrators, Scout, Sniper, Teleport*

IMPERIAL GUARD VALKYRIE AIRBORNE ASSAULT CARRIER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+ / AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-shot	

Notes: *Skimmer, Scout, Transport (may carry two Drop units)*

IMPERIAL GUARD VENDETTA GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
3 x Twin Lascannon	45cm	AT4+	-	

Notes: *Skimmer, Scout, Transport (may carry two Drop units)*

IMPERIAL GUARD VULTURE GUNSHIP

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
Twin Multilaser	30cm	AP4+ / AT5+	-	
2 x Hellstrike	90cm	AT2+	One-shot	

Notes: *Skimmer, Scout.*

IMPERIAL GUARD VALKYRIE SKY TALON TRANSPORT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-shot	

Notes: Skimmer, Transport (may carry two Drop Sentinels or one Tauros or one Tauros Venator)

IMPERIAL GUARD DROP SENTINEL

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multi-melta	15cm	MW5+ and Small Arms	- Macro-weapon	

Notes: Walker, Teleport. The Multi-melta can shoot and be used to confer the macro-weapon ability to the unit's firefight value.

IMPERIAL GUARD TAUROS

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Tauros Grenate Launcher	30cm	AP5+ / AT6+	-	

Notes: Walker, Scout.

IMPERIAL GUARD TAUROS VENATOR

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Multilaser	30cm	AP4+ / AT5+	-	
OR				
Twin Lascannon	45cm	AT4+	-	

Notes: Walker, Scout. Note that a Tauros Venator may be armed with either a Twin Multilaser or a Twin Lascannon, not both!

Imperial Navy

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bimbardement	n/a	8BP	Macro-weapon	

Notes: Slow and steady – may not be used on turns one and two of battle unless the scenario specifically states otherwise.

IMPERIAL NAVY LUNAR CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bimbardement	n/a	3BP	Macro-weapon	
Pin-point attack	n/a	MW2+	Titan Killer (D3)	

IMPERIAL NAVY LIGHTNING FIGHTER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Wingtip Lascannons	30cm	AT6+ / AA5+	Fixed Forward Arc	
Lightning Autocannon	30cm	AA5+	Fixed Forward Arc	

IMPERIAL NAVY LIGHTNING STRIKE

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Aircraft	Fighter-bomber	6+	n/a	n/a
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Wingtip Lascannons	30cm	AT6+/AA5+	Fixed Forward	Arc
2 x Underwing Rocket	30cm	AT4+	Fixed Forward	Arc

IMPERIAL NAVY MARAUDER DESTROYER

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Aircraft	Bomber	4+	n/a	n/a
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
3 x Twin Autocannons	30cm	AP4+/AT5+	Fixed Forward	Arc
2 x Underwing Rocket	30cm	AT4+	Fixed Forward	Arc
Twin Assault Cannon	15cm	AA4+	Rear	Arc
Twin Heavy Bolter	15cm	AA5+	Rear	Arc