

ELYSIAN DROP TROOP ARMY LIST - v3.1.5a

By Jim 'Honda' Kontilis

with invaluable assistance from , Moscovian, Rob 'Tactica' Malin-Jr, John Frazell, Cosmic Serpent, The_Real_Chris, Ben Skinner, and members of the Specialist Games & Tactical Wargames forums. Thanks to everyone who took an interest in this effort!

ELYSIAN BACKGROUND

"Men of Elysia, every man must do his duty with courage, loyalty, strength and faith in our Emperor. We cannot fail, we shall not fail! Bring the enemy death - from the skies!"

General Sycava
upon the launching of Operation Comet, Taros Campaign

THE ELYSIAN MILITARY

At the heart of all Elysian operational theory, is the understanding that nothing unsettles an opponent quicker than a savage strike where it is least expected. Over the centuries, the Elysians have devoted their brightest and most promising military theorists to defining, then refining the art of the rapid strike. As such, the Elysians have stripped themselves of much of the equipment that standard Imperial Guard units field, to facilitate moving quickly into action, deploying from their beloved Valkyries, stealing the initiative, and ripping victory from the grasp of the undeserving.

One of the keys to the Elysians success, is their ability to introduce the element of surprise in every engagement. Whether dropping from transports, or flying directly into a hot landing zone to secure an objective, the Elysians will always have the ability to be where the opponent least expects them. Introducing this indecision among opponents is critical to allowing the Elysians to remain effective because in a stand up fight against a prepared enemy, the Elysians lack many of the heavy weapons necessary to contest hard targets.

"A shot in the arm or leg, may encourage a weaker man to inconvenient heroics. That is why we strike at the head and the heart of an opponent."

Colonel Stawkowicz

DESIGN NOTES

General Design Notes: So why collect and fight with the Elysians? The Elysians provide a highly mobile force that is challenging not only for its opponents, but those who field it as well. The combination of teleporting troops with air assets, are a powerful force to contend with and plan against. However, the Elysians do not have it all their way. The infantry is fragile, they lack heavy weapons (even though this is compensated for with demo charges) and they lack ground based anti-aircraft, War Engines, Super Heavy Tanks, and in fact the closest thing they have to armor are their Sentinels.

The Elysians are not for the faint of heart. They reward aggressive, but intelligent play. Keep in mind that the Elysian general will not be able to rely on the usual Imperial Guard tools to engage the enemy in a fight. Playing to the opponents strengths will only cause your precious Drop companies to be battered and broken. Perhaps, that is what makes them attractive to me, the fact that they fly in the face of danger, relying on their nimbleness to accomplish missions that others are incapable of attempting...and of course for the most obvious reason, the sheer glory of seeing them swoop across the table to the strains of Wagners' "Ride of the Valkyrie".

I hope you have as much fun playing this list as I and the Elysian team have had developing it. I can assure you that properly employed, an Elysian force always promises a wild ride.

Hardened Veterans: This was a difficult unit to categorize as it had a lot of characteristics shared by not only the Storm troopers, but the basic Drop trooper. In the end, I decided to settle on a "role" for the Hardened Veterans and that made it easier to build the unit and its capabilities. As it stands, Hardened Veterans are used to play dirty tricks (e.g. Sniper) on opposing formations and provide some measure of screening should the right circumstances arise.

Sentinels: The Elysians look at Sentinels differently than other standard Imperial Guard armies. For the most part, the Elysians drop to the ground with what they are carrying. This means other than their personal weaponry, there aren't a lot of heavy weapons around. The Heavy Support role is then filled by the Sentinel.

Commissars: May include 1 Commissar for every 500 points

Demo Charges: Although the basic Elysian trooper is armed in a similar fashion as all Imperial Guard infantry, due to the close in nature of an Elysian assault and the requirements for high mobility, each Drop Troop unit is equipped with demolition charges. This charge allows the Elysian troops to engage hard targets like armor and fortifications. The effect of the demolition charge is reflected in the units' CC values.

Elysian Miniatures: The Specialist Games Imperial Guard miniature range will easily support the models needed to build an Elysian army. Some models may be substituted for, or playtesters will need to either use stand-in models, or use the excellent Epic scale Imperial Guard and Navy models produced by Forge World. You can find out more about the Forge World range at their website at www.forgeworld.co.uk

Basing Elysian Units: The Elysians should use the standard basing requirements for all units

ELYSIAN SPECIAL RULES

DROP TROOPS

The Elysians are airmobile specialists, trading the hard hitting armored assets of a Steel Legion for skimming transports, known as the Valkyrie. The Valkyrie troop transport allows the Elysians to assault the enemy quickly over great distances or jump out of the Valkyrie at height, floating down to the ground on their grav-chutes. **As a result, all Elysian units may be transported in Valkyries or may use the Teleport special ability.**

IRON DISCIPLINE

The Elysian Drop Troopers are led by superb officers, veterans of many battles and trained to lead from the front. **To represent Iron Discipline, all Elysian units (does not include Imperial Navy) do not incur a -1 while rallying if an enemy is within 30cm..**

ELYSIAN DROP TROOP ARMY LIST

Elysian armies have a strategy rating of **3**. All Elysian formations have an initiative value of 2+.

ELYSIAN DROP TROOP COMPANIES - Any amount of points may be spent on Drop Troop Companies. They are independent formations.

Formation Type	Units	Cost
0-1 Regimental HQ	1 Supreme Commander, 7 Drop Troops. May have 4 Valkyrie for +75.	275 points
Drop Artillery Company	1 Commander, 3 Mortars. May have 2 Valkyrie Troop Carriers for +75. Up to one per 3000 pts.	150 points
Drop Troop Company	1 Commander, 7 Drop Troops. May have 4 Valkyrie for +75.	200 points

ELYSIAN DROP TROOP SUPPORT COMPANIES - Up to 2 Support companies may be taken per Drop Troop company. They are independent formations.

Formation Type	Units	Cost
Vulture Squadron	4 Vultures. May replace all Hellstrike missiles and autocannon with Punisher cannons for +25 pts	300 points
Support Sentinel Squadron	4 Drop Sentinels. May have 2 Valkyrie Sky Talon Carriers for +75 pts	150 points
Tauros Squadron	4 Tauros or Venator, or any combination of the two. May have 4 Sky Talon Carriers for +150 pts.	150 points
Storm Trooper Company	8 Storm Trooper teams. May take 4 Valkyrie Troop carriers for +150	200 points
Support Sentinel Squadron	4 Support Sentinels. May have 2 Sky Talon Carriers for +75	150 points
Vendetta Gunship Squadron	4 Vendettas	300 points

DROP TROOP COMPANY UPGRADES - Up to three may be taken for each Drop Troop Company. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per formation.

Upgrade Type	Units	Cost
Hardened Veterans	A Drop Troop company may have 0-2 Hardened Veterans	+25 points each
Fire Support Platoon	A Drop Troop company may select 2 Fire Support units	+50 points
Cyclops	A Drop Troop company may select 3 Cyclops units as an upgrade	+50 points
Infantry Platoon	A Drop Troop company may select 4 Infantry units	+50 points
Drop Sentinels	A Drop Troop company may select 4 Drop Sentinel units	+75 points

ELYSIAN AIR UNITS - Up to one third of the Elysian army's points may be spent on aerospace formations. They are independent formations.

Formation Type	Units	Cost
Lunar Cruiser	1 Lunar Cruiser	150 points
Emperor Battleship	1 Emperor Class Battleship	300 points
Lightning	2 Lightning Fighters. May add 2 Lightning Fighters for +150	150 points
Lightning Strike	2 Lightning Strike Fighters	200 points
Marauder Destroyer	1 Marauder Destroyer	175 points
Marauder Bomber	1 Marauder Bomber	150 points

ELYSIAN UNITS

ELYSIAN GROUND FORCES

ELYSIAN SUPREME COMMANDER

An Elysian Supreme Commander represents the highest ranking officer on the ground during an operation. There are many examples of sterling leadership within Elysian Drop Command, not the least of which is General Sycakava of the 23rd Drop Company during the Taros Campaign.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cm)	Small Arms	-	
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: Supreme Commander, Teleport

ELYSIAN COMMANDER

An Elysian Commander is assigned to a Drop Company by demonstrating the ideal command qualities as expoused by the Elysian Drop Command.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault weapons	-	

Notes: Commander, Leader, Teleport

IMPERIAL COMMISSAR

Even within a disciplined force, such as the Elysians, there are times when extreme leadership becomes necessary. Commissars ensure that discipline is maintained by the troops, regardless of the the circumstances by any means deemed necessary.

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

ELYSIAN DROP TROOP INFANTRY

The core formation of a Drop Regiment. The Elysians are known throughout the galaxy for their ability to show up where least expected, to strike where the enemy has no defense, and to remain steadfast in the pursuit of their objectives. Elysians deploy by grav-chutes or in Valkyrie Transports. Drop Troop infantry units make extensive use of demolition charges to balance out the fact that they are lightly armed and armored infantry.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	n/a	5+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cm)	Small Arms	-	
Plasma guns	15cm	AP5+/AT5+	- One plasma gun for every two units	

Notes: Teleport

ELYSIAN HARDENED VETERANS

These are the best troops in the regiment, battle scarred veterans of many campaigns. They are often deployed for the most dangerous missions or used for advanced reconnaissance and insertion behind enemy lines. In support of a drop company, Hardened Veterans use their experience and special weapons to provide additional capabilities to the Drop Company.

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

Notes: Scouts, Infiltrator, Sniper, Teleport

STORM TROOPERS

A Drop Troop Regiment usually has two permanently assigned Storm Trooper companies to be used to spearhead attacks, perform covert operations, and provide an elite core of specialized 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: Scouts, Teleport

ELYSIAN SUPPORT SQUAD

A Drop Troop company is supported by a number of man portable missile launchers. Each company has these heavy assets nominally assigned to the Regimental HQ, but the Supreme Commander will place them where they are most needed, which is in the Drop Troop companies.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	n/a	6+	4+
Weapon	Range	Firepower	Notes	
2 x Missile launchers	45cm	AP5+/AT6+	-	

Notes: Teleport

ELYSIAN MORTAR SQUAD

A Drop Troop company is supported by a number of man portable mortar platforms. Each company has these heavy assets nominally assigned to the Regimental HQ, but the Supreme Commander will place them where they are most needed, which is in the Drop Troop companies.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	n/a	6+	5+
Weapon	Range	Firepower	Notes	
2 x Mortars	30cm	AP5+	- Indirect Fire	
Lasguns	(small arms)	-		

Notes: Teleport

DROP SENTINEL SQUADRON

Elysian Drop Companies make extensive use of Drop Sentinels, which are small enough to just fit inside a Valkyrie and can be dropped with a grav-chute to provide mobile heavy weapons support. Unlike other Imperial Guard regiments, Drop Sentinels are not deployed as scout units, but as direct fire support.

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

SUPPORT SENTINEL SQUADRON

Elysian Drop Companies often include Support Sentinels to provide suppressive saturation fire during an assault. Just like the Drop Sentinels, Support Sentinels are not deployed as scouting formations.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	4+
Weapon	Range	Firepower	Notes	
Rocket Pod	45cm	AP5+/AT6+	Indirect	

Notes: Walker, Iron Discipline, Teleport, does not double range when using Indirect fire

Cyclops

The Cyclops demolition vehicle delivers a powerful charge, via remote control, to heavily defended or fortified targets.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	3+	-
Weapon	Range	Firepower	Notes	
Demolition charge	15cm	AP4+/AT4+	- One shot	

Notes: Infiltrator, Teleport. The Cyclops is removed from play (causing no Blastmarker) if it is used in an attack.

TAUROS

The Tauros is an all terrain scouting vehicle, employed by the Elysians to conduct hit and run raids and to screen vulnerable flanks.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	6+	6+	4+
Weapon	Range	Firepower	Notes	
Heavy Flamer	15cm	AP4+	Ignore Cover	

Notes: Walker, Scout

TAUROS VENATOR

The Tauros Venator is a larger version of the Tauros scouting vehicle, featuring heavier armaments as well as an additional axle to support a powered turret for the larger guns. The Venator is often used to provide fire support to the lighter Tauros squadrons.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Twin-linked Multilaser	30cm	AP4+/AT5+	-	
or				
Twin-linked Lascannon	45cm	AT4+	-FF is 6+	

Notes: Walker, Scout

VALKYRIE / VENDETTA

The Valkyrie is used by the Elysians to transport their formations into battle. Whether carrying formations directly to a landing zone or providing the platform from which they drop into action, the Valkyrie is the workhorse of the Elysian Drop forces. The Valkyrie may transport infantry, mortar, support, and Sentinel units.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	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	
or				
3 x Twin-linked Lascannon	45cm	AT4+	Replaces Multi-laser, Heavy Bolter, and Rocket Pods	

Notes: Skimmer, Scout, Transport (may transport two non-Sentinel units or one Tauros)

VULTURE

The Vulture is closely related to the Valkyrie. Whereas the Valkyrie is configured to transport and support the Elysian ground units, the Vulture is a gunship designed to accurately deliver heavy payloads and engage a full range of targets.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
Choose one of the following weapon loadouts				
Twin Autocannon	45cm	AP4+/AT5+	-	
2 x Hellstrike	90cm	AT2+	One-Shot	
or				
Twin-linked Punisher cannon	30cm	4 x AP4+	Replaces all Autocannons and Hellstrikes	

Notes: Skimmer, Scout

VALKYRIE SKY TALON

The Valkyrie Sky Talon is used by the Elysians to transport vehicles into battle. The Sky Talon may transport Sentinel, Tauros, and Tauros Venator units.

Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-Shot	

Notes: Skimmer, Transport (may transport two Drop Sentinel units or one Tauros or one Tauros Venator)

ELYSIAN AEROSPACE FORCES

LUNAR CLASS CRUISER

The Lunar Cruiser is one of the most numerous capital ships in the Imperial Navy. With a mix of torpedoes, lance, and heavy weapons batteries, the Lunar class is equally capable of supporting assaults or as an escort in a larger fleet.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	3 BP	Macro-Weapon	
Pin-point attack	n/a	MW 2+	Titan Killer (D3)	
Notes:				

EMPEROR CLASS BATTLESHIP

The Emperor Class is a flagship for the Imperial Navy with a heritage that spans millennia.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8 BP	Macro-Weapon	
Notes: Slow and Steady - may not be used on turns one and two unless the scenario states specifically otherwise				

LIGHTNING FIGHTER

The "other" Imperial Navy fighter. This large aircraft is heavily armed and equally capable of streaking through the atmosphere at high speed while delivering a hard punch capable of downing the most heavily armored opponent. A favorite among the Elysians, its swept forward wings provide a high degree of maneuverability for an aircraft of its size, which often catches opponents by surprise.

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

LIGHTNING STRIKE FIGHTER

The heavily armed "strike" version of the Lightning interceptor. This aircraft is armed with additional Hellstrike missiles to provide a decisive punch against armored targets. A favorite among the Elysians, its swept forward wings provide a high degree of maneuverability after delivering its payload, which often catches opponents by surprise.

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	
2 x Underwing rockets	30cm	AT4+	Fixed Forward Arc	

MARAUDER DESTROYER

The Elysian High Command recognized that it is not always possible to anticipate where the enemy's heaviest weapons are located. When extremely powerful war engines arrive to counter a drop operation, the troops on the ground take comfort in knowing that a powerful counter is available.

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	+5	n/a	n/a
Weapon	Range	Firepower	Notes	
3 x Twin Autocannons	30cm	AP4+/AT5+	Fixed Forward Arc	
Twin Heavy Bolters	15cm	AA5+	-	
Twin Assault Cannons	15cm	AA4+	Rear Arc	
2 x Underwing rockets	30cm	AT4+	Fixed Forward Arc	

Notes: Damage Capacity 2. Critical Hit Effect: The bomber's engines are seriously damaged, the pilot loses control and the aircraft is destroyed

MARAUDER BOMBER

The Marauder Bomber is the workhorse for a large percentage of the heavy bombing operations during a campaign.

Type	Speed	Armour	Close Combat	Firefight
Aircraft/War Engine	Bomber	+5	n/a	n/a
Weapon	Range	Firepower	Notes	
Bomb racks	15cm	3BP	Fixed Forward Arc	
Twin Lascannon	45cm	AT4+	Fixed Forward Arc	
2 x Twin Heavy Bolter	15cm	AA5+		

Notes: Damage Capacity 2. Critical Hit Effect: The bomber's engines are seriously damaged, the pilot loses control and the aircraft is destroyed