

ELYSIAN DROP TROOP ARMY LIST BL-V2.0

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	UNITS	COST
Air Cavalry	Five Valkyries, Vendettas or Valkyrie Sky Talons or any combination of the three.	200 points
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	350 points

ELYSIAN DROP TROOP PLATOON UPGRADES (Three may be taken per Elysian Drop Troop Platoon)		
UPGRADE	UNITS	COST
0-1 Company HQ	One Drop Supreme Commander unit*	75 points
Drop Sentinels	Three Drop Sentinels*	100 points
Fire Support Squads	Two Drop Fire Support units*	50 points
Infantry Squads	Four Drop Infantry units*	100 points
Mortar Squads	Two Drop Mortar units*	50 points
Special Weapon Squads	Up to three Drop Special Weapon units*	25 points each
Vendetta	Replace any Valkyries with one Vendetta Gunship each	Free
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 for 40 points each. 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 Rules:

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.

Special Abilities:

Flyer

Some units are able to fly higher and faster than ordinary Skimmers.

Formations where all of the units have this ability count as *Skimmer* and also behaves exactly like Aircrafts with the following exceptions: During the approach move and the disengagement move they have a Speed of 100cm but don't have to move 30cm in order to turn (they can turn „on the spot“).

Non-AA-units on Overwatch can shoot at them as if they were ground units of the appropriate type.

After the approach move units with the *Flyer* ability are treated as any other ground unit of their type.

In the End Phase they can disengage like Aircrafts but if they can't leave the board they aren't moved

and start the next Turn as ground units. A formation of *Flyers* can only choose Ground Attack and Stand Down actions.

Independent Transport

Some units can act independently as a transport for other formations than their own.

Formations where all of the units have this ability count as a single War Engine for transportation purposes. A formation of *Independent Transports* can only transport one formation at any given time.

A formation of *Independent Transports* which are also *Flyers* and are off board and don't transport a formation can only choose a Ground Attack action with the intention to pick up a formation.

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 contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Supreme Commander, Teleport*

IMPERIAL GUARD DROP COMMANDER

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

Notes: *Commander, Leader, Teleport*

IMPERIAL GUARD COMMISSAR

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

Notes: *Character, Leader, Fearless, Inspiring*

IMPERIAL GUARD DROP INFANTRY

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

Notes: *Teleport.*

IMPERIAL GUARD DROP MORTAR SQUAD

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

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

IMPERIAL GUARD DROP FIRE SUPPORT SQUAD

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

Notes: *Teleport*

IMPERIAL GUARD DROP SPECIAL WEAPONS SQUAD

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

Notes: *Teleport*

IMPERIAL GUARD DROP STORM TROOPERS

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

Notes: *Scout, Teleport*

IMPERIAL GUARD DROP VETERANS

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

Notes: Infiltrators, Scout, Sniper, Teleport

IMPERIAL GUARD VALKYRIE AIRBORNE ASSAULT CARRIER

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	35cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Multilaser	30cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-shot	

Notes: Flyer, Scout, Independent Transport, Transport (may carry two Infantry units)

IMPERIAL GUARD VENDETTA GUNSHIP

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	35cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
3 x Twin Lascannon	45cm	AT4+	-	

Notes: Flyer, Scout, Independent Transport, Transport (may carry two Infantry units)

IMPERIAL GUARD VULTURE GUNSHIP

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	35cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Heavy Bolter	30cm	AP5+	-	
Twin Multilaser	30cm	AP4+/AT5+	-	
2 x Hellstrike	90cm	AT2+	One-shot	

Notes: Flyer, Scout.

IMPERIAL GUARD VALKYRIE SKY TALON TRANSPORT

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	35cm	5+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-shot	

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

IMPERIAL GUARD DROP SENTINEL

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Light Vehicle	20cm	6+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
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 Bombardement	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 Bombardement	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