WARHAMMER 40,000

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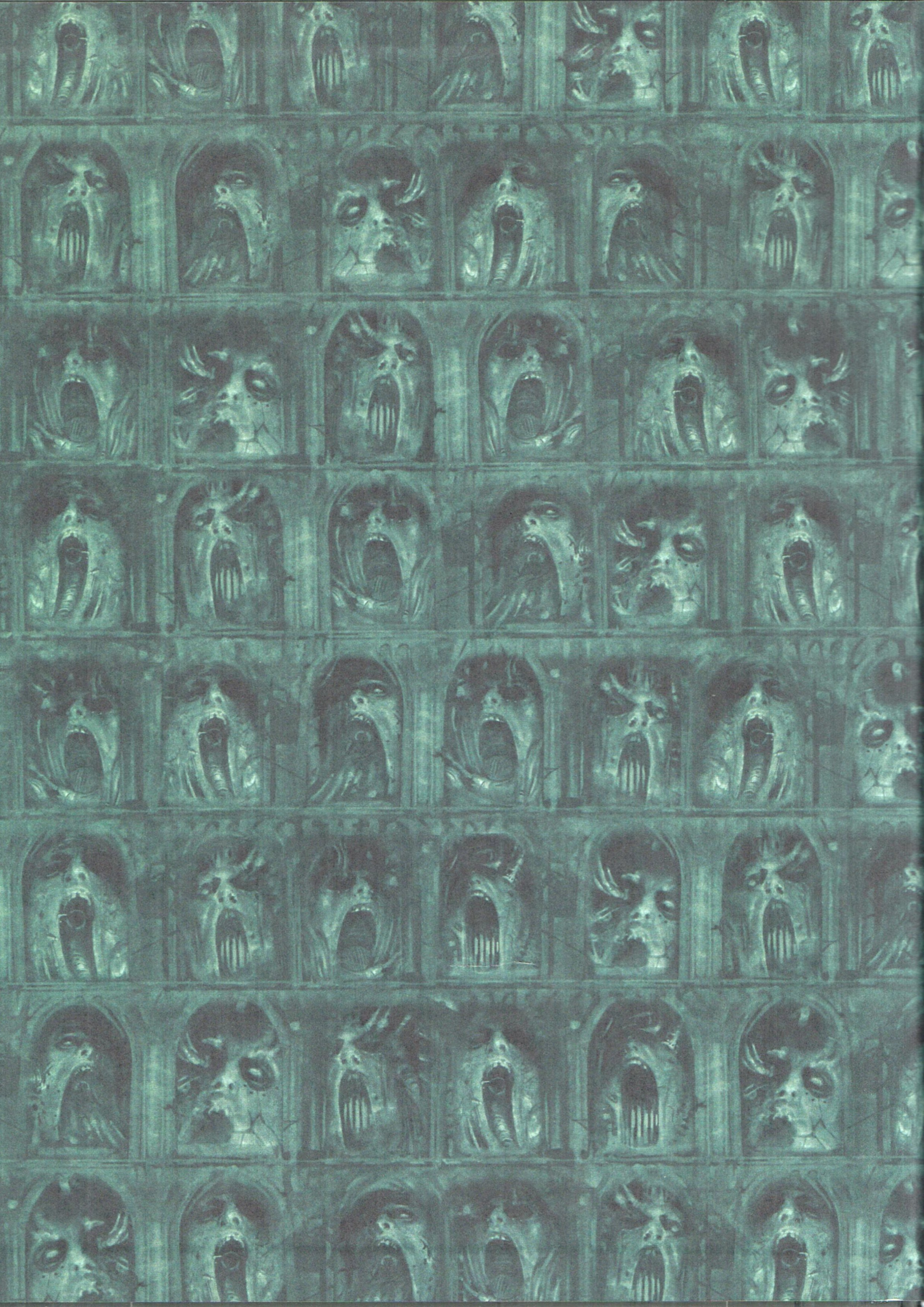
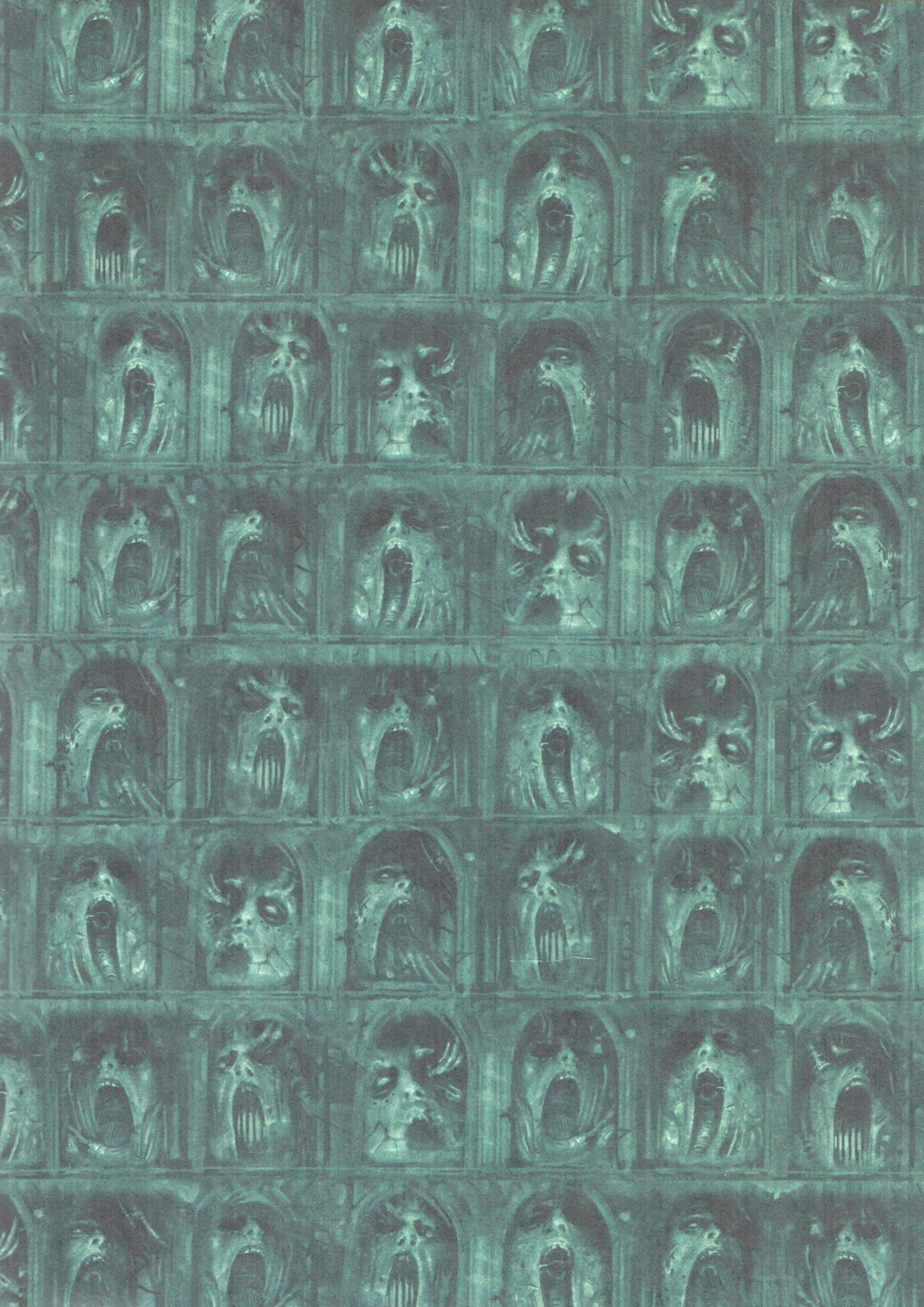
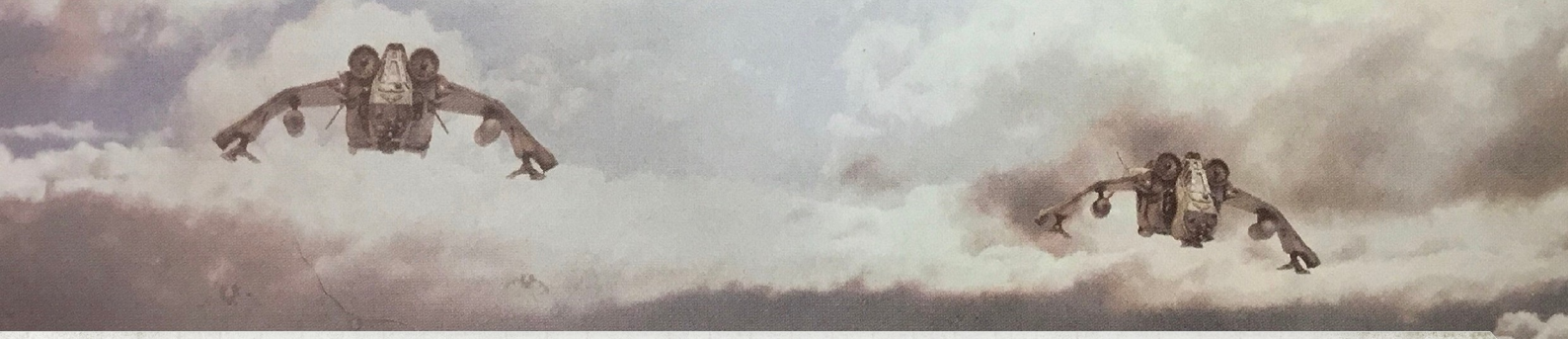
CODEX

DROP TROOPS





ELYSIAN DROP TROOPS



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Allied Discord Communities

Death Korps of Krieg, Imperial Guard High Command, Lorehammer, Tanith First & Only, 40k Crusade, War of the Beast RPG

Allied Reddit Communities

r/ElysianDropTroopsHQ, r/DeathKorpsOfKrieg, r/TheAstraMilitarum, r/40k_Crusade

COMMUNITY FOREWORD

"Drop Trooper's don't die – they just go to Hell to regroup"

Codex: Drop Troops is a fan-made work of passion, created by nearly 350 like-minded players and hobbyists from all over the world. Our Discord community is three years old, and we have seen friends join, leave and re-join the hobby.

Recent events in the "real world" has placed enormous pressure and hardships on all of us, and for many our community and hobby has been a welcome place to escape to, even as we sometimes struggle to find the time to pick up a brush or throw some dice. That's why our work in bringing this Codex to life has been so important, and a privilege to work on and be a part of.

We have worked as a team since the release of 9th edition to create a fully playable set of lore and rules for our Drop Regiments of the Astra Militarum. The original Forge World Elysian models have been long out of production, and though inevitable, it was sad to see our regiment finally dropped from the official 40k rules, and our models consigned to gather dust on a shelf, or in a box at the back of a cupboard.

With nearly 180 pages of lore, artwork, custom regiments, and rules we hope to resurrect, enhance and renew our armies and add wholly new creations, ideas and units for players to enjoy. This Codex is a stand-alone faction from Codex: Astra Militarum with the intent of creating a unique faction in 40k, relying on lightning aerial assaults and then a desperate fight for survival over objectives, effectively as a "horde deep strike" army, that we hope will be fun and thematic to play against.

Codex: Drop Troops is not designed for the "meta" or with competitive tournaments in mind. Rather, we hope that this will be a fun contribution for friendly and club games of Matched Play and Crusade.

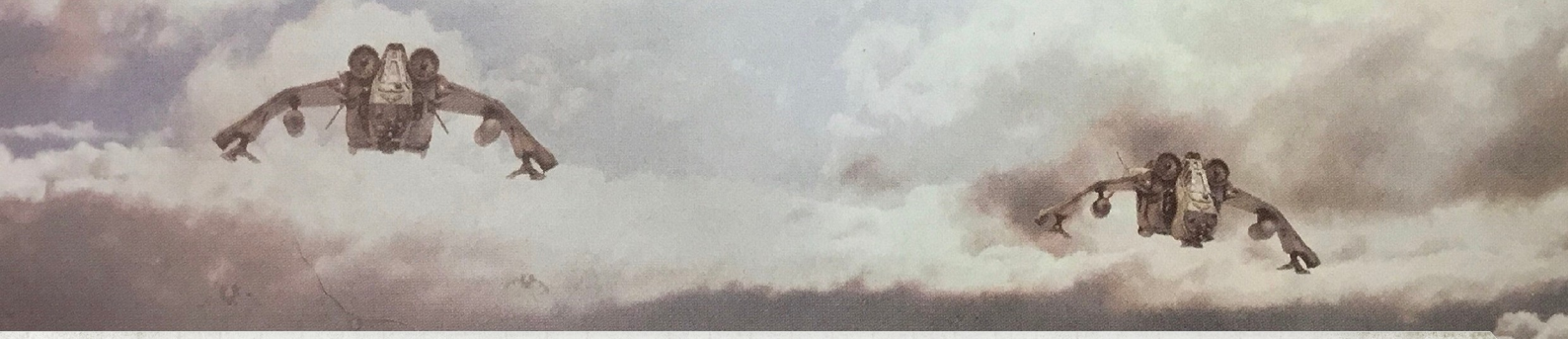
This is an Alpha release.

Even after a year of work from our community, we know there is still a lot of polishing and tweaking that will be needed. Rules interactions and keywords are going to be messy, there will be spelling mistakes and points miscalculations. But to improve, we need your feedback as a community. Only by play testing and analysis will we be able to make those corrections and then release a finalised version later on. We hope that you will join and support us, and maybe this will inspire you to add your own home-brew rules and creations.

Thank you. And remember; the Emperor protects.

Where to find us? Enlist Now!

Discord: https://discord.gg/VBHqShKV3T Facebook: Elysian Drop Troops | Facebook Mail: dtc40kfaq@gmail.com



INTRODUCTION

Listen up, troopers! This book contains all the information you need to command the finest fighting force the Emperors grace has ever blessed, the Drop Troops. With the help of this manual you will have the tactical knowledge to amass formations of hardened troopers, stalwarts officers, and specialized equipment. All of them ready to jump from a perfectly good Aeronautica Imperialis aircraft into the thick of battle. So form a plan, ready the troops, and make your peace with the Emperor. We drop in five!

The Imperial Guard is the greatest and largest army that history of Humanity has ever known. So many men and women march under its banner that judging the sum total of its recruits is impossible. Given the limitations of human communications technology, by the time a status report has reached Holy Terra and has been properly processed by the Departmento Munitorum, many years will often have passed, and the regiment may have gone through several generations of recruits, or perhaps ceased to exist entirely. Yet, the Guard endures, in all of its magnificent, faceless glory, following the decree of the divine Emperor effecting the catastrophic impact of a sledgehammer against the foes of the Imperium of man.

Regiments raised from the planet Elysia are equipped and trained differently to most Imperial Guard armies. Instead of fighting massive wars of attrition on the ground, the Elysians are specialists in using air transport to drop elite forces deep behind enemy lines or into unexpected fronts, capturing or destroying key point or vulnerable points without warning. As such they go into battle lightly armed but brave and resolute, more mobile than any other Imperial Guard formation yet still with a combat ability many regiments envy and would have for themselves had they the choice. Of the few worlds in the Imperium that regularly raise airborne regiments, Elysian units are universally accounted to be the paragon of combat ability to which all other Drop Troop Regiments aspire to.

To play games with your army, you will need a copy of the Warhammer 40,000 rules. To find our more about Warhammer 40,000 or download the free core rules, visit games-workshop.com.

At the moment he steps out of his aircraft and dives towards the ground below, a drop trooper never knows whether he will even reach the ground safely, let alone survive the day. Compared to other more regularly formed Imperial Guard armies, which have the infrastructure and logistics in place to bring a massive selection of heavy ordinance, supplies, and squad-level support weapons, Elysian Drop Troopers deploy into battle with light scale equipment so as to survive the initial insertion into the drop zone. Consequently they lack many of the tactical options normally available to Imperial Guard armies that enhance their durability on the battlefield. Lacking most of the heavy support available to other Imperial Guard armies, Elysians have to rely on rapid infantry manoeuvre, devastating short-ranged firepower, tactical and strategic support from Regimental Aircraft, and last but not least, the iron will of their commanding officers. For when the night is over and the dawn breaks again, as long as the Imperium of Man stands against the multitudinous Xenos, the insidious Heretics, and the eternal forces of Chaotic atrophy, the warriors of Elysia will stand tall and proud in front of the innocent masses in their peaceful homes who bask in the Emperor's light. Pushing back the night wherever they find themselves called upon to serve their God-Emperor, In the war of the 41st Millennium they are the harbingers of death that emerge from the sky, they are the Elysian Drop Troopers.

Within this book you will find all the information you need to collect an Elysian Drop Troop or any other famous Drop Troops regiment and field it upon the tabletop.

WINGS OF THE EMPEROR

The Elysian Drop Troops are Astra Militarum Regiments known for their rapid deployment capabilities, often deploying by rappelling or grav-chutes from Valkyrie Airborne Troop Carriers at high altitudes. These drop regiments are able to strike deep into enemy territory, specializing in ambushing the enemy or capturing important objectives, and can operate for extended periods of time without resupply.

Elysian Drop Troops are the drop regiments of the Astra Militarum who are recruited from the verdant world of Elysia in the Segmentum Solar, 30 light years from the world of Armageddon. Rare within the Astra Militarum as a whole, Drop Infantry regiments are a potent strategic asset which many Generals are eager to obtain, and Elysia produces a considerable quantity of such regiments, whose skills are employed across the galaxy. The Elysian Drop Troop regiments make extensive use of aircraft and elite soldiers plunging from the skies directly into battle. These regiments' true advantage lies in their speed, unpredictability and the unrivalled ability to attack anywhere on the battlefield, at any time. Imperial Guard regiments raised from Elysia are regarded as somewhat unorthodox. Conventional infantry, armour, and artillery formations are rare, with the bulk of Elysians becoming the famed Drop Troops.

Each Elysian must spend a single tour of duty within the forces guarding Elysia itself before they will be considered for service within the Imperial Guard. After this time, with each soldier becoming veterans of a dozen or more battles, potential recruits are drilled for months in the art of airborne assault by Grav-Chute and aircraft, working to perfect those skills before being deployed to a war zone on a distant world. Little compares to the awe-inspiring sight of an entire regiment of Elysian Drop Troops, thousands of soldiers strong, dropping by Grav-Chute and rappelling from Valkyrie Assault Carriers, supported by similarly air-mobile Sentinel walkers and Tauros scout vehicles.

However, their favoured strategies also come with their own problems. Drop Troop regiments cannot be supported by anything much heavier than those light vehicles, denying them the support of the mighty Leman Russ main battle tank or even the humble Chimera APC. Consequently, the Elysians struggle in prolonged battles, lacking the endurance and the firepower necessary to hold their ground for a protracted period. Instead, Elysian Drop Troop regiments are better suited to surprise attacks, ambushes, and guerrilla warfare once they've landed, relying on mobility to continue their fight. For similar reasons, Elysians carry as many supplies as possible to prolong their ability to operate behind enemy lines, and their intense training ensures that these supplies last as long as possible, with availability of ammunition being a particular problem, alleviated by ensuring that as few shots are wasted as possible.

"From the skies!"
- Regimental Motto of 23rd Elysian Regiment

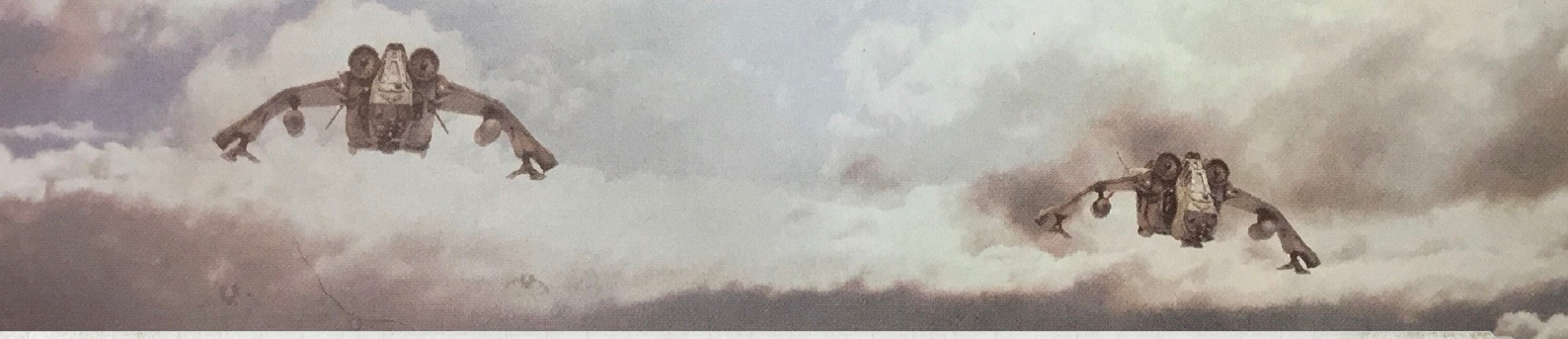
DEATH FROM ABOVE

Most Imperial Guard regiments are recruited to serve as basic heavy infantry. But some worlds, due to their particular cultural or environmental circumstances, produce more specialized and elite regiments. Among this group of Imperial Guard units can be counted the Elysian Drop Troops, who serve as highly mobile, elite airborne infantry equipped with sophisticated aircraft and Grav-Chutes intended to be used for deep strikes behind enemy lines. The Elysian Drop Troops are among the best rapid-response, highly mobile heavy infantry regiments that can be deployed by the Imperial Guard. Elysian Drop Troops are provided with high-quality armour and weapons and are extremely well-trained due to the difficulty required in mastering the tactics of airborne assault using Grav-Chutes and Valkyrie Airborne Assault Aircraft. They also comprise an unusually high number of elite Storm Trooper companies within their unit organizations.

When making a combat drop, the Elysian Drop Troops' primary objective is to sow devastation and confusion among the enemy as a result of their sudden arrival behind enemy lines. However, because of their emphasis on mobility, Elysian Regiments do not make use of any of the standard Imperial Guard armoured vehicles from the Leman Russ tank to the Chimera armoured personnel carrier. The only vehicles that the Elysian Drop Troops can make use of because they are light enough to be dropped into combat by a Grav-Chute are Sentinel walkers and Tauros Rapid Assault Vehicles.

As a result, Elysian troops are often able to rapidly overwhelm the enemy and seize an objective, but they must be reinforced by other Imperial forces that possess heavier weaponry as they are unable to hold their objectives for long in the face of determined enemy resistance. During large-scale campaigns such as planetary sieges, the Elysian combat doctrine favours hit-and-run tactics that focuses on ambushes where the Elysians can concentrate their fire and mobility advantage to weaken the enemy and then disappear to repeat the process. In smaller engagements such as direct assaults of a fixed target, the Elysians are capable of carrying out rapid assaults and maintaining their combat cohesiveness for several weeks without effective resupply.

Elysia, the home world of the Elysian Drop Troop regiments, is a verdant Imperial Civilized World in the Segmentum Solar existing at the edge of a spur of colonized territory some 30 light years from the Hive World of Armageddon. The Elysian System and the surrounding space were notorious havens for human and Eldar pirates, as Elysia lay on a major trade route through its sector and its star system was characterized by numerous asteroid fields and dense gas clouds that served as highly effective camouflage for pirate vessels waiting to raid passing Imperial commerce.



Surrounded by untamed worlds, barren moons, and a variety of gas clouds and asteroid fields, the region is a haven for pirates and renegades, who must constantly be kept in check to prevent lawlessness from overrunning the system. Much of the Elysian planetary defence force is thus required to serve the dual role of defending their home world and suppressing pirate activity in the surrounding area. Due to this necessity, Elysian soldiers are well-versed in ship-to-ship boarding actions and similar strategies, rapid strikes in concert with orbital and aerial support being the only effective way of combating elusive enemies, such as those the Elysians routinely face. As a result of this, Imperial Guard regiments raised from Elysia are regarded as somewhat unorthodox.

"The enemy commanders think themselves safe from the Emperor's Wrath behind kilometers of fortifications and legions of warriors. They did not account for us. Make your peace with the Emperor, men—we drop in two minutes."

— Colonel Johanna van Meer, Elysian 13th "Helldivers" Drop Troops

ELYSIAN DROP TROOPER

1. Helmet

The Drop Trooper's helmet is a Type 5 pressure helmet. A bulky and infamously uncomfortable piece of equipment, it is worn for high-altitude drops. As standard it incorporates air lines which draw from dispensers in the trooper's grav-chute to stabilize the trooper's inner ear pressure. A dangerous aspect of high-altitude jumping is the rapidly increasing air pressure during the trooper's descent. This pressure needs to be continually equalized and pressure-equalizing ear protectors prevent the rapid increase from bursting the trooper's eardrums which, although not fatal, is painful enough to render a Drop Trooper a non-combatant.

The heavy helmet is constructed of reinforced plasteel, with extra armour protection incorporated into the front of it. The basic helmet also contains a tinted flash suppression visor and a short-range communications receiver. All vox-operators wear a variant of Type 5 helmet with comms-booster equipment built in.

2. Armour

The Drop Trooper's armour is constructed of cast, lightweight synthi-plas – this provides a good level of protection whilst keeping weight to a minimum. As Drop Troops will often operate for extended periods away from supply lines, they must carry a lot of extra equipment themselves. Weight saving is important to reduce encumbrance during drops and to allow space for extra ammunition, grenades, ration packs, etc.

Each troop is issued a chest and back plate, complete with respirator and air hose attachment for the air supply (required at high altitude) and attached shoulder pads. Separate elbow pads and knee pads give extra protection in combat and on landing – some veteran troopers discard these pads after landing to help reduce their overall weight, especially if operating in difficult terrain, but most troopers prefer the extra protection. On Taros all armour was painted codex grey.

3. Clothing

The Guardsman wears a PT-38 jumpsuit, a one piece reinforced coverall made of hard wearing synthi-canvas. It is supplied in a variety of colours and camouflage schemes, and on Taros a sandy coloured jumpsuit was used. The jumpsuit can be worn with a thermal liner for high altitude drops where temperatures in the upper atmosphere are sub-zero. On Taros the lining was not issued due to the climate at ground level and the altitude of the jump. The jump suit is always worn with gloves and a respirator mask which prevents wind burn on exposed skin. Wind burn is a side effect of rapid free fall, much like friction burns, but caused by friction with the air.

The jumpsuit includes thick quilted pads on the upper arms and legs, referred to as 'impact pads'. These help reduce the effects of blunt trauma from impacts and give additional protection during a collision or hard landing, the pads being filled with foam to absorb and distribute the energy of an impact.

The jumpsuit also includes a variety of pockets for extra storage space. The Drop Trooper also wears the distinctive tall boots of his kind, designed to give strong ankle support upon landing, and jump gloves, one being pushed through the belt.

4. Lasgun

The trooper's Accatran pattern Mk IV lasgun is a lightweight weapon manufactured on Forge World Accatran and supplied to the 23rd Elysian regiment. Its overall length is shortened by its 'bullpup' design, with the power cell positioned behind the handle. This is ideal for Drop Troops who must crowd into the troop compartment of a Valkyrie, carrying all their kit into battle, and who often need more spare ammunition, rations, water, etc., to operate beyond supply lines, as well as wearing a bulky grav-chute. Extra carrying capacity and weight is always at a premium for Drop infantry.

To conserve ammunition and reduce wastage, the weapon only has a single shot setting and cannot be used for automatic fire. It uses a standard power pack, good for fifty shots, and operates in the 19 megajoule range. The power pack can be recharged by exposing its thermal cells to heat or light, but the recharging takes time. And cannot generally be done during combat so extra power packs are always carried.

The Mark IVC variant lasgun includes an auxiliary krak grenade launcher mounted under the barrel. This is a short range, single shot weapon issued to officers and NCOs for additional squad level close support. The lasgun also has a carrying handle and solar converter for power pack recharging. This model of lasgun does not include a bayonet lug and Elysian Guardsmen must fight with their knife if engaged in hand-to-hand combat.

Many Elysian regiments prefer to equip themselves with assault shotguns for extra close range combat upon landing. Although ths is true, General Syckava (the commanding officer of the 23rd regiment) believed this drastically reduced the regiment's firepower in the longer term whilst defending an objective. Some veteran troops still chose to take a shotgun, but the rank-and-file were all issued lasguns as standard.

> "Two-zero-alpha confirms. Drop complete. Sword force in position and beginning the attack..."
>
> *-Captain Xhyst, F Company, 181st Elysian Drop Troop Regiment*

5. Equipment

The grav-chute (not shown here) is a complex piece of equipment issued solely to Drop Troop regiment and Storm Troopers for special missions. It is worn across the shoulders, above the backpack, and because of its weight and bulk is usually discarded immediately upon landing, freeing up the Drop Trooper to fight less encumbered. Grav-chutes only operate at a set altitude and the troops are in free fall until theirs activates, controlling their descent with their body's position. The grav-chute slows the final descent, but impact with the ground is still hard and upon landing troops must roll with the impact to absorb the shock. Drop regiments spend much of their time training to control the free-fall descent, in collision avoidance and practising landing procedure. Despite this accidents are not uncommon and grav-chuting is inherently dangerous. During a high level jump from 10,000 feet, it will take approximately two minutes to reach the ground.

Part of each Guardsman's drop equipment is a respirator mask (worn on the chest plate), and a small oxygen tank (incorporated into the back plate) used for high altitude deployments – this air supply is not large enough for it to be used in hostile environments. The mask covers the lower half of the face which is not protected by the helmet and the entire respirator unit is attached to the air supply via underarm pipes. Other standard equipment issued for Operation Comet and worn by the Drop Trooper includes two ammunition pouches, a water canteen, two fragmentation grenades, a krak grenade, worn under the grav-chute on the lower back and complimented by two side pouches. Rations and personal kit are also stored here.

6. Drop Canister

Behind the trooper is a drop canister. These large containers are used to land a wide variety of equipment into a drop zone. For heavy weapons team they will contain the heavy weapon itself (heavy bolter, missile launcher or mortar) and spare ammunition, which must be recovered by the crew before going into action. During an operation other drop canisters will be landed containing spare ammunition, rations, water, fuel, medical supplies and all manner of spare equipment.

Due to their size, Elysian Drop Troops refer to drop canisters as 'coffins', and after a battler they are often put to this use.

7. Insignia

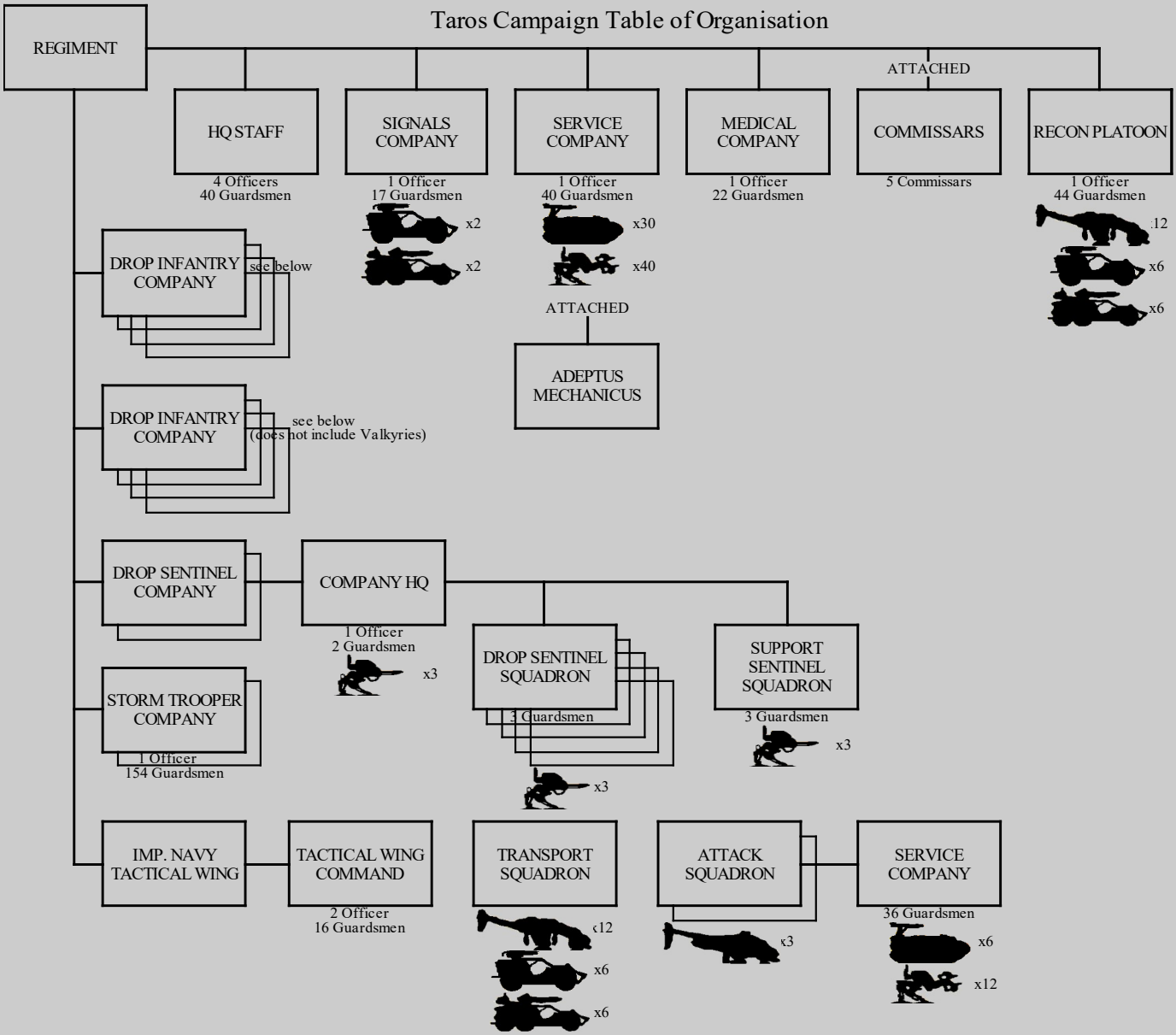
The regimental insignia of the 23rd Elysia regiment is a winged spear in front of a sun and this Drop Trooper bears it painted onto his chest plate. The Taros Campaign badge has been temporarily stencilled onto the left knee pad, and this will be overpainted before the regiment's next deployment.

The Drop Trooper wears his company number on the right shoulder pad. In this case 6th Company, whilst regimental command staff use letter C. The left shoulder is blank for troopers and has a red stripe for veterans (those with at least eight combat drops). Officers have a more decorative left shoulder pad: the winged skull for low ranking officers (sergeants and lieutenants) and a laurel-wreathed skull for high ranking officers (captains and above). As a low ranking trooper this Guardsman's helmet remains codex grey. NCOs and officers use a system of stripes on the back of the helmet to identify themselves on the battlefield: sergeants use a white stripe, lieutenants use a yellow stripe and higher-ranking officers use a yellow stripe trimmed with red.

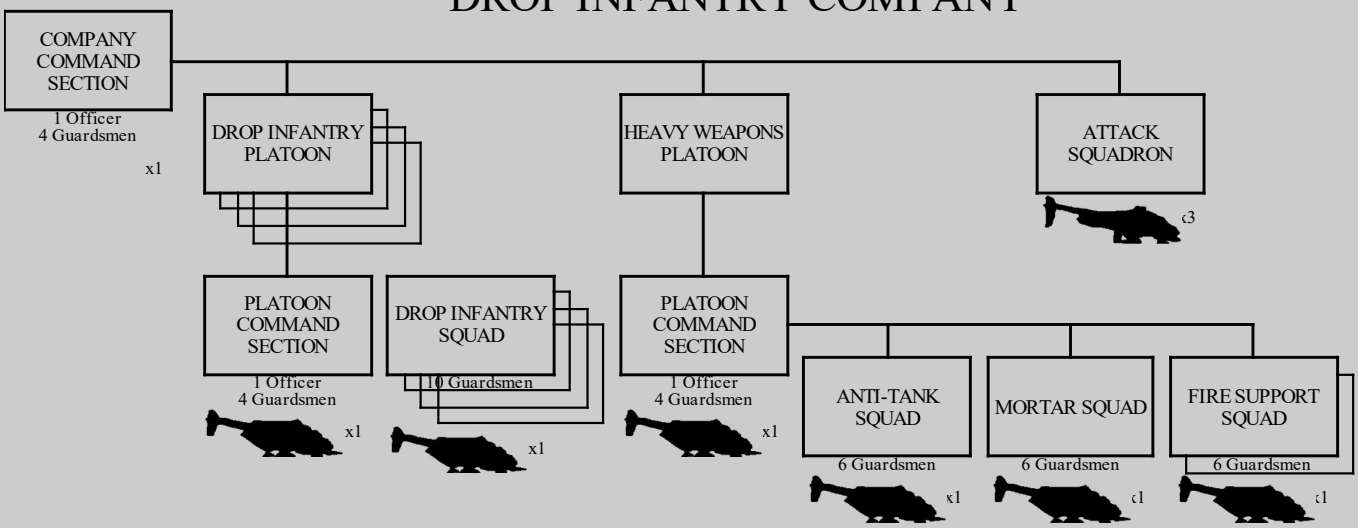
The cast skull badge worn on the left breast is an honorific and is a regimental citation for the 23rd Elysian regimen's part in the Assault on Fort Moros. It can be worn by all members of the regiment, whether they took part in the operation or not. The scratch marks on the side of the helmet are a personal addition to the trooper's kit, and many members of the regiment will record the number of combat drops they have made in this way. Amongst the Elysians it is an unofficial badge of seniority, the more drops survived, the more senior the trooper amongst his fellow squad members.

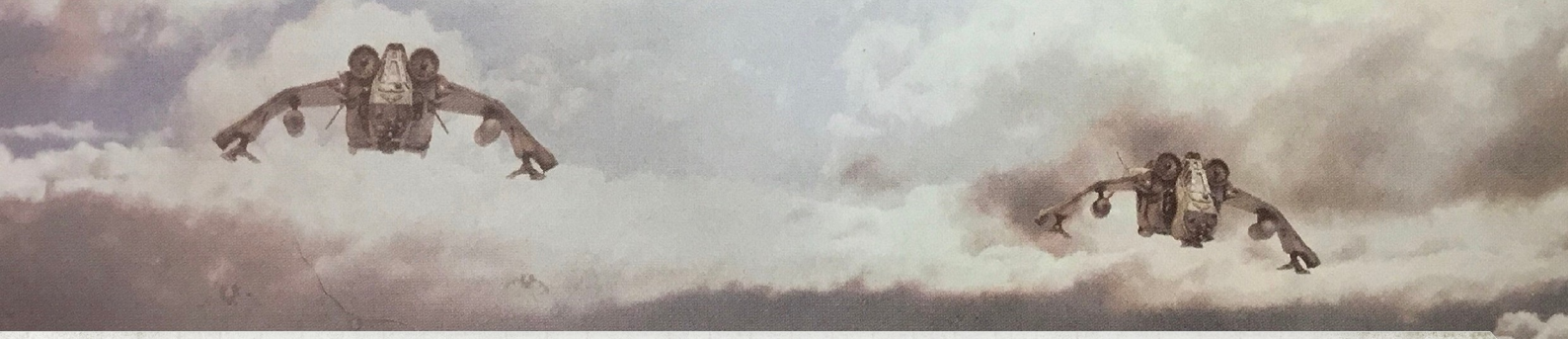
23rd ELYSIAN DROP TROOP REGIMENT

Taros Campaign Table of Organisation



DROP INFANTRY COMPANY





REGIMENTAL ORGANISATION

Despite their specialized method of warfare Elysian Drop Troop regiments largely follow the organization guidelines as laid down in the Tactica Imperialis. Each regiment will be made up of a number of Drop Infantry companies, the fighting heart of the regiment. Each company is in turn lead by a command section, a Captain and his retinue of specialists and advisers. Due to the Elysian tradition of company commanders 'leading from the front' this squad will equip themselves with special weapons and equipment, and it is a great honour to be chosen to as the commander's bodyguard. Each company will be composed of five platoons, four infantry and one heavy weapons. The heavy weapons platoon consists of its own command section and heavy weapons squads: two fire support squads with heavy bolters, an anti-tank squad with missile launchers, and a mortar squad. Infantry platoons are also made up of a command section and four infantry squads, each composed of a Sergeant leading nine Guardsmen, one of whom is issued a special weapon. Some platoons will also include special weapons squads, equipped with special weapons and demo charges, while others will also be composed of hardened veterans who have been battle-tested by the rigours of war.

Typically each Drop Company will have its own motor pool of Valkyries for transporting each individual squad into battle, and include a squadron of Vulture Gunships to provide them with fire support. However not all regiments will be able to equip each company with their own aircraft.

Around these Drop Infantry companies will be other formations within the regiment. Two complete companies of Storm Troopers from the Militarum Tempestus are permanently attached to the regiment and constitute its elite core, spearheading assaults and performing covert operations. Drop Sentinel companies, composed of a command squadron, several Drop Sentinel squadrons and a Support Sentinel squadron, can be air-dropped along with the infantry and provide them with fire support. In addition to the Valkyrie transports assigned to each drop company the regiment will also include a Tactical air wing with additional transport and attack squadrons.

At the regimental command level a Colonel supported by an extensive headquarters staff oversees operations and includes other support units, including a signals company, service company, medical company and recon platoon. Commissariat advisers will also accompany the regiment into battle and provide inspiration for the troops as needed.

RECRUITMENT

The Elysian Drop Troop Regiments raised by the Imperial Tithe for service in the Imperial Guard are elite, all-volunteer units whose troops are required to first serve at least one tour of combat duty in the Elysian PDF before they are allowed to join. After they are recruited the new Drop Troops are sent to a number of military training bases established across Elysia and the rest of the Elysian System to begin their training, which includes extensive practice handling Grav-Chutes, making high-orbit insertions, sharpshooter training and extreme environment survival skills. Elysian Drop Troops are expected to make every shot count as during their operations resupply can often be days or even weeks away and so no Trooper is allowed to enter combat duty without first having been rated as an expert marksman. This high-level of accuracy allows Elysian Drop Troops to be far more effective when wielding lasguns or autoguns than the equivalent standard regiments of the Astra Militarum.

VEHICLES & EQUIPMENT

The Elysian Drop Troops Regiments are known for their rapid deployment capabilities using Airborne Troop Carriers called Valkyries, and they deploy from these aircraft by rappelling or making use of Grav-Chutes at high altitudes. Elysian Drop Troopers are able to strike deep into enemy territory, and so are unable to field any heavy ground vehicles during missions. While this may be the case, the Elysians do make use of a number of light vehicles including the Tauros rapid assault vehicle, the modified Drop Sentinel, Cyclops Demolition Vehicle, and Sentry Gun batteries. The Elysians make use of Valkyries, Vulture Gunships, and the support of the Imperial Navy to make up for their lack of heavy armour. Using their Valkyries and Grav-Chutes, the Elysians can capture objectives rapidly by dint of overwhelming force and their close-range firepower. Elysian Drop Troop Regiments often rely on demo-charges and special weapons for tank-busting. Vultures, Valkyries and Imperial Navy aircraft pack fearsome amounts of firepower, and swooping over the battlefield they can target just about anything. Tactical flexibility is the Elysians' true advantage over most other forces, and there are few tactical situations, other than a drawn-out planetary siege, that the Elysians cannot counter quickly and effectively.
The Elysian Drop Troops are a very specialized force. Being drop troops, Elysians lack many of the heavy weapons needed to defeat the enemies heaviest equipment and vehicles. As their primary armaments are simple Lasguns Elysian Drop Troops cannot afford to sit back and engage in prolonged firefights with an enemy either. Elysian Drop Troops do not engage the enemy in a conventional stand-up fight. Instead, they seek to take objectives by rapid, hard-hitting attacks and then hold them with grim determination and the selective targeting of enemy threats. Casualties will often be high for Elysian Regiments as a result of this strategy, but that is the price Drop Troop Regiments pay for their extreme mobility.

HQ STAFF

The Regimental Commander or Commanding Officer (CO), usually a Colonel, is ultimately in charge of running the regiment, be it during training, garrison duties or engaged in battle. To assist in this, the CO is advised by the Regimental Staff, a body of officers and enlisted guardsmen drawn from the regiment itself and various other Administratum departments. The Regimental Staff form the Headquarters (HQ) of the regiment and are split into five sections, namely: Operations, Intelligence, Communications/Signals, Transportation/Supply and Statistics/Administration. In the case of the elite Elysian Drop Troop regiments, where their nature of operations requires them to be far from allied support & behind enemy lines and due to their small numbers, their HQ Staff is significantly lesser than other regiments. A stark contrast could be seen during the Taros Campaign where their compatriots from the 17th Tallarn regiment, a predominantly Light Infantry unit, had a far bigger HQ Staff due to the fact that not only it had more Infantry units to contend to, but also a considerably large Artillery brigade and even an Armoured company. Moreover, for the Elysian Drop Troops, whatever personnel they go into battle, must be drop qualified – already a rare and unique capability not often seen amongst the regiments of the Astra Militarum.

SIGNALS COMPANY

Equipped with powerful vox-caster and comms equipment, the Signals company helps maintain all the necessary communications between the regimental HQ, its sub-units, other non-Astra Militarum fighting arms and even higher command echelons. For the Elysian Drop troops, the Signals company form the life line to their most important assets – the Valkyrie Airborne Assault Carriers. Without their assistance, reinforcements and supplies cannot be brought in to solidify their already tenuous position behind enemy lines. Perhaps more importantly, they can also remain in contact with other allied units, particularly the more numerous, rapid-moving and hard-hitting Armoured and Mechanized regiments, so that link-up can be established once such units have punched through enemy lines to relieve them.

SERVICE COMPANY

Comprising the supply and maintenance function of the regiment, the Service company is an important combat support unit of the Elysian Drop Troop regiment that is stationed well behind friendly lines. Equipped with Trojan Support vehicles and Sentinel Powerlifters, Service company personnel can offload much needed supplies such as ammunition, food and water, from a Departmento Munitorum supply column and transfer them to awaiting Valkyries to re-supply beleaguered Elysian Drop Troops already fighting in an isolated and far-off position. The Service company is also in charge of the maintenance of the regiment's air and ground vehicles. Supplies and parts, like fuel and replacement engines or tires, are under the purview of the service company to ensure that the vehicles, like the Valkyrie and Tauros, are under the best working condition possible to conduct their operations.

MEDICAL COMPANY

Under the command of the Regiment's Surgeon Captain, the Medical company provides aid treatment for the wounded as the designated regimental Aid Station. Once stabilized, the wounded are then transported to the field-hospice staffed by sisters of the Ordo Hospitaller. The Medical company also supplies medics to the infantry units, who are part of the command section and go into battle with the guardsmen. Notably for elite and veteran units like the Elysian Drop Troops, they might also have several Field Chirurgeons – guardsmen that have additional training in order to render medical first aid to his comrades when needed in combat. Due to their nature of operations, the Elysian Drop Troops must maintain a larger pool of medical skills, be it formally or informally, to render medical aid when behind enemy lines and far from allied support.

RECON PLATOON

Organic to the Regimental-level, the Recon platoon reports directly to HQ, where the CO or the 2IC can get information rapidly, without the usual chain of command delays from the line units. While capable of reconnaissance on foot, the recon platoon truly shines when conducting rapid reconnaissance behind enemy lines on the Elysian's trademark Tauros when flown in by Sky Talons to a pre-designated drop off point. Once disembarked, the Recon platoon can conduct long-range reconnaissance with speed and mobility; and in the same way, exfiltrate or evacuate just as quickly upon successful conduct of mission or contact with an overwhelmingly superior enemy.

DROP SENTINEL COMPANY

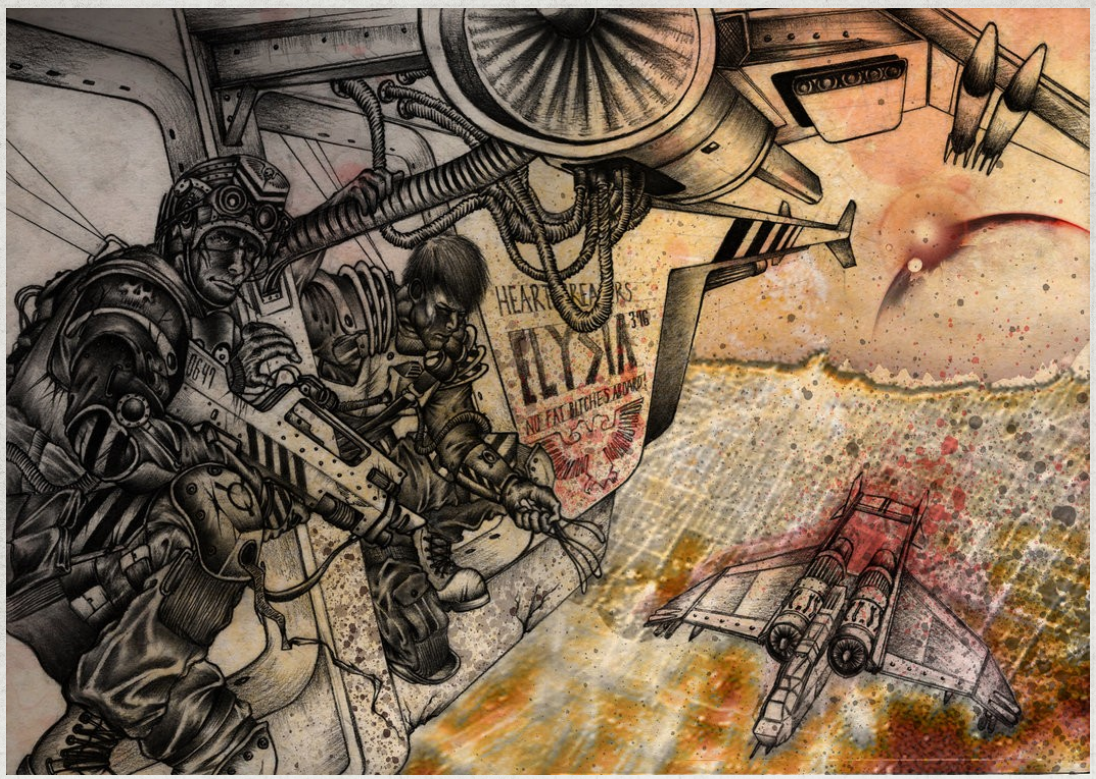
Comprising the Regiment's Sentinels, be it the standard Elysian Pattern Sentinel or the heavily armed Drop Pattern Support Sentinel, they give fire support to the line units. The Drop Sentinels are, of course, equipped with Grav-chutes and can be dropped in together with their compatriots in the line units. Unlike other Astra Militarum regiments, Sentinels in service with the Elysian Drop Troops do not conduct reconnaissance as a primary role but serve as mobile heavy weapon platforms to give fire support.

DROP INFANTRY COMPANY

Comprising the main fighting strength of the Elysian Drop Troops, the Drop Infantry company forms the core of the regiment. The Drop Infantry company not only consists of the standard Drop Infantry Platoon, but also attached are the important Heavy and Special Weapon squads that provide organic fire support. Using superior small arms tactics, leadership, discipline and initiative, the Drop Infantry company is expected to adapt to any situation and follow the orders of the CO to achieve mission success. After all, if such a unique strategic asset was deployed, their objective must be important.

STORM TROOPER COMPANY

The product of lifelong Schola Progenium training and harsh battlefield experience, armed and equipped to a standard far exceeding most Guardsmen, Storm Troopers are an elite fighting force. Specializing in covert operations, spearheading assaults and grav-chute deployment, the Storm Trooper's role meshes perfectly with the Elysians' favoured tactics, and they often work together to destroy targets deep behind enemy lines. Permanently attached to the 23rd Elysian Drop Troop regiment were two companies of the vaunted Storm Trooper. Of which, the 709th Storm Trooper company led the assault on Hydro-Processing Plant 23-30 to establish a drop zone for the regiment during the opening stages of Operation Comet during the Taros Campaign.



REGIMENTAL AUXILIARIES

Elysian Drop Troop regiments war efforts are supported by other imperial organizations. From the Imperial Navy's wings of fighters to the servant of the Cult Mechanicus, every organization play its par in the war machine that is an Elysian Drop Trooper's regiment.

SCHOLA PROGENIUM

An institution that has stood for thousands of Terran years, the Schola Progenium is nominally an offshoot of the Departmento Munitorum, though in practice its facilities are staffed by hard-line brethren of the Adeptus Ministorum known as Drill Abbots. Housing the orphans of Imperial worthies, the Schola strives to ensure that children born to those of quality are neither abandoned, nor squandered as a potential resource.

The Schola Progenium nurtures the orphan sons and daughters of Imperial officials from all over the galaxy. They are tutored to love the Emperor and to desire nothing more than to serve Him and the Imperium to the best of their abilities. They tolerate no disloyalty and remain ever vigilant for signs of treachery. Many who pass through the hands of the Schola Progenium are initiated into the Adeptus Terra. Some find their way into the Inquisition, and the most studious and zealous are welcomed by the Ecclesiarchy.

The Schola has many fortified facilities, scattered in secret locations across the galaxy. It is the belief of those who maintain these institutions that, through sufficient rigour, any youth of appropriate origins can be turned into a valuable servant of the Imperium. Each Schola Progenium facility is run according to meticulous strictures applied by Departmento Munitorum officials. The Schola's orphan wards must undertake a punishing daily routine of prayer, lessons, combat drill and chores that leaves them hollow-eyed and exhausted.

Every Emperor Day (Day of the Emperor's Ascension), all wards are assessed for aptitude, piety and dedication. Those found to excel in a particular area are split off into special classes, teaching them to become elite troopers of the Militarum Tempestus (Storm Troopers) or even Cadet Commissars ready for transference to the Officio Prefectus. Upon coming of age, most students are sent on their way, unquestioningly adopting the role they have been conditioned for. Those without the aptitude for a role in the wider Imperium form a staff of menials and guards who can look to the needs of their founding orphanage. A very few vanish altogether, swept away under the auspices of mysterious Imperial officials to provide altogether more secretive services to the Imperium, such as service to the dreaded Holy Ordos or even the Officio Assassinorum.

For natural warriors, the Militarum Tempestus offers a place in one of the elite Tempestus Scion companies, where the training received is of a brutally high standard. A few individuals, those who are both natural leaders and are fiercely loyal, attract the attentions of the Officio Prefectus. Commissars provide the link between regimental officers and the Departmento Munitorum. They are tough, ruthless individuals whose primary responsibilities are to preserve the courage, discipline and loyalty of the regiment. Commissars have the absolute authority to punish and execute any member of a regiment who fails in their duties. As Commissars are not from the same world as the regiment they serve with, they are not coloured by that world's traditions and culture. Instead, a Commissar can provide an objective and unbiased viewpoint, one seen purely from the Imperium's perspective.

THE ADEPTUS MECHANICUS

The soldiers of the Astra Militarum are not the only element of the Imperial war machine that requires the ministrations of a priesthood. The Adeptus Mechanicus are masters of arcane automation and technological mysticism, who look to the provision and well-being of the Imperial Guard's countless engines of war. Without these lore-keepers of high technology there would be no void-ships to carry the Imperial Guard between worlds, and no weapons with which to hold back the countless foes that seek to overwhelm Mankind.

Astra Militarum vehicles and equipment fall into two basic categories. The majority of their materiel is bulk-manufactured on an immense, relentless scale on Industrial Worlds throughout the Imperium. Some planets specialize in a particular pattern of vehicle or weapon, such as Armageddon, with its vast Chimera manufactories, or Sanctus Valorium, with its renowned las-craft workshops. Others like Parabellus III or Kogen's Toil are equipped to turn out a range of the tanks, guns and munitions that the Emperor's many wars demand. To supplement this endless tide of ruggedly built basic equipment, Mechanicus Forge Worlds will – on occasion -- provide compliments of far rarer war machines to aid their Imperial allies. Such vehicles incorporate the higher mysteries of the Omnissiah. The templates to construct these machines may only exist enshrined upon a single forge world, or may have been lost altogether, making deployment of these relics of war a decision of some weight.

The Tech-priest Enginseers are the best-known Martians within the ranks of the Astra Militarum. These cybernetic holy men stand aloof from the Guardsmen that surround them, concerned only with tending to the Machine Spirits of their foster-regiment's vehicles and weaponry. Yet there are other, rarer classes of Tech-priest who aid the Astra Militarum at war. Tacticus Cognosavants sit amid octopoidal tangles of cabling, deep within the bridges of Leviathan Command Crawlers. Logisticus Adepts assist the coordination of Munitorum supply-lines, their servo-scribe harnesses spewing kilometres of parchment every hour. Communication equipment, tactical hololiths, support Servitors and countless other vital high command assets are provided by the Mechanicus and continue to function only through the diligence of the mysterious Tech-priests.

BY FAT ELF

AERONAUTICA IMPERIALIS

Fighting in support of the Astra Militarum's endless columns of infantry and smoke-belching vehicles, the pilots of the Aeronautica Imperialis are a vital part of the Imperial war machine. Without them, the Imperial Guard would not have a hope of controlling the skies above; with them, they rule the heavens as well as the earth.

The Imperial Navy is an institution of galaxy-spanning size, so immense that none can possibly comprehend the vastness of its armadas or the sector-crushing power it can bring to bear. Though its most iconic warships are those that ply the sea of stars, navigating real-space and the dangers of the warp in order to bring war to the enemies of the Imperium, the more conventional aircraft of the Aeronautica Imperialis are equally valuable to the Imperial war effort. The atmospheric craft deployed by the Navy can help the Astra Militarum conquer a world without utterly annihilating it, providing pinpoint firepower from above to support the advance of troops on the ground.

Valkyries are primarily transport craft, though they are of impressive pedigree. Massive of hull and thick of armour plates, the Valkyrie can sustain a tremendous amount of punishment as it soars through the flak-churned skies, shrugging off the explosive rounds of anti-aircraft artillery. This craft has wing-mounted jet thrusters that allow it to perform vertical take-off and landing manoeuvres – it is adept at navigating in close confines and can hover on the spot. The Valkyrie carries a full squad of Astra Militarum troops, usually veterans or other high-value personnel. When the target is in sight, the passengers will grav-chute, rappel or otherwise bail out of the aircraft as it bellies in low.

The Militarum Tempestus make great use of Valkyrie Squadrons to launch their assaults from above, as their air cavalry tactics make them exceptional shock troops. Debarking from their aircraft mid-flight, they descend on grav-chutes, the searing beams of their hot-shot lasguns stabbing down from the inky skies to slay priority targets before the enemy even realizes it is under attack.

Some regiments – the Harakoni Warhawks and Elysian Drop Troops foremost amongst them – maintain such close ties with the Aeronautica Imperialis they go to war entirely airborne. Few are the enemies that can withstand the air-to-ground assaults of these drop specialists; the skies are criss-crossed with laser fire as the pilots and gunners of their myriad aircraft squadrons take their toll, and moments later, squads of drop troops descend with guns blazing, filling the skies with a sudden hailstorm of death when they had been clear and untroubled mere moments before. The Valkyrie can be fitted with a versatile load-out of weaponry, from multi-lasers and lascannons to side-mounted heavy bolters and devastating hellstrike missiles, making it suitable for a wide variety of battlefield roles. After dropping off its passengers, a squadron of Valkyries can remain low to the ground, weaving and jinking around tall mountains, sky-scraping buildings and any other perilous obstacle that might bar its path as it provides covering fire for its disembarked troops; or it can climb high above the battlefield, letting loose its guns to clear the skies of enemy aircraft. A squadron will never stray far from its ground troops, the pilots ever ready to return to the thick of battle to rapidly extract their squad from the hot zone.

Not all the Aeronautica Imperialis assets used by the Imperial Guard are airborne. The most privileged of command squads will be assigned an Officer of the Fleet, a proven veteran of the Imperial Navy. Though lightly armed and armoured, this advisor often holds the key to victory in the air and on the ground. He has the authority to call down an air strike, formations of heavy bombers unleashing a precise, devastating bombardment to obliterate the designated target. He can also provide strafing coordinates to the flight wings under his command, ensuring every shot will meet its mark.

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ELYSIA

Elysia, the home world of the famed Elysian Drop Troops regiments of the Astra Militarum, is a verdant Imperial Civilized World in the Segmentum Solar, some 30 light years from the Hive World of Armageddon. The Elysia System and the surrounding space were notorious havens for human and Aeldari pirates, as Elysia lay on a major Warp trade route through its sector and its star system was characterized by numerous asteroid fields and dense gas clouds that served as highly effective camouflage for pirate vessels waiting to raid passing Imperial commerce. Because of this ever-present threat, the Elysian Planetary Defence Force (PDF) gained intensive experience in ship-to-ship combat and serving alongside naval support when assault isolated space-based pirate outposts.

The Elysian Drop Troop Regiments raised by the Imperial Tithe for service in the Imperial Guard are elite, all-volunteer units whose troops are required to first serve at least one tour of combat duty in the Elysian PDF before they are allowed to join. After they are recruited the new Drop Troops are sent to a number of military training bases established across Elysia and the rest of the Elysian System to begin their training, which includes extensive practice handling Grav-Chutes, making high-orbit insertions, sharpshooter training and extreme environment survival skills.

Elysian Drop Troops are expected to make every shot count as during their operations resupply can often be days or even weeks away and so no Trooper is allowed to enter combat duty without first having been rated as an expert marksman. This high-level of accuracy allows Elysian Drop Troops to be far more effective when wielding Lasguns or Autogun than the equivalent standard regiments of the Imperial Guard.

WAR UPON US

Sometime after the formation of the Great Rift, Elysia was invaded by a large force of Heretic Astartes. In order to prevent the invaders from becoming a threat to Terra, the Adeptus Custodes Captain-General Trajann Valoris led the Fury of Terra Shield Host of Custodians to battle against the Traitors.

IIX

HARAKON

The Imperial Hive World of Harakon is a low-gravity planet with impossibly tall hive cities whose spires reach into the upper atmosphere. The Harakoni use grav-gliders to hunt vapourwyrms in the mountain valleys below their hives. This makes them fearless at high altitudes and natural experts at judging air currents. Their specialized abilities have found a home in the Imperial Guard where regiments drawn from Harakon act as elite airborne Drop Troops. Their generations-old adaptation to adverse gravity levels leaves the Harakoni Warhawks predisposed to excel at Grav-Chute drops into planetary combat zones from orbit.

This style of combat also increases the Warhawks' use of elite Storm Troopers Squads and small-unit tactics over those preferred by standard line troopers of other Imperial Guard regiments. Many an Imperial General or Warmaster owes their decorations and laurels to the bravery and experience of the elite regiments drawn from amongst the Harakoni Warhawks. The people of Harakon speak a highly deviant dialect of Low Gothic known as Konndar which has a distinctive sound and is given to the telling of many different sayings and aphorisms which Harakoni troops will knowingly repeat to one another while off-worlders look on bewildered.

REGIMENTAL COMBAT DOCTRINE

Most Imperial Guard regiments are recruited to serve as basic heavy infantry. But some worlds, due to their particular cultural or environmental circumstances, produce more specialized and elite regiments. Among this group of Imperial Guard units can be counted the Harakoni Warhawks, who serve as highly mobile, elite airborne infantry equipped with sophisticated aircraft and Grav-Chutes intended to be used for deep strikes behind enemy lines. The Harakoni Warhawks are among the best rapid-response, highly mobile heavy infantry regiments that can be deployed by the Imperial Guard. Harakoni Warhawks are provided with high-quality armour and weapons and are extremely well-trained due to the difficulty required in mastering the tactics of airborne assault using Grav-Chutes and Valkyrie Airborne Assault Aircraft and Vulture gunships for support. The natives of Harakon also comprise an unusually high number of elite Storm Trooper companies and Special Weapons squadrons within their unit organization.

When making a combat drop, the Harakoni Warhawks' prefer mass saturation drops on their primary objective to sow devastation and confusion amongst the enemy as a result of their sudden arrival behind enemy lines. However, because of their emphasis on mobility, Harakoni Warhawks do not make use of any of the standard Imperial Guard armoured vehicles from the Leman Russ tank to the Chimera armoured personnel carrier. As a result, Harakoni troops are often able to rapidly overwhelm the enemy and seize an objective, but they must be reinforced by other Imperial forces that possess heavier weaponry and armoured forces as they are unable to hold their objectives for long in the face of determined enemy resistance. During large-scale campaigns such as planetary sieges, the Harakoni combat doctrine favours hit-and-run tactics that focus on ambushes where the Warhawks regiments can concentrate their fire and mobility advantage to weaken the enemy and then disappear to repeat the process. In smaller engagements such as direct assaults on a fixed target, the Harakoni are capable of carrying out rapid assaults and maintaining their combat cohesiveness for several weeks without effective resupply.

INQUISITORIAL DETACHMENT D-99

The 99th Elysian Drop Troops Regiment served the Emperor with honour in many campaigns across the Eastern Fringe, where it was engaged in heavy fighting against the encroaching forces of Hive Fleet Behemoth. Leading Imperial assault on Moloch, Harnman's World and Moran, the regiment was reduced to a shadow of its former strength, with each of the regiment's many victories bought only at the cost of many lives. With the destruction of Hive Fleet Behemoth, all the remained of the 99th Regiment was an under-strength company led by Major Durra, the highest ranking survivor amongst the Elysian troopers.

Based on its excellent combat record, the remains of the 99th Regiment was then inducted into Inquisitorial service under the code name 'Detachment D-99', commanded by Inquisitor-Lord Vanus. He used Detachment D-99 to continue his experiments with surgical and genetic enhancements, which had begun on Dantris III with the Lostock 23rd Regiment.

The Elysians underwent an extensive series of excruciating modifications to make them more resistant to pain and Xenos pathogens, as well as implanting new glands to stimulate periods of hyper-aggressions as a threat response, all intended to make them superior soldiers when pitted against the aliens might of the Tyranids. Shortly after this process was completed, Detachment D-99 was attached to the force assembled to investigate events at Beta Anphelion IV and placed under the command of Inquisitor Solomon Lok.

Few Command personnel remain among the ranks of the Detachment D-99. Those who exhibited any weakness have long since been culled by war and only the most ferocious and adaptable remain. These officers have long since earned a fanatical devotion from those who follow them and can be counted on to hold steady in the face of the worst foes to oppose Mankind. Veterans of the Tyrannic Wars, the men of Detachment D-99 have all volunteered to undergo a complex geno-surgical enhancement procedure. The result is a near inhuman increase to reflexes and hand-eye co-ordination, and a near suicidal courage. Only their small numbers have limited the impact they have had in the war against the Tyranid menace.

Each section is led by one of the surviving officers of the now defunct Elysian 99th Regiment, none above the rank of captain. Due to its limited pool of manpower, each of the detachment's infantry sections commonly re-organised the number and size of its infantry squads to meet specific battlefield challenges. Includes a number of specialized configurations including Extermination, Execution and Decimation squads. Sentinel squadrons proved indispensable to Detachment D-99 during its many battles with the Tyranids, both as a scout unit and as an effective counter-assault platform when large swarms of smaller Tyranid organisms were encountered. The vehicles employed by Detachment D-99 have seen extensive and, in the eyes of the Adeptus Mechanicus, near-heretical modification to allow their pilots to make best use of their enhanced reflexes in close encounters with the enemy. As with more typical Elysian regiments. Detachment D-99 relies on the firepower of mobile Vulture Gunships rather than lumbering battle tanks. Those pilots assigned to the detachment were elite Inquisitorial training flyers, whose skills complement the veterans of Detachment D-99.

Though Detachment D-99 was destroyed in detail during the fighting on Deta Anphelion IV, many within the Inquisition have been impressed by the records of their improved combat capabilities. With the Tyrannic Wars gaining in both ferocity and desperation, many feel it is inevitable that more such enhanced forces will be created as part of the effort to throw back the Tyranids invasion, although as yet there exists no confirmed report of such a unit's existence.

The Lostock 23rd is an Imperial Guard Infantry Regiment, the famous veterans of the Gland War on the Forge World of Dantris III

When Dantris III was invaded by Tyranids, regiments from the nearby world of Lostock were drafted in to combat the menace. The surface of Dantris III was heavily polluted and the infestation of Tyranid organisms made fighting outside the factory-complexes almost impossible. A few companies of the Lostock 23rd were modified by the Tech-priests to fight in the hellish war zone. Incorporating many organs and drug-secreting glands that enabled them to survive unprotected, as well as boosting their combat abilities. Only a handful of Gland Warriors are believed to have survived the conflict, which saw the Tyranid swarm repulsed from Dantris III

The process by which the companies of the Lostock 23rd became Gland Warriors are understood by only a few Tech-priests, and are rarely utilized, for the Inquisition invariably take an interest in the use of such technologies. Nonetheless, a number of regiments have been subjected to the process, and can be found across the galaxy.

PHANTINE

Phantine is a unique Industrial World within the Sabbat Worlds whose population almost entirely resides in its upper atmosphere. Phantine offers immense mineral riches to the Imperium of Man, the exploitation of which increasingly destroyed Phantine's ecosystem until even the lowest reaches of its atmosphere, the troposphere, became unbreathable. To survive, human civilisation on Phantine had to be moved above the skyline of the hive cities, into the world's stratosphere. Having fallen before the press of the Blood Pact, Phantine was one of many former Imperial planets liberated by the Sabbat Worlds Crusade. Since its liberation, Phantine has been continuously providing reinforcements for the Crusade.

HISTORY

Compared to many of the worlds of the Segmentum Solar that have been colonised since the earliest days of Mankind, Phantine is a fairly young world. The first Imperial colonists to settle on Phantine were famously led by Saint Phidolas, some time after the great Saint Sabbat had liberated the worlds that now form the Sabbat Worlds Sector of the Segmentum Pacificus. But Phantine's humble origins were soon forgotten with the discovery of its tremendously rich deposits of Promethium, which led to the quick industrialisation of the world. Phantine's industries soon specialised in producing petrochemicals, exporting their products to many worlds. It was not long before the first hive cities began to rise from the ground, their spires reaching ever higher into the darkening sky. Yet Phantine's wealth would also cause unforeseen troubles.

After fifteen standard centuries of continuous and ruthless exploitation, Phantine's refineries and other industries had rendered the world's troposphere uninhabitable. A five-thousand-metre-thick blanket of aerial pollution and noxious gases covered Phantine's entire surface, a dangerous and toxic sea of clouds named "the Scald." To survive, Phantine's population had to resettle above the cloud-line, seeking refuge on the highest mountain chains or the spire tips of the greatest hive cities. There, the Phantine erected new cities, little islands in a sea of toxic fog. This development led to profound changes in Phantine society, which through necessity came to rely almost entirely on aviation for trade and transportation. Formerly dedicated to the production of petrochemicals, Phantine's manufacturers now turned to energy production, erecting great steam mills and central power plants that formed the beating hearts of the new airborne cities.

By necessity, to protect them from their corrosive atmosphere, Phantine's cities are sealed off from their environment, thus warranting cycles of artificial rain within their confines. Many larger cities like Cirenholm, Hessenville and Ouranberg also feature great panels of armoured glass. Due to the lack of landmass, Phantine has to import most of its food and materials from the wider Imperium. These are usually conveyed from city to city in great gas-filled aerostats, many-kilometres-long flying behemoths that observers compare to the ancient Zeppelins of Old Earth. Many of these aerostats have also been converted for military use and act as flying airbases for Phantine's Planetary Defence Force.

While difficult to assail due to their planet's topography, Phantine's cities are by no means fortresses designed to withstand sustained assault. Typically, Phantine cities consist of several interlinked hab-domes where the population lives and a central steam-based power plant for energy production. Landing fields, secondary steam centrals, waste incinerators or refineries are often located on the cities' exteriors, connected to the main hab-domes by great conduits or causeways that are located above the cloud-line. The hab-domes themselves also feature great terraces used by the inhabitants to move from place to place within the city. The domes are studded with anti-air defence guns as well as gangways in order to inspect the dome's physical integrity after one of the many acid rain storms that periodically assault all the settlements of Phantine from the tumultuous depths of the Scald. The strange mixture of airborne chemicals frequently causes electromagnetic storms in the depths of the Scald, whose layers are also prone to spontaneous combustion. Such an event lends the Scald an eerie and strange glow that has often been interpreted as a bad omen by the people of Phantine. The upper layer of the Scald frequently erupts into violent storms that can wash away the more precarious cities and force the aerostats to take unexpected detours from their standard routes.

SOCIETY

Phantine society widely conforms to the Imperial culture of other Civilised Worlds that share the same levels of population and technology. In stark contrast to the society on most Hive Worlds, there is no lower caste or under-hive scum, as every member of society is deemed valuable to the continued survival of the world's domed cities.

Phantine is not ruled by a single Imperial Governor as is customary, but by an assembly of elected officials who comprise the world's Senate. Its officeholders go by the title of senator and invariably live a life of luxury in large estates on the upper levels of the hab-domes, their great palaces or villas surrounded by well-tended gardens and orchards. These estates often mark the sole traces of greenery in a Phantine city. Other influential personalities, such as high-ranking officers of the Planetary Defence Forces and members of the Imperial clergy, share the same level of accommodation and together form Phantine's ruling elite. Just below this group are the high-ranking Adepts of other Imperial Adepta such as the Adeptus Administratum and the Adeptus Arbites. The Adeptus Mechanicus maintains a discreet presence on Phantine, the few Tech-priests required to maintain Phantine's power plants and refineries almost never leaving the compounds they have been assigned to. Crime, often uncontrollable on more populous Imperial worlds, is notoriously low on Phantine. The layout of its cities and the lack of land-based access routes considerably facilitate the Adeptus Arbites' task of maintaining order, so that Phantine has not had to rely on an auxiliary corps of Enforcers.

Amongst the common people, pilots are held in the highest regard, be they "simple" soldiers of the Planetary Defence Forces or a member of the highly respected Phantine Air Corps. Second in regard are the PDF's airborne soldiers who serve aboard the great military aerostats that act as mobile bases.

Finally, the steam-mill and power plant workers on which the great cities rely are held as an elite group because without their labour the domed cities would cease to exist. A Phantine citizen's social rank can be determined from the location of his home, as the most humble are forced to live on the exterior rim of the hab-domes. Several great Phantine cities such as Ouranberg have several smaller hab-domes. exclusively dedicated to residences for the steam mill and power plant workers, while to prevent accidents, the city refineries and other chemical plants are often located on separate platforms located outside the protected hab-domes.

FAUNA AND FLORA

According to initial reports, Phantine was once a verdant world, harbouring hundreds of thousands of different species, but the toxic vapours of the Scald have either killed or profoundly affected Phantine's biodiversity. The worst affected was Phantine's flora, which proved unable to evolve quickly enough to escape the suffocating and toxic vapours of pollution. Nowadays, the only traces of vegetation on Phantine can be found within the hermetically sealed cities, and more specifically the upper class levels of the primary habitation domes where Phantine's elite lives. On those levels, the wealthiest men and women had preserved some parts of their world's native trees amongst well-kept gardens which were sometimes decorated by artificial lakes. However, outside of the hab-domes, Phantine's wildlife has been profoundly affected by the world's industrial poisoning. At ground-level, nothing survived and only airborne specimens were able to follow Phantine's population into safety. Over the following standard millennia, a rudimentary ecosystem established itself around the great Phantine dome cities.

At the lowest level of this ecosystem are located the Thermovores, small, slug-like creatures that colonised the outer walls of Phantine's dome cities, especially around the impressive vents of the thermal power plants. Thermovores feed on the vapour given off by the thermal plants and the small metallic particles dissolved by the world's continuous acidic rainstorms. Thermovores secrete a thick, acid-resistant slime that protects them from the more dangerous features of Phantine's climate. Several smaller predators roam the cities' exteriors, all of which are winged and feed on each other or the humble Thermovores. But the mightiest beast of Phantine's skies lives within the toxic miasma of the Scald: the sky-shark. This almost legendary beast is universally recognised as the alpha-predator on Phantine, but very little information is available on it. Its exact wingspan and shape are unknown and the Phantine avoid it at all cost

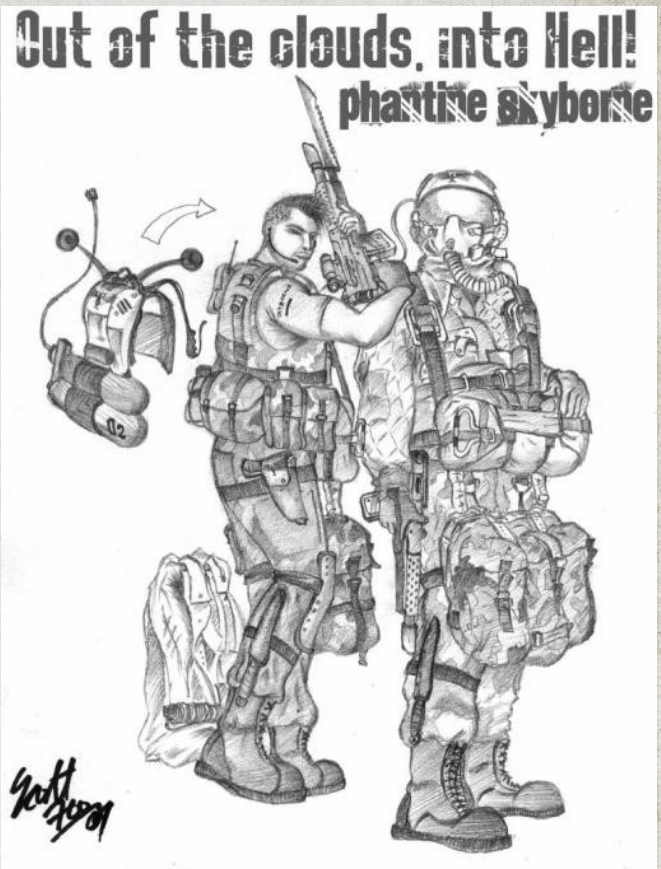
MILITARY

Given its low population level, Phantine's tithes for the Imperium focus more on fuel and power-cells than on bodies for the Astra Militarum. However, it still provides the Imperium of Man with fighting men and women, be they as drop-troopers in one of the regiments of the Phantine Skyborne, or as pilots in the Phantine Air Corps.

The Phantine Air Corps is a highly unusual formation within the Imperial Guard, as it violates the ancient decree that separated the Imperial Army into the Imperial Guard and the Imperial Navy. By the tenets of this edict, the Guard is not allowed to operate and maintain its own aircraft. Yet, the Phantine Air Corps does so because, as the proverb says, there is only sky on Phantine.

When operating in a war-zone, the Phantine Air Corps deploys its fighter and bomber-wings at the request of the overall military command and acts under supervision of the Imperial Navy, even if technically the Imperial Navy has no authority over the unit. As much of the Air Corps' organisation, such as the independence and formation of its wings is based on that of the Imperial Navy, both institutions work well together and cases of disagreement are few and mostly resolved through informal diplomacy.

Be they pilot or drop-trooper, all Phantine soldiers are ex-Planetary Defence Force personnel. This means that the average Phantine recruit will have amassed a considerable amount of experience, first as part of his initial training, and later during his service in the Planetary Defence Forces. Pilots of the Phantine Air Corps in particular can boast a higher number of flight hours than their Imperial Navy counterparts, although given the pressing demands of the Sabbat Worlds Crusade, the great naval flight school at Hessenville now runs accelerated training-programs that tend to even the odds between Phantine's pilots and those of the navy.



CASCADIA

Cascadia is a gorgeous Frontier World; small but covered primarily in tall craggy mountains, deep dark forests, and rough rugged islands and coast-lines where there are no tempestuous oceans or frozen poles. She is temperate where she isn't freezing; the wildlife is hardy and fierce; and winters are long and harsh; but none of the above adds up to a Death World. Considered rich in ore, but not rich enough to prioritize as a new forge world, the Munitorum granted it to some colonists in hopes of seeding development for a typical Imperial world with mining priority. What they did not consider was previous inhabitants: an already-existing populace of primitive Ork Klans fighting native Kroot tribes for supremacy where their territory bumped. Against these, the colonists could not effectively defend themselves; safe havens became few and far between.

Decades later, when the Munitorum could be bothered to remember the plight of the new native Cascadians and sent help in the form of two savaged Imperial Guard regiments who earned retirement. The colonists that the 129th Elysian and 241st Harakoni Warhawk wound up finding were just this side of feudal world level; comfortably using black-powder weapons, with only a few old generators from the colony ship still running after initial conflicts with the locals went awry. The 129th and 241st were told that saving the planet and the responsibility of later providing its tithe of exceptional air-drop/assault troopers would be the final service and subsequent reward for their years of dedication to the God-Emperor. There would be no particular requirement on how many men should be sent per-decade, but considering the planet would be providing its own air assets and material, the Munitorum was willing to be a bit lenient. The twenty-year conflict wound up giving the mixed Harakoni/Elysian regiments a great deal of experience in fighting in mountainous, forested, and snowed-out surroundings. Already proficient in air-drop and air assault, the units especially when paired with the knowledge of the locals developed a great trove of experience in fighting in the many environments Cascadia provided. However, when the long conflict was close to its end, the elected Planetary Governor Colonel Trask Volquin made the announcement that the tribes would be kept to a manageable (but still dangerous) presence on the planet.

The populace initially questioned such rampant risk. Kroot could be more easily managed, but Orks needed to be culled regularly lest they grow completely out of control. His response was simple enough: "The Emperor has demanded the service of our best and brightest. They will need some small instruction before they are sent to His service, and no matter how smart, skilled and tough they think they are, there is no greater teacher than Experience." Culturally, the natives of Cascadia are a martial people. The potential for Xenos raiders is always there, and everyone is familiar with both ranged and close-quarters combat. Cascadians receive proper training and respect for weapons at a young age, and no one above the age of twelve is seen without an auto-gun, lasgun, or hand-axe close at hand. In fact the latter has something of a pseudo-religious quality: hatchets are easily one of the most useful tools to the woodland survivalist, and a weapon capable of the same versatility is bound to ingratiate itself in the cultural psyche.

Knives are well-loved for the same reason: when all else fails and an Ork boy is bearing down, you can always rely on a knife to protect you and help skin it afterward. Cascadians are a very vocal people. Though their own native tongue which also serves as their battle cant has been described as slow and halting by unfamiliar Low-Gothic speakers, Cascadians have a rich history of song and dance. Famous battles, tragic last stands and failed operations, stories of love that have survived war; all of these and more are memorized at a very young age. While the regimental annals are detailed enough for a Munitorum observer, they are not where the emotional details are kept. It it fortunate for the people of Cascadia that the Emperor is so often represented through the Aquila, as birds have a holy significance to them. Understandable, considering how the original colonists were nearly wiped out before a fleet of Valkyries, Vendettas, Vultures, and the fighting men bore by them came to their rescue.

The home-grown patterns are typically of exceptional quality, as the regiments identify themselves not only by their fighting on the ground, but by the vehicles that bear them there and then linger to provide support. An air-drop/assault trooper lives by his bird, and each and every squad is intimately familiar with every bird they may serve with. They also have a strong connection with the many forests, mountains, and rivers of their planet; and the animist spirits that maintain them. Art in the form of painting and carving is heavily encouraged by parents, as it promotes creativity and individual initiative; there is hardly a poor hand at painting in any Cascadian village or city. Though to outsiders Cascadians may seem subdued, within the hearts of many lives a musician, orator, or artist of many other forms. This cultural “freeze,” toward outsiders is not always intentional, but it is incredibly common. Anyone wishing to “get in,” with a group of these folk must prove themselves. As we’ll explore below, this has caused some issues with their Regimental Commissars.

RECRUITMENT, GRADUATION, & EQUIPMENT

Four centuries down the line, and the humans of Cascadia have grown notably in power and populace. Between a local PDF working quite regularly to keep the Xenos presence to a manageable level as per the legendary Colonel Volquin's wishes, and the below-explored “graduation ceremony,” of the Imperial Guard tithe, the planet is now firmly within the grasp of the Emperor; only a few Ork and Kroot communities are allowed to thrive. These Xenos are permitted life on Cascadia for a singular reason. Twice per decade, when the accepted Regiment of volunteers are properly trained and supplied, there is the “graduation.” This is a fully planned and executed operation with the following objective: eradicate, to the absolute last, an Ork Klan and/or Kroot tribe. This ensures that the best of the planet's PDF, after another almost five years of training, have an intimate experience with killing and dying before they are brought off-planet for further service to the God-Emperor. Mountainous warfare typically focuses around long range fights requiring good marksmanship and endurance this is why Cascadian Grenadiers are equipped with flak or light carapace armour and lascarbines Type 511 equipped with scopes and auxiliary

grenade launchers, while forested warfare is close and rather brutal. Mechanically speaking, the LCT 511 is very similar to the standard lascarbine in that it has access to fully-automatic fire, but with a slightly weaker punch than most lasguns. While not as fast or potent as a Triplex-pattern lasgun's burst mode, the lascarbine handles well, is light, and allows for added punch in the close quarters situations that Cascadian Grenadiers are like to find themselves in as Cascadians are often dropped near or directly on their foes.

The cultural preference for melee weapons and the constant need to be armed means every graduate receives a new mono-knife and mono-tomahawk to replace their standard-issue melee weapons. Many still keep their standard knives as emergency backup, but family tomahawks are left with the clan so they may be passed on in the event of off-world death. It is very common to find feathers and eagle claws adorning armour and other kit;. There is also the occasional painted eagle on armour or weapons, tarantula sentry-guns are often painted with the snarling visages of spirits, and facial warpaint is often adorned prior to operations. Cascadians are nothing if not artistic. Colonel Volquin's iconic order and devil-may-care attitude regarding the Xenos populace is something of a model for many Cascadian commanders. The memory of this man of legend combined with the initiative and individuality required for air drop/assault troopers means that many commanders are mavericks; refusing to ask their men to do anything they would not do themselves. This contributes to the general mistrust of outside officers, something of a potential issue for the Cascadians.

The Regiments rely greatly on ritual to remind them of home; the above mentioned art is important in this, but some of the culture has survived in training.

One such for, based on local cultural competition is still used today to solve internal disputes. This is the Coup Circle, a public sparring match using very highly prized fighting sticks with weighted ends meant to mimic and represent Cascadian fighting axes. A touch to the temple or forehead signifies victory, though too rough a strike shows a lack of discipline and thus outs the striker as unworthy or incorrect on the dispute at hand. As axes and knives are considered the two best tools for surviving the wilderness of their native planet, Cascadians are trained very much in their use. Weapons found on modern natives are made of very high quality steel or plasteel, and are made to be rugged and reliable. Though many might see it as a waste, the Cascadians use these implements as tools just as often as they do weapons. Pilots are drawn from the small but experience PDF aviation corps; as the Grenadiers are drawn from the ground forces. In this fashion they are as experienced and hardened as the men they bear to battle, and support with strafing runs and ever-changing intelligence. Many gunships are decorated with the likeness of eagles, hawks, sea-raptors, large dangerous Cascadian trout, or native bears and wolves. Like almost all Imperial Guard regiments who build their own assets, there is a degree of vehicle variance.

COMBAT DOCTRINE AND REGIMENTAL RELATIONSHIPS

Grenadiers are trained to fight every enemy of the Imperium, but they excel against Xenos that offer challenge in the high-intensity combat of air drop/assault combat in mountains and forests.

Considering that every unit cuts its teeth on Orks and Kroot—both dangerously clever species of Xenos in their own right—these are the “favourites,” though that doesn't mean the Cascadian Grenadiers would step down from a fight against any foe. These warriors have a strong but uniquely-silent esprit de corps, a willingness to take on all-comers that is only matched by their seemingly-contradictory cool heads and vicious fighting prowess when it comes time to slay the foes of the God-Emperor. This rather quiet feeling of “getting things done,” is often in contrast to vicious and loud regiments; it is similar to the cultural freeze and is oft mistaken for reluctance or unwillingness; little is further from the truth. To outsiders these men might be described as brusque and curt. They party hard, but only within their own ranks; as with their treatment of the official annals, they are unlikely to share their oral traditions with outsiders. This tends not to create too much of an issue during combat itself; airborne assets are typically removed from their allies in battle and they are unlikely to directly rely on each other. It does however run the risk of hampering efforts to connect with regiments during down-time. Cascadians prefer to keep to themselves; their high risk and relatively self-reliant job may make this worse, as they are less likely to trust outside their own ranks. Where this cold attitude breaks down is when fighting alongside other airborne units, like the Elysians and Harakoni who saved their own natives; who's training gave life to the Cascadian effort for the God-Emperor. There is a bit of hero-worship when fighting alongside Elysians and Harakoni, something that can generate interesting and potentially-humorous interactions. After all, the cultures are far removed; Cascadians have their own unique aspects that might seem strange to those direct descendants of their own ancestors; leading to misunderstandings but no shortage of mutual respect at the end of the day.

2478th PENAL LEGION HELL HARLOTS

Near some agriworlds is a particular Femina Claustrum. Like most Imperial prisons, strength and brutality was the day to day life of the inmates, but where other authorities tried to quell the behaviour of the prisoners, the lord warden twisted the violent nature of his charges to his own whims. Here, the warden encouraged the jail-house gangs to heighten their grip on their fellow inmates. As long as there weren't any riots, vandalism, escape attempts or outright heresy, the bosses of the gangs were given privileges and allowed to do what they liked with the lesser prisoners. Anyone acting out of line were punished by the bosses, and their retributions were often more brutal than what most Arbites would deliver. Among what passed for "discipline" in this hell, nothing stood out more then duelling.

Blades are going to be found in any prison, no matter how hard the guards crack down on the prisoners. But in this brutal pit, they became as much of a part of life as the clothes they wore and the awful food that the rank and file had to eat.
Disputes were settled with one-on-one knife fights. Minor arguments were often won by whoever drew first blood. More serious grievances would demand mutilation and even death. If two notable inmates had a major grudge, all the prisoners would attempt to get a good seat to the fight. Even the lord warden himself would watch and even invite high-profile guests to watch the bloodsport.

Through these duels and other savage acts, one gang managed to fight and beat its way to the top: the Imperator Dirae. These violent and brutal women have dedicated themselves to the Emperor, seeing His immortal grace as the only truly good thing in this universe. Knowing full well that if it wasn't for Him, worse hells would consume them. Legend has it that a Sororitas who ended behind the prison walls founded this gang... but any scholar of the Imperium knows that would be impossible.

The motivation that made this gang fight so hard for their position in the prison pecking order was to secure one privilege and one alone: the chance to die for the Emperor. All Imperial prisons are required to provide troops for the penal legions when demanded. The Dirae, in their devotion, felt that they were the only collection of violent psychopaths, thieves, murderers and bandits who deserved this honour. And through blood and steel, they earned it for themselves. When first presented with this penal legion, guard officers and the commissariat were impressed with their devotion and their savage bloodlust. It was soon decided that their fondness for blades would be best served right into the faces of the Emperor's foes.

And so it was decided that these eager killers would be trained as drop troops, so they would be delivered right to those who defy the Holy Emperor. And so, the 2478th Penal Legion would be used as a terror weapon, each woman ready to drop from the sky to cut and maim the Emperor's enemies and to gladly give their lives in his service. They name themselves Imperator Dirae. Those who have seen them in action call these violent women the Hell Harlots.

(Artistic drawing representing an unknown Hell Harlots made by private“S-Class” from the 104 Catachan)

ARNHEIM PATHFINDERS

UTRINQUE PARATUS

A Short Regimental History of the Arnheim Pathfinders

TORN ASUNDER

In the closing moments of the 41st Millennium, the Great Rift tore the Albion System apart. A collection of planets nested in an otherwise peaceful part of the Ultima Segmentum, the *Cicatrix Maledictum* caused such instability between the warp and real-space that supernatural warp storms flared up all over the galaxy. The Albion system became totally cut off – and then besieged by all manner of Chaos horrors. Albion Prime and a dozen planets fell to Chaos immediately, and the beleaguered survivors of the system panicked and fled before the insurmountable odds.

With most of the Imperium's military forces shattered, the remnants regrouped on the small agriworld of Arnheim – a planet of mostly wide-open wheat fields and low rolling hills. There, the Planetary Governors rallied the Imperial effort to make their stand, not willing to abandon the millions of refugees who were arriving every day. The Light of the God-Emperor would not go quietly into the night.

With the regional Astra Militarum's command structure destroyed, it was decreed by the remaining Adeptus Administratum that military command would transfer to the intact Arnheim PDF. Though they lacked combat experience other than minor clashes on the edges of the system, they were the only force still with an organised command structure, men and material. The planet's defences were rapidly organised, and they prepared for the onslaught. Critical supplies were desperately ferried in by the remaining Imperial Navy through the Chaos blockade, commandeering any space-worthy vessel that could be found.

When Chaos fell, Arnheim stood up. Traitor Guard – many from surrendered Astra Militarum units – dropped onto the planet expecting an easy victory – and so prove their new loyalty to the Dark Gods. What they met was a fierce and ferocious resistance from the Imperial defenders. Knowing that there was not time to build fortifications, the PDF-led defenders instead elected to make an immediate, aggressive counter-attack. As soon as the Traitor forces made planet-fall, the Arnheim defenders sallied out.

16 AIR ASSAULT BRIGADE

At the tip of the spear was the Arnheim PDF's 16 Air Assault Brigade, formed from the hand-picked elite infantry of the Arnheim Parachute Regiment (the "Pathfinders"), and the best pilots from the PDF's air forces and survivors of the Imperial Navy. Lacking grav-chute technology from regional Forge Worlds, aerial drops were made with locally-produced synthetic parachutes or daring combat drops from Valkyrie gunships.

16 Air Assault descended on the Traitor forces with the fury of the Emperor's own vengeance, taking the Archenemy by surprise with the speed and desperation of the counter-attack. By quickly sowing confusion among the enemy's ranks and seizing the initiative, they secured key installations and distracted the enemy's attack, allowing for the rest of the Imperial defenders to take advantage and smash the enemy. Despite their superior numbers and heavy casualties, the Chaos assault was ultimately held off long enough for Imperial reinforcements to finally break into the Albion system and relieve the desperate defence.
With Arnheim secured, the Planetary Governors have volunteered 16 Air Assault Brigade as part of the "Invictus" Reclamation Crusade of the Albion System. Despite still being a PDF unit with ground and air forces combined, temporary assignment to the Astra Militarum has been granted for this highly effective aerial drop formation.

REGIMENTS OF DISTINCTION

Countless Drop Regiments are fighting against the enemies of the Imperium and are doing so for thousands of years. Many have been destroyed and reformed, other were incorporated into other regiment but all were and are fighting for the imperium of mankind. Here are some renowned drop regiment that are serving or were destroyed protecting humanity.

FLANDERS DROP TROOPS

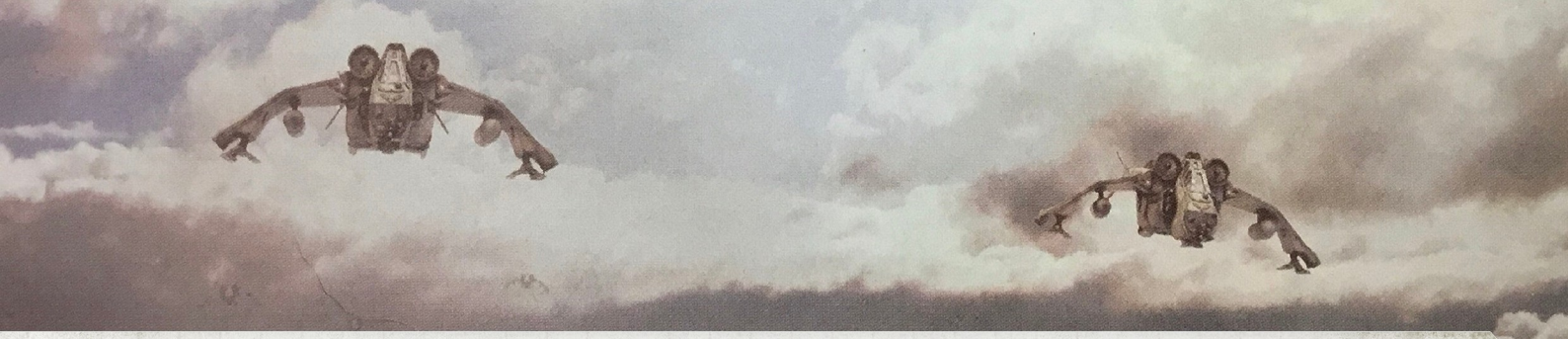
A mixed hive and cemetery world on the very edge of the Badab system, Flanders stands as a monument to the lives lost amid the conflict of the Badab war and some of the surrounding nearby systems. The popular rumour among the single hive cluster that exists on the planet is that the buried honoured dead across the remainder of the world are what give the planets terrain its mixed red grasses and plants which have become a staple to parts of the culture. Imperial citizens in all formats wear at least one article of blood red clothing wherever they travel as almost a good luck charm. a factor the local tithe of imperial guard have adopted be it through simple pieces of cloth worn around their neck or through small trinkets and iconography displaying the colour.

The majority of the trained armsmen and women of the guard train vertically between the 8 hives, seen from orbit clustered together like a sword driven into the planet. The majority of the ground being off limits due to the nature of its status as a final rest for the honoured dead, the guard have had to improvise through the excessive use of Grav chutes, vertical ascension equipment, Omni directional movement gear and Valkyrie drop ships to manoeuvrer around the hives without ever touching sacred soil. Their training regime also involves working as small units on survival trips down into the depths of the hives. Each unit is given a selection of basic kit and then dropped to the base of the hive, the ascension back up is a gruelling trial that weeds out those who are the weaker links and often or not creates a near familial unit looking out for each other. This has been proven to give them a level of survivability at the cost of making the integration of new member should one perish on the battlefield a challenge.

This has led them to serve well in anti piracy operations as well as auxiliaries for both inquisitorial forces and alongside fleet based chapters such as the stationed Lamenters, a chapter who's history amongst the Badab sector is one of some infamy

Due to the nature of Hive worlds and under-hive combat/living, the citizens of Flanders while not having a complete acceptance of mutants do understand that such things are a matter of course. This has led to an appreciation of Abhumans as a draft-able resource. For such a reason, the Flanders regiments are deployed alongside a variety of Ratlings, Ogryns, Beastmen and predominantly Squats who are instrumental in keeping certain functions working.

Often seen with their head in a Valkyrie engine and making some level of crass comment much to the local tech adepts absolute horror. Such behaviours are curbed when on deployment or around any members of the Mechanicus who would inevitably be crying for heresy should one of the usual engineers have even an opinion. Cramped and confined quarters within the hives lend the Flanders troops an instinctive ability to fight close quarters gunfights.



THE TRUSKAN 14th

The guardsmen of Trusk are armed and armoured in the Cadian style; Kantreal-Cadia pattern flak armour and M36 Kantreal lasguns. A notable exception to the Cadian style kit is that every trooper is given a rebreather, many layers of clothing, and, in the case of the 14th, a grav-chute. Truskan Stormtroopers- known in the local dialect as the “Vasken” *(lit. Beast-killers)*, are given access to more advanced equipment, such as helmets fitted with HUDs.

Unusually, most Vasken are armed with standard lasguns, rather than the more powerful “hot-shot” lasguns or hellguns common with most regimental stormtrooper divisions. Hellguns and similar weapons have a habit of malfunctioning in the sub-zero temperatures that the Snowhound regiments usually fight in. Many Truskans supplement their lasguns with laspistols, knives, and a high-number of grenades (normally picked up on planet-leave) for exactly this reason. Laspistols are particularly favoured as they often lack heat-sinks or supplementary cooling systems.

THE STORMHAWKS INQUISITORIAL REGIMENT

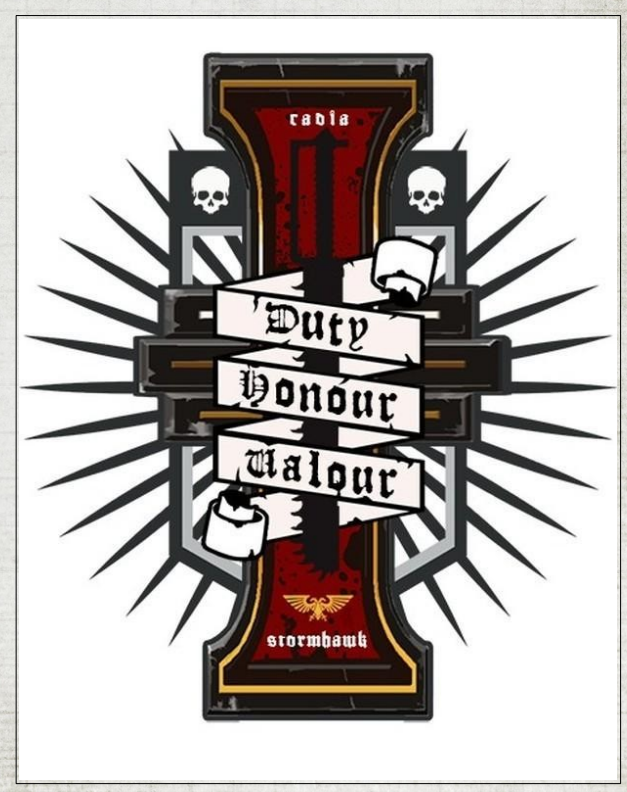
Originally hailing from Sadia, these elite shock troopers form a strike force which serves under the inquisition, namely Lord Inquisitor Hector Rex. After the destruction of Cadia in 999.M41, the Kasrkin troops were scouted for infantrymen, while decorated tank commanders were selected to pilot this detachment armour.

The Stormhawks function much like Inquisitorial Storm Troopers in that they augment Lord Hector Rex's personal forces. They specialise in fast, precise, brutal combat which either sees the enemy blown apart at range before they can respond or stormed with armour-supported firepower, in a Blitzkrieg-like fashion. Either way, battles end quickly, usually in the Stormhawks' favour.

The regiment is led by a heavily ornamented golden armoured commander, his tactical genius and appearance is reminiscent of the Lord Solar Macharius. Rebirth, Heretic machination or just plain simple resemblance, only the Inquisition is aware of the origins of this gifted commander.

Because the regiment is Inquisition-led, it recruits from a wide variety of races, worlds, and specializations. Of note are the 42nd Regiment of Elysia led Commander Fall and two Warhound Titans.

The regiment completes missions around the Ultima Segmentum, mostly fighting the Daemonic powers of Chaos at the behest of the Ordo Malleus in M42.



FLEET RECON FORCES

Spearheaded by the cadre of the Commando Imperialis, also known as Naval Intelligence, a Fleet Recon force is primarily made up of ad hoc deployments of armsmen and voidsmen who are at constant battle readiness onboard ships.

Nav Sec (armsmen) and voidsmen (trained crewmen) see constant combat in boarding actions and space hulk force reconnaissance. The Navy is the most mobile and widespread of the imperial services; for many stations, outposts and far flung worlds the only contact they have with the infrastructure of the Imperium is an Imperial Navy patrol vessel, collecting tithes or bringing supplies, sometimes only once in a generation.

Therefore, Naval Security and voidsmen acting as infantry will often find themselves required to defend these Imperial assets from Xenos, renegades or heretics. However, the Adminstratum technically prohibits the Navy from “planetary warfare”, just as the Imperial Guard is prohibited from void or aeronautic combat.

Although units such as the Phantine Air Corps are clear examples of the occasional exemption from Imperial Law. The reality is that naval vessels are often the only military forces on hand when action is required, therefore the naval infantry form spontaneous deployments at a moment’s notice, acting in concert with aeronautica aircraft. Indeed, reconnaissance and light infantry equipped primarily for boarding and close quarters combat are denied ground vehicles and armour, so they have to maximize their aerial and orbital assets relying on officers of the fleet, masters of ordnance and communications personnel in order to keep the ship commanders in constant and absolute command of their drop troops and expeditionary teams.

Fleet Recon forces often deploy in major imperial operations without being listed in an Order of Battle. Fleet Recon operate on the ground as drop troops and advance teams to identify and clear areas for Imperial Guard heavy landing sites.

63rd AUSTRALIS AIRBORNE

The 63rd Australis Airborne Regiment was tithed from Australis Secundus from it’s volunteer PDF. Drop trooper regiments raised from officially categorized Death Worlds are rare, though the history of the Australis Airborne regiments, and others like them, has led to a number of such regiments throughout the Imperium. Though if you ask a native Australasian they will tell you that as long as you stay on marked paths and avoid all the animal inhabitants, Australis Secundus should be considered a Paradise World. This does conflict with the number of civilian and PDF volunteers who join the Imperial Guard or Navy to get as far away from the planet as possible.

The 63rd, like all Australis Airborne Regiments, operate in a 3 Squadron system, with each containing line, recon and support elements. They are also reinforced in a similar way to the Vostroyan Firstborn, with reinforcement tithes being sent out to meet up with the current fighting force every 3 years.

Despite this, the 63rd has been operating at only half strength since the opening of the Great Rift, fighting alongside elements of the Sentinels of the Alaras Veil. While their recent deployments have been mainly against human, heretical adversaries, the 63rd Australis Airborne specialise in reconnaissance, sabotage and guerilla tactics with a fondness for fighting Orks and the Tau.

The regiment nickname, ‘The Drop Bears’, was given to the regiment by the commanding officer of the 109th Australis Line Infantry Regiment after deploying alongside them on Orlas V, the 63rd has since incorporated the nickname and related iconography into their collective regimental identity. "You ever seen a drop bear? Bet you haven't, stealthy w*nkers in the trees that strike without warning. I've lost so many mates to them at home on Australis but all those civvies consider 'em a myth. The 63rd embody them, strike hard, strike fast and don't let 'em see you." - Major Severin Grant, CO of 1 Squadron 63rd AA 'The Drop Bears', explaining their moniker to their newly assigned commissar

609th HUMAN AUXILIARIES

After the T'ros campaign, the T'au found themselves with almost 20.000 prisoners of war, including members, materiel and vehicles of the 23rd Elysian Drop Troops Regiment. Although the T'au had fought against members of the Imperial Guard in several occasions, T'ros was the first time they had fought against Drop Troops, and they were quite surprised by their equipment and tactics. By that time the T'au still thought the Imperial Guard was a force of only tanks, artillery and masses of infantry and had develop tactics to fight those kind of forces almost exclusively.

As it was customary, the T'au offered prisoners the opportunity to join the Greater Good after the battle or be held for ransom while working as slave labour, only this time the T'au high command on T'ros instructed their Water Caster recruiters to focus on Elysian prisoners, and made sure they had the best accommodation on the prisoner's camp.
While most officers refused the T'au, several sub-officers and privates where surprised by the warm treatment and the fact that they were given better medical care, food and beds than they had ever had the Imperium. A task force was quickly assembled to recover as much materiel and vehicles belonging to Elysian forces left on the multiple battlefields of T'ros and barely 3 months later the 3rd Human Auxiliary Regiment of T'ros was formed, containing exclusively former members of the 23rd Elysian.

This force was really small, less than 300 men and a dozen vehicles with the T'au with no facilities to produce more vehicles and was mainly used as a propaganda for the recruitment of other humans and in small mop-up operations against Greenskin pirates and Tyranid splints that had been isolated from the main force. However, this all would change with the discovery of the Urcaen system, a system composed of Urcaen III, an agriworld with a single hive, its moon that was actually Forge World Htonem and a three distinct asteroid fields rich in mineral resources.

The T'au launched a swift campaign to capture the system intact and took inspiration on the tactics used by the Elysians on the Hydro-Processing Plant 23-30 battle back on T'ros, launching multiple air raids to capture key points on the Forge World and Urcaen III, while lying siege to the city trying to starve it out. After a set of quick victories and the ruling class of the hive city hoarding most food, about one in every twelve of the inhabitants of the lower strata of the hive city surrendered to the T'au and offered to join the T'au as a militia to take the city.

Less than year after the campaign's start, the system was in total control of the T'au, and with it, the means to produce imperial equipment like never before, including Valkyries, Tauros and other weapons and vehicles used by the drop troops.

After achieving this victory, the T'au created a new region of the third sphere of expansion, joining T'ros, Urc'en and other nearby systems that where recently conquered and called it "The Gue'la Frontier" both because it was mostly adjacent to Imperium words and the defence strategy proposed for that area. Said strategy relied on having as many Gue'vesa as possible on those areas to minimize Fire Caste troops stationed as garrison and letting Gue'la self-regulate with help of the Water Caste for government and the Earth Caste for developing infrastructure.

Local forces would be based on every planet while patrol forces would be fleet based, with some part of each regiment being on patrol while others stationed on planets as reinforcements. The patrol fleets would further reinforce planets in case of detecting enemy armies advancing towards or attacking planets along the frontier. All members of the 3rd Human Auxiliaries where inducted into the 609th Human Auxiliaries regiment on the fleet.

TACTICAL DOCTRINE

Like T'au, the 600th regiments follow Mont'ka and Kauyon doctrines.

The Mont'ka consists of operations similar to the Hydro-Processing Plant 23-30 battle, quick and brutal insertions of infantry supported by Valkyries and Vultures to take important positions, destroy enemy infrastructure or capture or kill enemy leaders. These operations are often short and rarely take more than one day, so troops are very liberal with ammo and disposable weapons usage knowing that they will not be engaged long so supplies are not a problem. In case they need to hold a position, they will deploy heavy infantry weapons and weapons to hold counter attacks or defend a position until reinforcement arrive.

The Kauyon consist of deploying Tauros vehicles of all kinds in long-range patrols that usually take weeks, attacking targets of opportunity, disrupting enemy supply lines and carrying diversion attacks for Mont'ka operations. Troops in these forces usually carry only laser weapons and portable solar panels or other energy sources to keep vehicles operative and ammo full, as well of plenty of rations and small water purifiers. It is not uncommon to see a Tauros Maximus carrying nothing but rations and equipment instead of used as a transport in these patrols

Frontier Systems Alliance
Allies to the Farsight Enclaves, only recently discovered by Imperium forces.

109th VOIDBORNE SHOCK TROOPS

The Frontier system's alliance was formed in opposition to the events of the Great crusade. An alliance of frontier worlds, the FSA made the case that no man, no mater how great he thought himself, should have control over the destiny of thousands. The colonies of pre Reunification war Terran powers, the FSA was ready to combat the Tyranny of the so called "Imperium of mankind." Though they put up a good fight, indeed It wasn't until two full expeditionary fleets were dedicated to the task, that the FSA was finally defeated. The Military of the FSA was simply no match to the awful power Imperium wielded. The FSA's stand was scrubbed from the history books as their worlds were turned into desolate wastelands, cleansed of all life.

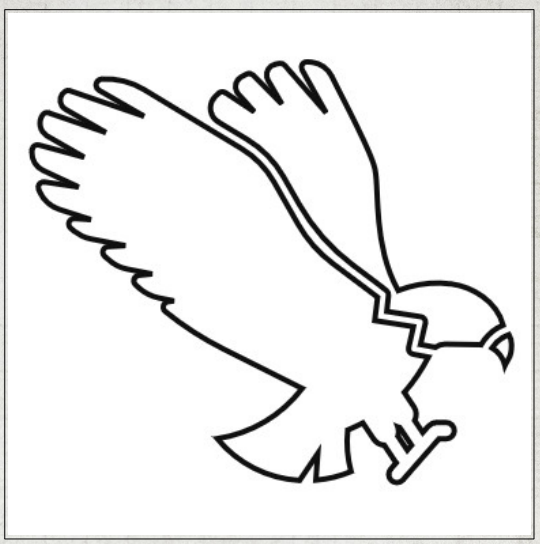
However, this was not to be the Alliances end. As defeat loomed inevitable, the leaders of the FSA dedicated what remained of their once vast space fleet to getting as much of their people out as they could. These ships fled for space unknown carrying what they could of there once prosperous nation with them. It would take millennia of the fleet hopping from planet to planet, from one fight to a worse fight before they finally found solace at the fringes of what would come to be known as the Ultima Segmentum. A barren system, with a poisonous atmosphere and deadly predators, the one thing this system provided was secrecy.

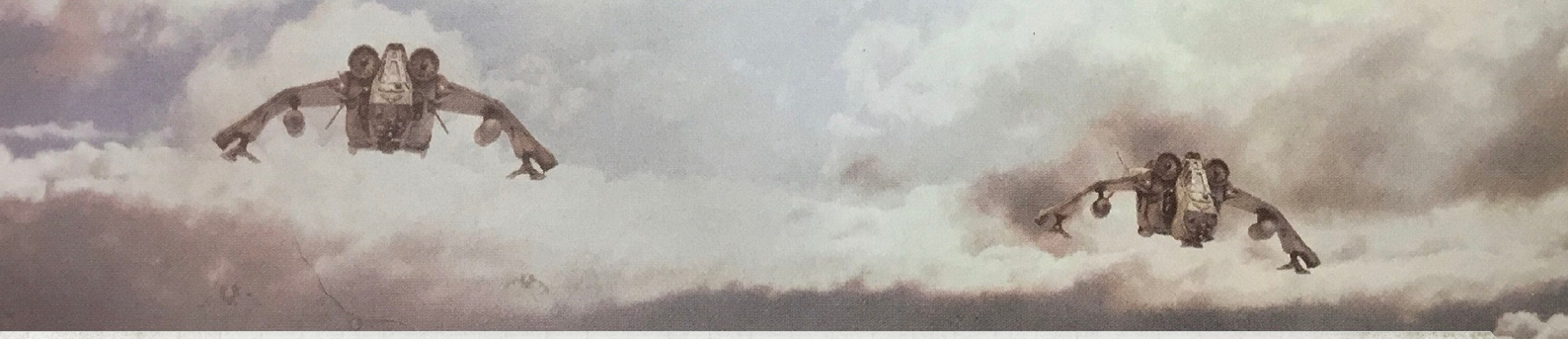
Scores of Light years away from any major power the system However, they did not waste their time in the void, nor did they squander there time planet-side. Far from it, while the Imperium went into decline following the events of the Horus Heresy, the ancient starships of the FSA were being retrofitted, new technologies were being discovered. These Exiles of mankind were preparing themselves for war. This Militarization of the FSA has turned their home system into a fortress and their military into a force capable of fighting any of the military force of the major galactic powers. At the forefront of this elite military force lie the mighty Venatores de Astartes, the Voidborne shocktroopers.

Trained relentlessly for years, and equipped with the latest gadgets the Alliance's Eggheads could come up with, or gear traded with the FSA's only Allies; the Farsight Enclave the Shock trooper corps establish Landing zones for the far more numerous colonial Legionnaires. Learned in the ways of there enemy, these soldiers harness hard hitting advanced ballistic weaponry, armour Piercing rail guns, Semi powered armour, and other gadgets such as smart munitions, advanced HUDs, and Ballistic computers all to better hunt their favoured prey: the Imperium's vaunted Adeptus Astartes.

The 109th Voidborne has a storied history, predating the Alliance itself. Its roots lie in the ancient Airborne units of the United States' Army. Even the 109th's Motto "Death from above" originates with the 82nd Airborne. Utilizing light armour elements roughly equivalent, if technologically superior, to those of the Imperium's drop trooper regiments, the 109th has mastered the art off lightning warfare. Utilizing Grav chute deployment and heavy air cover, the 109th can deploy its heavy infantry quickly and efficiently to a location the enemy would never expect. With a strong NCO corps and specialization in manoeuvrer warfare any squad could be the point upon which the enemy breaks. Light armour units shatter the strong points of enemy resistance as shock troopers disable enemy Anti-Aircraft Artillery, thus opening the way for main body of the Alliance's military might.

The hunting of Space Marines has been a craft centuries in the making. The Alliance has not forgotten what the imperium had done to them. In seeking vindication, and indeed their very survival they adopted tactics and geared their tech specifically designed to deal with these "Heroes" of old. Anti-Tank grenades, the Jäger-class gauss light machine guns, and miniaturized SABOT rounds have been proven as an efficient means of dispatching space marines, however all pails compared to the sheer killing power of the Vindicatum-class portable railgun. This anti-material rifle has the potential to pierce the armour on a main battle tank, which is more than sufficient to deal with the power armour of even Terminators. Should all else fail soldiers are trained to aim for week points in their armour around the neck, head, and joints. Taught to fight with mobility, shock troopers are not above giving up ground if it means luring the enemy into a kill-box. And should they come across a well dug in enemy, there hasn't been a bunker yet capable of withstanding a couple hits from the M404 Hellbringer incendiary missile. Let fire purify their taint upon this land.





DETACHMENT IV

Detachment IV was originally known as the Noros Drop Regiment, hailing from the small polluted world of Torum II where cities were built up in the mountains of the planet to avoid toxic fumes which emanated from the planet for the cleaner air above. The the planet's small population of 8 Billion mostly focused on harvesting certain valuable gases but would form a PDF that excelled in fighting in such toxic and mountainous environments in order to combat mutants and other monstrous creatures who would attack the mining installations.

The Regiment first gained true combat experience during the Damocles Gulf Crusade where it took part in drops on cities as well as preforming reconnaissance and sabotage for the rest of the crusading force. Commander Gripus Polney led the Regiment at that point, often disagreeing with other commanders and at times outright refusing to send them into battles he thought to be suicidal. This meant he was a highly popular commander with the men but not with other Regiments. Thus his body was one day found decapitated; the Medicae present suggesting that the wound looked nothing like anything he'd ever seen before. Angered, the acting commander withdrew all troops and transports and left the Crusade, bringing back the body of Griphus with him to Torum II.

The incident led to a less than favourable outlook on the world from the sector governor, being seen as an act of betrayal. But the world paid it's tithe without fail and any troops sent in to take over soon found themselves dead from either the toxic fumes or the Noros Drop Regiment's ambushes and fast-paced fighting style. However when reports of the arrival of Hive Fleet Gorgon close to the planet were first heard, they were simply waved off as either a miscalculation or found themselves conveniently lost by the scribes of his palace.

The few ships that the planet's governor had were filled to the brim and then sent off full or refugees, ordered to alert Segmentum Command as soon as possible. Meanwhile, the world was left with only the sick and old to fight as well as the Noros Drop Regiment's million men and thousands of flyers, sentry guns and vehicles.

A year later an Inquisition task force led by Inquisitor Solomon Lok was sent in to investigate Torum II, assuming that the planet would be stripped of all bio-matter as most others. But upon arrival he found the Noros Drop Regiment continuing to fight, despite having been whittled down to just over 10 thousand and a handful of flyers. The remaining Regiment stayed up high, where larger Tyranids could not climb, having moved away from the old cities and it's flyers still circled and blew holes out of swarms of gargoyles.

The Inquisitor immediately sent down a message, ordering the Regiment to evacuate immediately and sending down transports to pick up the weary troopers. Upon their arrival he greeted them and gave them the bad news. The hive fleet noticed that the population was leaving and prioritized the biomass onboard in favour of the morsel on the surface and left, leaving behind only a relatively small force to face them; all the people they stayed behind to protect had been consumed long ago.

Left with no purpose, Lok left them a choice, to join the Inquisition's own forces. As the men talked one emerged, bearing the rank of a captain, he carried with the aid of a few other men a coffin, covered in purity seals and purple fabric. Putting it down in front of them men he spoke. *"Men, Gripus has spoken! We shall join the Inquisitor and serve the Emperor with all our being!"* The men knelt before the Inquisitor, taking off their gas masks and hoods and swore themselves to his service, leaving the Inquisitor staring at the coffin as it began to move...

Inquisitor Solomon Lok rescued a majority of those who had survived the Tyranid siege of Torum II, although he did not plan to do so; his mission was to investigate a world long-devoured by the Tyranids and it was expected the defenders had perished long ago. But upon arriving at his ship the men of the Noros Drop Regiment were quiet, they had abandoned their world and some readied to ritualistically slit their throats for this dishonour when Lok ordered them all to stand down. *"The Noros Drop Regiment is no more, they all died upon the surface of this world fighting honourably to the last. As of this moment you are all soldiers of the Inquisitorial Drop Troops Detachment IV, you serve me now and owe yourselves to none but me"*

209th VOID WALKERS

After the thirteenth black crusade the imperium suffered extreme casualties. This caused many regiments from Elysia to be under strength due to the sheer brutality of the Campaign. With so many losses regiments returned en masse to Elysia to recruit, organise and rearm. With many regiments in one place after close contact with the Ruinous powers, the Inquisition dispatched an inquisitor to oversee the assessment and investigation of the regiments to see if any lingering taint remained. During this investigation, Interrogator Mastroval, masquerading as a Commissar, discovered the true identity of a Veteran Squad. Every member hailing from one of the renegade houses of Elysia. After proving themselves beyond question loyal to the Emperor, more 'Traitors' were found, tested and proven beyond doubt to be loyal. To keep them secret they were sequestered on the Voidship Indemnification.

Mastroval had seen the need of these men and women to prove their loyalty and seized this as an advantage for a disposable force to be thrown at the enemies of the Imperium. The lines of supply passing through the Segmentum Solar, especially with the Imperium at its most vulnerable in millennia where crucial to survival. The knowledge and skills of these Elysians would be more than an advantage in securing the vital lines of supply for the Imperium. He however, had not considered how their knowledge of the surrounding asteroid fields, gas nebulas and secret lines of supply could be used against the pirate houses that made this their hunting grounds. Initially the idea was to keep them at bay for a short time until a more conventional force could be put in place. These Elysians thought otherwise. This secret force of Elysians led by Commander Zachariah, formerly a Sergeant in the 158th was promoted to command this unconventional and irregular force due to his keen military mind. After exhaustive and effective cross-specialty training; both in mission critical specialities and command practices, they began their ruthless and merciless prosecution of the pirates and traitors hiding in the asteroid fields and nebulas in the Segmentum.

After many silent victories and growth to the full force of a regiment, they had proven themselves time and time again. Zachariah was set loose from his masters and given free reign by the Inquisition for the organisation and running of his Regiment. The unconventional and often brutal hit and run tactics implemented created the infamy of "Void Walkers" within the Segmentum. Rumours spread through the enemies of the imperium of brutal actions, destruction and death the only remains with the dead marked in luminous green. Ghost stories follow; of shadows hunting them like animals in the dark preying on sentry's imaginations, ensuring patrols seen as little more than a death sentence. Stories with weight enough to turn once predators of the weak and helpless into prey. "Void Walkers" became a badge of honour to these Elysians. With a Bullgryn's fumble of language enshrined this as their motto.

"Where none else may tread"

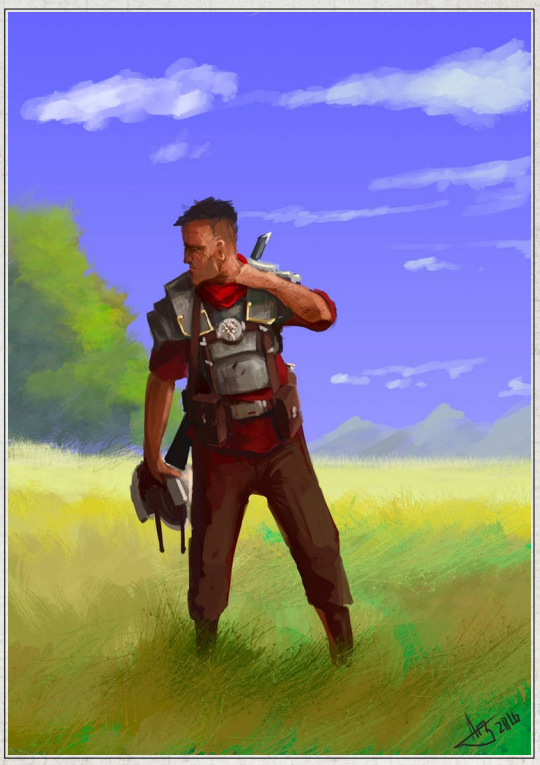
With the Indomitous Crusade in full progress key lines of supply became open and ripe for attack by all enemies of the imperium. When high command heard of the exploits by the Void Walkers they requisitioned the regiment to support crossing supply convoys through the Belis Corona. The Void Walkers were given the official designation of the 209th Elysian Regiment. Pride and honour restored to them all at last.

The Indemnification made its Void jump but never reached its rendezvous. It was assumed lost with all hands in the Warp. However, signal intercepts from Chaos indicate that a regiment clad in black with lightning fast strikes and unconventional tactics currently support the efforts of the Imperium's forces in the Carthago Nova sector. This has been classed as misinformation as the Carthago Nova sector was enveloped by the Cicatrix Maledictum with no hope of survival for any of the worlds within. However, still the reports continue to be heard, giving hope that maybe, just maybe the unconventional 209th Void Walkers are still fighting for humanity in the name of the Emperor.

VOID ANGELS

The Void Angels are Astra Militarum Drop Infantry regiment hailing from the planet Käns in the Vileta Subsystem of the Koronus Expanse. They have become renowned for being used as Storm trooper detachments striking with lighting speed behind enemy lines to secure high value objectives for extended periods of time; that is until the rest of the Astra Militarum in their war zone come to relieve them. The Void Angels differ from most Astra Militarum regiments greatly, not in the manor they fight or the gear they use, but for the fact that they hail from a sub-system claimed by Astra Cartographica dynasty. As such any worlds under the dynasties rule, per the conditions of the warrant of trade, are exempt from Imperial tithes. Käns sends it's Void Angels to the greater Imperium not out of obligation of tithe but out of devotion to the Emperor and the Imperial Creed.

Outfitted with the best weapons that the Astra Cartographica dynasty of House Ostlander can afford; fine Carapace flak armour engraved with litanies of protection accompanied by powerful Hellguns that make short work of almost any foe at close ranges. They excel at ship board anti-piracy operations that have become common place in the Koronus Expanse. Making use of Grav-shutes they conduct drops into enemy lines from relatively low orbit (equivalent to the "HALO" jumping of the past") in mass, saturating the area with these devote servants of the Imperium.



118th STRATO JUMPERS

The 118th Strato Jumpers are from the Omicron Cluster, a part of the Imperium that is made up by what was once 15 solar systems that were unified during the Dark age of Technology. Six of these systems were destroyed, due to the Horus Heresy and various wars against the enemies of man, and now only nine of those solar systems are left. The Omicron Cluster would have been completely eradicated if not for the extreme determination of its people as well as the radical focus on tactics, strategies, and logistics of their officer academies. The Omicron military structure is set up differently than most of the other Imperial Guard military structures, forming divisions rather than regiments thanks to multiple solar systems that are contributing each battle-group rather than a few planets. Each division is specialized in their specific role; however, their officers are encouraged to be flexible enough with the other divisions that operate differently than theirs to maximize their effectiveness in battle.

The 118th Strato Jumpers are a part of the Omicron's airborne division, excelling in fast hit and run attacks, ambushes, and guerrilla warfare on a grand scale. One notable battle that the 118th was involved in was the Battle of Siân. Prior to the engagement, Ethereal Auv'il' Shasseres attacked and destroyed a nearby Imperial fleet while in the readying process of invading the Siân sector, catching the local Imperial forces off guard by their battle strength and just how close they were. They only halted their forces when Grand Marshal of the Omicron forces, Callias Lysander, who just arrived in system managed to send a direct message to the Ethereal, issuing a request; stating that if the T'au could successfully take the capitol planet of the Siân system, then the Imperial forces would leave peacefully. The Ethereal accepted, believing that minimizing the number of planets affected by collateral damage would make the local population more accepting of T'au rule. This was a major gamble, as while the T'au were at this point in their expanse near unstoppable, if the forces sent from the Omicron cluster could win, they could stop the T'au invasion force, or at the very least they could buy the Imperial forces enough time to regroup and attack the T'au forces from the rear.

While Grand Marshal Lysander was in charge of the 118th Strato Jumpers specifically, he was given overall command of the nine divisions that were sent to Siân VII. Callias was a man who liked to abuse the system, going more for asymmetrical planning rather than a "by the book" approach. For this he chose for a defence in-depth strategy. All preparations were targeted for counter attacks. Thousands of kilometres of prepared defences allowed for rapid deployment. Every bridge, building, valley, road, and field were either rigged with explosives or laced with minefields. Cities were altered and turned into kill zones; pre-established fortifications were expanded upon. The 118th and other Omicron divisions were more than prepared for the coming tide. And when the T'au finally made planet-fall, the war that took place was apocalyptic.

The very minute the T'au landed in the open fields they were hit with massed artillery and airstrikes that would rain Hell upon them. In a few instances the 118th gained such an upper hand in air superiority in certain areas that all Imperial aircraft flying in the combat zone made so many ground attacks that some T'au detachments never even had the opportunity to link up with their main invasion force, and the once flat ground that stretched for kilometres was turned into rugged terrain from the bombs and ordinance that were dropped. Whenever the T'au reached a defence line, the troops would fall back, goading the T'au to follow them, and every time the T'au would walk into trap after trap. Every time they engaged; the Omicron divisions would redeploy with rapid success. The Imperial forces would hit the T'au at every opportunity, ambushing and hitting them hard then quickly fading. The T'au, while constantly pushing forwards, found themselves constantly on the defensive by being hit with rapid, unending engagements.

Every time the T'au mounted a counterattack, the Imperial forces would retreat, falling back to the next defence line. Ever time the T'au would stop to regroup, or stop to re-organize and rest, they would be hit with artillery, air attacks, and fast attack vehicles. They would have to worry about finding a gun, bomb, or bayonet behind every blade of grass, or cross any bridge in case it was rigged to explode. The Strato Jumpers would let T'au scouts advance past their hidden positions, only to surprise their main forces when they passed through. In one instance, modified Sky Talons were used by the 118th where they carried hundreds of tanks to flank the T'au and hit them hard from behind, in a massive spearhead led by Grand Marshal Lysander. When recon units found the location of the T'au Ethereal, who was fighting over a major city, the 118th merely waited for any Imperial survivors of the city to retreat, before infiltrating a nuclear warhead onto the Tau's position.

By the wars end, estimates say that the T'au left with approximately 13% of their original strength, with only 7% of that being still fully intact in personnel and equipment. The T'au lost more than just rank and file Fire Warriors, they lost more than enough equipment and skilled warriors and promising commanders to lead them. The T'au lost more than what they could replace in a short time. Their entire force was ground down by the forces of the Omicron cluster, who threw themselves into the fray and fighting like absolute madmen. For every Strato Jumper who fell, there would be another to take his place. Casualties for the Strato Jumpers were moderate, by Imperial standards. But the Grand Marshal knew that the T'au couldn't replace their losses too easily, while the opposite was true for the Imperium.

IInd (DROP ASSAULT) SQUADRON

The second “Asset” of the “Imperial Navy Ground Combat Assets” (INGCA) is “II (Drop Assault) Squadron” and is considered to be their elite unit. All infantry units are numbered with the ancient “Romanic” numeric symbols to denote them as such whereas other armoured or artillery units use the Arabic numeric symbols. The INGCA levy recruits from the relatively recently discovered Arduat system that lies in the remote expanses of void beyond Segmenti Pacificus and Tempestus. Recruits are initially levied as Naval Armsmen and after completion of training may be selected to progress into the INGCA if thought suitable.

The further training is classed as “Basic Combat” and covers weapons and tactics, medical and signals, field craft and close-quarters combat. All training is to ensure INGCA squadrons are prepared to seize, secure and hold absolutely anything. Be it living, inanimate or spreading over several grid squares, if a navy commander decides they need control of a particular target deemed necessary to complete their overall mission then the INGCA will be expected to deliver it.

Upon completion of training recruits gain the prefix of “Gunner” to their naval rank and each individual is then selected depending upon their strengths as to which specialised squadron they would be best suited. Only those that display the correct aptitude will be given II (Drop Assault) Squadron as a posting option as the selection process to enter the unit is exceptionally tough.

Testing the volunteers to their limits of physical, psychological boundaries the selection has a 30% pass rate and those still able to stand at the end of it then undergo advanced training involving covert raids, enhanced medical and communications, demolitions, austere operations and tactics, combat survival, boarding actions, hostage and asset recovery amongst many other specialised skills. The final training module is Grav-Chute training after which graduates are entitled to wear the coveted “Drop Assault Gunner” qualification badge upon their upper right sleeve.

It can be argued the INGCA were formed illegally by a council of senior Naval Admiral who’s frustration and desperation at their naval security requirements not being adequately met by the Astra Militarum. This led to the recruitment from the Corps of Naval Armsmen to form the Navy’s own, integral combat units trained to engage in “non-flight” combat operations at the behest of the local naval commander.

All know that this type of organisation could be interpreted as contravening the Post-Heresy Guilliman Directive forbidding any Imperial Navy commander having sole control over a standing army. One good reason why recruits are levied from the Arduat system only. Their existence is one of the most closely guarded secrets within the senior echelons of the Imperial Navy and it is often joked that the enemies of the Imperium know more of the INGCA than the imperium does! Many a true word said in jest.

The new Gunner will initially slot into one of three Combat Flights each comprising of 87 Gunners. They will be expected to specialise in several disciplines from medic and vox-comms to special and heavy weapons specialists.. The flight is broken down as:- 3xCommand squads, 3xInfantry Sections, 3xHeavy Weapon Squads and 4xSpecial Weapon Squads.

Any Gunner must partake in at least seven combat operations before becoming eligible for recommendation to achieve Veteran Gunner status. They must have, whilst under fire, demonstrated stoicism, tenacity and commitment. A Veteran Gunner will many new opportunities open up to them. A veteran can specialize providing II Sqn HQ with intelligence, Scanner Operator, Reconnaissance, communications or tactical options and are tasked and deployed directly by II Sqn Command. Skill sets are Ground Vehicle operator including Bikes, Sentinels and Tauros Variants. Engineers deal with anything obstructing progress and Tactical Air Controllers coordinate air support. Sniper Flight is unit of 40 Veteran Gunners under direct command of II Sqn HQ. The training to become a Scout Sniper is only ever passed by those exactly suited to the role.

Hazardous Environments and Void Interventions Section (HEVIS) A unit only open to II Sqn Veteran Gunners. Known as “The Heavies” they will undergo geno-surgical Enhancement. A medical treatment to provide the body and mind a higher level of resilience that is required to survive and fight in environments that would kill any unprotected Gunner. The extremely invasive procedure also improves an enhanced ability of cognitive function that results in quicker reflexes, information recall and decision making. They are issued specialist suits, armour and helmets to ensure survival. Due to their specialised role and specific operational theatres they usually deploy without any support from the rest of the squadron. Theatre of operations can vary from an acid cloud on an overheated moon to the icy vacuum of a space hulk.

A hero of II Squadron is Sgt Baz Barrett who’s many acts of leadership and courage whilst serving within the INGCA made him a legend known throughout the Imperial Navy. He underwent operations with every front line combat squadron namely “I (Mech Asst) Sqn”, “III (Close Asst) Sqn”, “VI (Cruiser Inf) Sqn”, and “V (Siege Inf) Sqn. Before retiring to the Special Regulator Group he wished to serve a tour with II (Drop Assault) Sqn. It was a tragedy that after passing the gruelling selection but before Grav Chute training he was killed by a faulty demolition charge and never qualified to wear the coveted winged badge of the Drop Assault Gunner. Knowing that it was his wish his ashes are packed within a mortar round case and it is the duty of every junior officer on the squadron to pack it with his personal equipment on every operational drop and carry it during the operation. The legend of Sgt Baz Barrett’s tenacity, stoicism, and solid character is an inspiration to all members of II Squadron as much in death as it was in life. To this date he can account for more operational drops than any other member of II Squadron and maybe even the entire Astra Militarum.

COMMUNITY ROLL OF HONOUR

Elite Drop Regiments of the Imperium

(And their Commanders)

Elysia
6th, Domino
6th Airborne Armoured Recon, Stuart H
7th, MantisToboggan
16th , dave5387
33rd, Sabien
42nd, Timmytime007
75th, Jax
77th, OlovE
82nd, TuddFudders
158th, Lesti
201st "Dead Drops", limko
209th "Void Walkers", PiPPiN
212th, Pigglyjo
422nd, Mark
501st, ClemonFlash
505th, Reaper0603
919th Rapid Response, N3rDiddy

Elysia (Ordo Xenos Detachments)
Detachment IV, MinT
Detachment 66, Samyueru

Ordos Xenos Detachments
10th "Purifiers", Etansnail
Drop Force Castellan, McTwizzletashe

Penal Units
Penal Units 43rd Last Chancers, WulfCall

Harakoni Warhawks
21st, Ravensking
28th, Matrix
63rd, UK_IN_US
92nd, vizor

Phantine
10th, Raltrain
44th SwampyTurtle
103rd, SirDeeb

Fellesia
1-7th Auxiliary, Nibs

Käns
62nd Void Angels, Cmsr. Dante Leon

Talasaar
75th Auxillia, Fenrik Foxtrot

Calgary
22nd, TheBlueFalcon

Eventide
508th "Fury", Prince_of_Crows

Vado "Storm Droppers"
49th, Thongor of Lemuria

Arcem Oceani
4th Partisans "Crimson Glory", Corporate Entity #342

Imperial Navy
II Drop Assault Squadron, RedCuffs
Fleet Recon, ChurchillianHeathen

Australis
63rd Airborne, Kalydrias

Flanders
408th, Cpl Thale

Cadia
24th Airborne, TRP300

Truska
13th, DalekCheese

Raelish
363rd Airborne, Dutch164

Omicron Cluster
118th Stratojumpers, Wizard

Tristania
131st Hawks, StanchEmperor23

Void
207th, Cardinal Varsen

Arnheim
16 Air Assault Brigade, Brother Bulpitus

*****EXCOMMUNICATO TRAITORIS*****
609th Gue'vessa Drop Auxilliary, Lothcaramon (T'au Empire)
109th Voidborne Shock Troops, Darthritz (Farsight Enclaves)

COMPANY COMMANDER

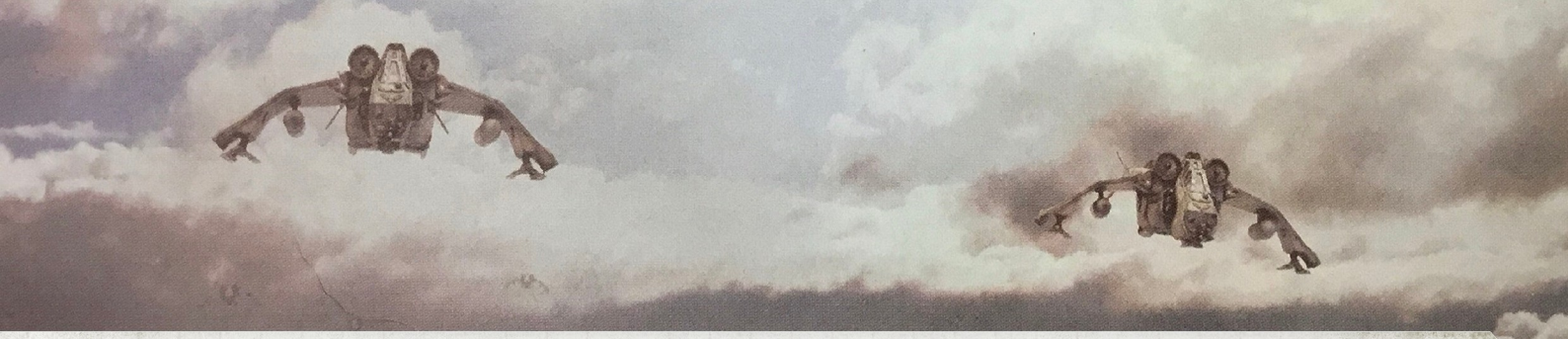
Standing proud amid the blood and thunder of the front lines, the Company Commander sets an unfaltering example to the men he leads. The titles held by these officers are as wildly varying as the worlds from whence they hail; an Imperial army on campaign may contain companies led by majors, captains, hetmen, demi-consuls, knights militant, chieftains and dozen more. However their soldiers address them, Company Commanders all bear the same responsibilities. In the face of nightmarish foes, they must provide their men with a bulwark of unwavering courage and decisive leadership. Most are hard-bitten heroes, skilled combatants and pragmatic strategists whose first loyalty is to the Emperor of Mankind. Some rare men of rank may be ineffective fops with commissions awarded through inheritance or politicking, but the hour is too dark for the Munitorum to suffer fools for long. Those who cannot discharge their duties soon discover that being the governor's son means little to a merciless Commissar.

COMMAND SQUADS

Typically, each Company Commander is escorted in battle by a retinue of battle-scarred veterans who support their leader in the field. These squad s are often provided with specialist equipment and additional training. Expert vox men relay the Company Commander’s orders to the men on the front lines. Talented field surgeons stand a tense vigil over their comrades, ready to staunch wounds or administer doses of whatever chemical stimulants are required. Should a rank-and-file trooper display exceptional valour and dedication, they may be given the honour of bearing the regimental standard. To earn such a position a man must have performed above and beyond the call of duty, such as gunning down a swathe of rampaging foes in defence of a field hospital or felling a ravening Daemon Engine with a well-placed grenade.

Many Company Command Squads include grizzled special weapons operators or Veteran Heavy Weapons Teams. These soldiers are proven crack-shots to a man, and the presence of such potent weapons close at hand allows Company Commanders personally to oversee the destruction of vital targets, such as lumbering heretic tanks or monstrous Xenos beasts. Equally, should the situation deteriorate and the Company Command Squad find them selves threatened by bellowing mobs of green skins or a looming traitor Helbrute, these same firearms can mean the difference between life and death.

Whether the Company Commander is a cynical career officer, a cold tactician, or a bellowing, barrel-chested Imperial hero, he and his Company Command Squad form the strategic nexus of the Imperial Guard army. The Company Commander’s orders crackle across the vox network, bolstering the courage of his men and ensuring that his army functions with precise coordination. By his authority soldiers are instructed to charge to their own deaths so that victory may be achieved, or ordered to hold the line against overwhelming odds. It is the duty of the Company Command Squad to protect their leader in battle, shielding him from incoming enemy assaults so that he may continue to exert his tactical acumen. They also form an offensive core around him, inspiring the rank-and-file troops with their skill and experience. Depending on the battle, they can either lead the charge into the enemy or form the immovable centre of the Astra Militarum line.



COMMAND VEHICLES

TAUROS COMMAND VEHICLE

While most Drop Commanders choose to take a command element to battle, some choose to command from a Tauros Assault Vehicle instead. While an unconventional method of command to begin with, this does add advantages for a commander wanting to be more involved in the fast paced 'hit-and-run' tactics favoured by the Elysians. The Drop Commander can also gather Intelligence first-hand, with the ability to move off before the situation becomes untenable. While the Tauros functions as normal, extra Vox gear and antenna are added and hooked up to the onboard Power cells. This addition ensures constant communication and a boost to the effectiveness of communication on-the-move. While less used, when the Elysians are dropped in to harass the enemy, a force of well commanded Tauros and Venators can change the tide of battle.

During the ill-fated raid on Kastovel-Novem, Dagger Force was built around Captain Gerek's A Company of the 181st Elysian Drop Troop Regiment – the entirety of the unit mounted on Tauros and thus designated as the regiment's forward reconnaissance unit. A Company's standard mission profile would have been to simply find the enemy and report. However, as Dagger Force, they were tasked with flank protection for Shield Force's vulnerable right flank, by screening them with mobile patrols and establishing a skirmish line to intercept, divert and delay any Orks from approaching the north.

While the raid failed, Dagger Force's task was tactically sound and showed the Elysians options for a larger, more aggressive and permanent mobile reconnaissance formation. To facilitate the command of such a formation, a vehicle is needed for the Drop Commander to operate from - a Tauros Command Vehicle with the additional vox equipment is the logical answer.

SENTINEL COMMAND VEHICLE

While commanders regularly take a Retinue or travel in a Tauros Command Vehicle another less used option is available, the Sentinel Walker Gun Platform. The Sentinel is not just a fast-moving gun platform that has a wide range of weapons but can be equipped with High power Vox gear and a suite of command terminals. The flexibility this provides to a commander however useful, the speed is less than that of the Tauros and the weapons are about on par with the options available with taking a retinue. However, the light armoured sentinel can provide supporting fire while also using its height and command suites to further support frontline troops. The sentinel Command Vehicle has found its primary role as a frontline command unit and can thus support the troops in direct contact in a more beneficial way. However due to the Current doctrine of most officers in the Elysian Drop Troops this method is rarely used. Though when it is, a surprising increase to morale haves been observed * more info required for further evaluation

Report M.41.97
Field tests of observation/command specialist modification of chassis: sentinel designation
Current tests have shown that sentinel modification has similar effectiveness as a full command retinue for information collection, triage and dispensation, while permitting a higher degree of mobility, ability to traverse terrain and direct fire support. Use as a dedicated frontline command chassis shows promise and should be investigated further along the same lines as classification: Salamander Command Vehicle

As an aside, contrary to upper echelon ideals, the view of a company commander simultaneously mowing down hordes of the Emperors foes while giving out clear, concise orders has a notable effect on morale, and should also be viewed as a better alternative to "armchair command", irregardless of upper command views.

Proposal rejected by Pacifica Segment staff due to use of incorrect wording, "irregardless", please correct statement and resubmit

PLATOON COMMANDERS

The Astra Militarum is a vast fighting formation and even basic troop movements can involve the mobilization of thousands of men. For these operations to go smoothly the Imperial Guard has a substantial command structure. One of the first links in this chain is the Platoon Commander.

Platoon Commanders are known by a variety of official ranks and titles – lieutenant, marshal and shield-centurion are just a few examples. Their role is to ensure the platoon fulfils the Company Commander's orders and gets the job done. Sadly, for every fresh-faced officer who bravely leads his troops against the enemy there is another who panics and falters in the heat of battle. These incompetent individuals are responsible for wasting countless lives and such ineptitude is quickly punished. Those who survive multiple encounters – both with the enemy and the Commissars attached to their regiment – are given ever greater responsibilities on the battlefield, and those who excel are highly valued. Where almost any lieutenant can be relied upon to simply herd infantry towards the enemy, senior officers turn to their most trusted Platoon Commanders to undertake more nuanced and vital missions – gaining the high ground to outflank the enemy position or knocking out a heavily guarded shield generator so that artillery bombardments can commence.

While the Astra Militarum is vast in its size and reach, its constituent units do not have infinite resources or manpower. A single company may face many threats across multiple fronts, stretching thin the organizational capacity of its commander. In such cases, a Platoon Commander with a proven record of success can be tasked with leading small contingents of soldiers without the supervision of his superior officer. Failure to adhere strictly to the parameters of the mission – as dictated by the Company Commander – is considered an act of insubordination, but otherwise the Platoon Commander is able to direct the soldiers in their charge as they see fit. Those who show exceptional cunning, unfailing determination and the appropriate amount of initiative in fulfilling their charge are often singled out as candidates for promotion.

Like their senior counterparts, Platoon Commanders are often accompanied by a hand-picked Command Squad who help them fulfil their duties. The members of this entourage are typically amongst the most skilled and experienced veterans in the platoon, and provide extra firepower and vox support in battle. In addition, should there be doubts amongst the rank and-file regarding the competence of a new Platoon Commander, these scar-faced soldiers help to maintain order – if the Commissar doesn't do so first.

GROUND SCANNER OFFICER

Often deployed on deep strike missions and operating behind enemy lines, Elysian drop regiment cannot rely on a massed Imperial battle-line and strategic command network to provide them with tactical information. In order to help overcome this, the Elysian often employ portable long- ranged ground scanners landed with their war-gear in the field. These advanced auspex array provide early warning detection for the forces, and supply targeting data to their gunners and air crews in battle.

DROP RECON PLATOON COMMANDER

Amongst the assembled heroes of the Astra Militarum there are those who lead by virtue of schooling, by force of personality and by the divine right to do so. The recon commander subscribes however to the doctrine of leading by example.
Highly trained in espionage, counter insurgence and marksmanship, the recon platoon commander exemplifies everything the rapid response and reconnaissance bikers represent. Fearless, uncompromising and willing to put everything on the line to ensure the mission is completed.

Often the first to the battle-zone, the platoon recon commander is capable of organising the highly manoeuvrable recon forces at their command to engage in a variety of battlefield roles. Either called to harry and disrupt supply lines or to create shock and awe along a weakened battlefront.

Trained to seek advantage in any terrain and to move with lightning fast reactions, it is hardly uncommon to see bounding highly tuned bikes leaping over ramps and raised surfaces to infiltrate past enemy lines and mark out targets for the emperors wrath to strike. Once done, the commander fades away with his following, each scattering to all points and regrouping at the next target. The commander however is also called on to perform acts that would be in some situations suicidal, solo infiltration into war-fronts where anything more than a single biker would be noticed immediately. For these missions they are often provided with a high powered anti-material rifle with enhanced scope, all the better to provide accurate telemetry or to put away key targets of opportunity.

This isolating behaviour often causes the platoon commander to take on both a sour streak and somewhat of a myth and legend. The stories of lone warriors skimming past hordes of Greenskins to place a well aimed shot into what passes for the brain-pan of a war-boss, or a single sniper round that has ended the rampaging Tyranid synapse beast, make for grand tales and even better propaganda.

DROP TROOPER SQUADS

Although they differ in their method of deployment from the more common rank and file Astra Militarum squads, more likely to drop deep into enemy territory using grav-chutes from high altitude or via attack craft than marching straight up to the front lines, some organizational aspects of Elysian Drop Troop squads remain firmly based upon the tenets of the Tactica Imperialis. Their regiments still utilize the standard squad composition of a sergeant leading nine Imperial Guardsmen, interspersed with additional specialists trained in the use of assault weapons, vox equipment and demolitions. All Drop Troopers will also be armed with lasguns (Accatran pattern, Mk IV), supplied with five power cells.

Frequently, the deployment of Elysian Drop Troops is preceded by a prolonged orbital- or ground-based artillery bombardment hitting deep behind enemy lines. Although this can reduce the threat the Elysians will face upon landing, they will still have to overcome the effects of the bombardment by their own forces. The region they land in will almost certainly now be treacherously cratered and covered with a thick bank of choking smoke or toxic chemical smog. Elysian Guardsmen are therefore meticulous, sometimes to the point of obsession, in regards to the condition of their pressure suits as the slightest tear or snag will be exacerbated tenfold as the air whips past their bodies during a descent.

Elysian Drop Troops are generally issued with Type 5 pressure helmets, which incorporate both pressure equalizing ear protectors, to prevent the Elysian's ear drums rupturing during high altitude grav drops, and also data display screens within their visors. These vid-screens are particularly essential for relaying data during a descent, keeping the sergeant apprised of the location of his men as they land, and providing up to date intelligence regarding enemy troop disposition within the vicinity, and also any alterations to their original orders.

If feasible, the squads may be dropped into combat via Valkyrie Assault Carriers, with their heavier equipment underslung below Valkyrie Sky Talons such as squad's heavier weapons or long-range ground scanners to provide targeting data should the craft be called upon to support ground troops.

RECON SQUADS

Most of the time, the only intelligence available to Elysian Drop Troops at the initial planning phase, if at all, are orbital picts. As such, commanders regularly insert reconnaissance elements to areas of strategic importance. While the Elysian Recon Squads are famed for conducting rapid reconnaissance behind enemy lines on their trademark Tauros, they are also more than capable of conducting foot reconnaissance and infiltrate via Grav-Chute and/or on foot into enemy territory depending on what the situation allows.

The Recon teams of the Elysian Drop Troops are experts at not only discerning targets of opportunity, enemy’s strength and position, but most importantly, assessing the terrain for optimal drop zones. They relay this information directly back to Regimental HQ laying the groundwork for the main force jumping in.

Once the drop zone has been confirmed, the Recon teams use Tracking Beacons to enable pinpoint precision drops, even in mid battle. The beacons allow the Drop Troops to land exactly on target – enabling a level of precision and shock tactic that has made the Elysian Drop Troops famous. When used properly, and especially undertaken by Veterans, it can utterly devastate a strong-point or rapidly capture critical objectives behind enemy lines.

Due to the nature of their mission, Recon Squads operate independently and far away from allied forces. As such, Recon Squads must carry special equipment to reach their objectives or extricate themselves quickly upon successful conduct of mission or contact with an overwhelmingly superior enemy. Such equipment can include Las-cutters to quickly slice through a bulkhead during an insertion onto a potentially hostile ship or even a Breacher Charge to blast through an armoured door. While Recon Squads operate independently, they can be supported by Sniper Teams that can maintain constant observation on enemy forces from afar or even take out critical targets when necessary.

RECON BIKE SQUAD

Like the Tauros, the Recon Bike Squads are the tip of the Elysian blade. They are the eyes of the Elysian Drop Troopers, first on the field to scout ahead and accurately pinpoint the most effective and lethal target to be hit by their sky-bound comrades. But unlike others within the regiments, they don't utilise a grav-chute to deployed from the air. They spend most of a campaign on the ground riding from one engagement to another on Recon Bikes and ATV's', scouting out the terrain and enemy movements as they go as part of the Recon element.

But their roles on the field are not solely limited to just forward reconnaissance. Its due to their lightweight and speed, Recon Bike Squads are often called upon to support troops fighting in battle. They can be called upon to speedily outmanoeuvre hostile units to reinforce friendly forces cut off far behind enemy lines. Once the enemy has been routed, Recon Bike squads are also used to pursue and destroy enemy stragglers. Always on the move, Recon Bike Squads can be depended upon for rapid and trustworthy intelligence, but also get into a fight when assistance is needed from a friendly unit.

STORMTROOPER SQUADS

Stormtroopers are specialist soldiers of the Astra Militarum. Selected from the elite of any drop regiment they receive extensive training in the use of infiltration, sabotage and demolition tactics. Part of the Drop Troops improved method of attack on enemy positions, men trained in these methods are also known as Shock Troopers but their name vary from planet to planet. One of the most famous name would be the Kasrkin, the special stormtroopers from Cadia.

The product of years of training and harsh battlefield experience, Stormtroopers are used for the most vital missions and are able to lay waste and devastation in the enemy rank. Thanks to their equipment quality far exceeding the standard of most Imperial Guardsmen they are able to accomplish even the most harsh fighting and survive to tell the tale. Like the Tempestus Scion of the Schola Progenium, Stormtroopers specialize in covert operations, spearhead assaults and grav-chute deployment. Those roles meshes perfectly with the more lighter Drop Trooper's favoured tactics, and they can work together to destroy targets deep behind enemy lines. Equipped with a heavy carapace armour and having access to the best weaponry available to the Astra Militarum, serving long enough to have the honour to join the rank of the Storm Troopers is a goal to every drop troopers.

Each squad of Stormtrooper Squads consists of veteran warriors. Protected by rigid armaplas and reinforced ceramite plates, Stormtroopers wield a sophisticated range of high-powered weapons that perfectly complement their shock assault role, and their discipline is such that they can direct their deadly firepower to absolute optimum effect. Like every Elysian soldiers, Stormtroopers are all volunteer from the best a regiment can offer and they endure a brutally uncompromising training regime, ensuring that only the most skilled and resolute amongst them join the ranks. The standard-issue weapon for Stormtroopers is the hot-shot lasgun. Each of these rifles is fitted with a potent external power cell, allowing them to penetrate thicker armour than the mass-produced lasguns used by rank-and-file Guardsmen. When deployed against armoured enemy infantry, Storm Troopers wield hot-shot volley guns. With a more powerful blast and extreme rate of fire, they are perfect for bringing down traitor Space Marines and Xenos beasts. If the mission require it, they can exchange their issued weapon for more versatile one, to fight in the enclosed corridors of a space hulk a shotgun for example can be issued to maximize the efficiency and reduce the risks of breaching the hull.

BREACHER SQUAD

Ever since the first steps into the stars Mankind had to face the cold and dark void of space. To fight in such a harsh environment and to protect their ships or destroy the Pirates or Heretics ones, Elysia and many other drop regiment call upon their Breacher squads. Utilizing the same recruitment method and training than the Drop Shock Troopers, the Breacher squads are more focused of boarding attacks and fight in enclosed space but can still be deadly in the open. Breacher are equipped with a modified heavy void armour that make them immune to the perils of the deadly vacuum of space. But this heaviness comes with a price, as Breacher are slower and can't wield as much heavy or specialized weapons as other lighter infantry. But they make up for that with more access to grenades and bombs that can be used to breach the heavier airlock as much as it can be used to destroy a tank or a fortification.

Contrary to the Stormtroopers who are highly regarded as the best troopers and are the goal of many drop troopers, the Breachers are viewed as daredevil who are always looking for a fight and tend to go as close to the enemy as possible before unleashing their weapons. Some Breacher even equip themselves with a boarding shield, a heavy piece of hardened metal giving them an even greater protection and allow them to get close to the enemy even under a rain of fire. Even with that kind of reputation, many recruits join the ranks of the Breacher every years as every drop trooper is already more or less a daredevil.

HEAVY WEAPONS

Heavy weapons teams provide vital supporting firepower for the drop infantry. Drop troops combat doctrine focuses on the use of these teams to suppress enemy infantry forces and scatter any attempts to organize resistance to the drop assault under a hail of fire. Due to the nature and complexity of combat drop, drop troops heavy weapons are limited to the weight they can carry with them. This limit restrict the type of weapons they can carry and the strength they can bring to the battlefield. Heavy weapons team are sometimes the only heavy firepower a deployed drop troops unit can count on but contrary to standard regiment who can field autocannon to fight light armoured enemy or lascannon to fight enemy armour, drop troops are limited to the infantry killer heavy bolter and mortar and the all rounder missile launcher.

Due to their size and bulk, each heavy weapon is crewed by a team of two troopers. Generally speaking, one crewman carries and fires the weapon whilst the other hauls and loads the ammunition. Even a single Heavy Weapons Team can unleash a torrent of devastating heavy firepower, reducing the packed ranks of the enemy to nothing but a pile of bleeding corpses in the time it takes to pull a trigger. Some squads use mortars to rain high-explosive shells upon enemy positions that would otherwise be out of reach, pinning down the enemy whilst fast-moving units move in for the kill. Other Heavy Weapons Squads act as fire support teams – armed with heavy bolters, they lay down a curtain of fire that can mow down packed ranks of infantry in a welter of gore whilst tearing apart light vehicles. When equipped with the largest man-portable weapons in the regiment, Heavy Weapons Squads are excellent anti-tank units. Such teams use missile launchers to pick out heavy vehicles, large alien creatures and other armoured targets.

SPECIAL WEAPONS SQUADS

Most regiments maintain a separate support company dedicated to providing infantry platoons with troops armed and trained to fulfil a number of specialist roles. These six-man squads may be equipped with breacher charges, flamers, grenade launchers, meltaguns, or a combination of weapons, each suited to a different style of warfare. Regardless of their configuration, each Special Weapons Squad is deadly on the battlefield. Typically, three lasgun-armed Troopers will provide covering fire, allowing three armed with specialist weapons to unload upon the enemy.

SNIPER TEAMS

Unlike Recon teams the Sniper Teams have a specific Objective in mind. Once Dropped onto a target, usually at night and at a distance from their ultimate objective. The sniper team navigate silently and unseen by anyone to their objective. Once there setup and begin to Observe and wait for their pray. Sniper Teams are trained extensively to be patient and have a focused mentality guided by a specific objective. They can wait for days far behind enemy lines simply waiting for the perfect shot. The Mk IVe Accatran Pattern Modified Sniper Rifle is used expertly buy the Elysian Sniper Teams, trained extensively on precision shooting to ensure that it truly is ‘One shot, One Kill’. The Sniper Teams are often used for specific target elimination missions alone and without support. They can also be used in a battle setting. Dropping with fellow Troopers into battle. Having the ability to fire with precision, at long range, at specific targets, even from a sniper team is beyond welcome by a commander. Especially when the closest thing to artillery you have is man portable Mortars. With the Sniper’s ability to pick out high ranking officers and eliminate them in the heat of battle this can leave enemy troops without guidance and the Elysians can then take advantage of the chaos that follows. ‘Decimation Squads’ in D-99, have seen great effectiveness with using this tactic when combating Tyranid Xenos and had begun to identify specific targets to eliminate first to disorient or break the cohesion of the Tyranid forces allowing other units to be used more efficiently in destroying the uncoordinated remaining units.

DROP WEAPON PLATFORMS

Drop Weapon Platforms are an Imperial weapons delivery system used to deploy a multitude of portable weapon emplacements and other support equipment at rapid speed. The more traditional rank and file of the Astra Militarum traditionally deploy them to defend larger weapon emplacements, frontline fortifications, and mission-critical objectives. However, these have become widely adopted by Drop Troop regiments who have found a greater use of their versatility and effectiveness by using it to secure landing zones for mass drop deployments onto the battlefield. At a minimum, they are deployed in pairs to secure a primary defensive line but can be sent down in any number to establish a perimeter of any size and shape.

The platforms carry only veteran Drop Troop gunners, each chosen from the most experienced in their ranks. This because not only is it their job to hold back the enemy until their brothers can land safely and reinforce them, but they are also the last to leave as they are required to secure all lines of extraction, even sacrificing themselves if needed be.

DROP VETERAN SQUADS

While drop troops provide the vast majority of manpower and major component of the Elysian Regiments the Veterans are without question the core of every Drop Force. After completing multiple drops and distinguishing themselves the Trooper will be given Veteran status. These Veterans have seen most of what the enemies of Man have to offer and are not easily shakeable. The training of the Elysian Drop Troops is extensive and provides excellent light infantrymen, add to this the experience of multiple tours of duty and the Veterans are a unit that can not only be relied upon to complete a mission but frequently are required to carry victory. They have experienced the white-hot heat of intense combat and have learned how to survive in even the thickest of battles. The Veteran core are used to supplement different specialist groups like Recon Squads and other units sometimes as sergeants in command of White-Shields. The veteran drop troops are quite possibly one of the most useful and versatile units a General or commander can have under their command. It can never be understated the effectiveness of these troopers when used correctly. A favoured tactic of the Elysians is to drop Veterans onto a strategic objective to capture and hold till more reinforcements are vectored to support. They are regularly relied upon to hold crucial areas of a battle line or used as a 'flying company' to be used as an injection of force to push back an assault or to hold a failing position. It is extremely unlikely, if not unheard of to see an Elysian Drop Force without a couple of Veteran Squads. This even holds true when a Regiment has returned to Elysia to refit and rearm from a bloody and disastrous campaign.

"Sergeant, you may enter"
Sgt Zachariah marched into the Colonel's office, and slammed his foot into the position of attention, wincing even as his arm raised in salute as a sliver of mud skipped across the room. In any other Regiment, that would have warranted latrine duty, or even double guard shifts. But here it solicited only a muffled chuckle. The colonel was old guard, after all, forced into promotion after a grav chute malfunction damaged his spine. Zachariah often liked to wonder whether he'd prefer life as an officer or not, constant hot meals, but no more drops? Today, he decided no, he liked where he was just enough.

"Sir. Have you read my report?"
"At ease, Sergeant. Yes, I have. So, you pulled a Forlorn Hope drop into what turned out to be a heavy defended hostile emplacement, took your primary objective and left open an easily defensible landing point for when the cavalry arrived. Impressive work! Forlorn Hope is supposed to be impossible odds, I certainly wouldn't bet against you"
"Thank you sir, but I can't..."
"Yes, the APC, fill in the gaps for me there Sergeant"

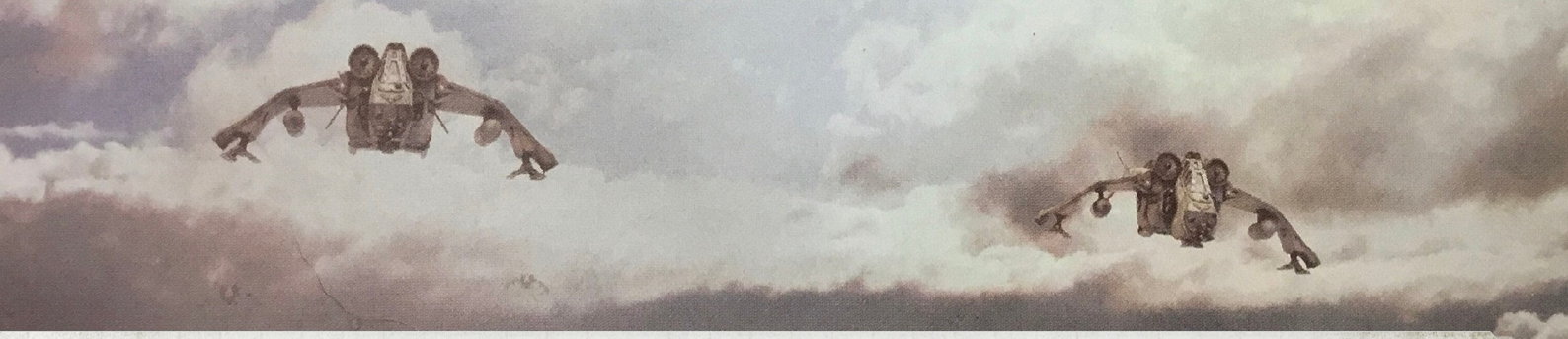
He knew well enough what happened, the man was intricate in his work. He'd already have read dispatches from 3 other units, and probably even a civilian eyewitness account before a Valkyrie had even touched down. As ever, his face was stoic, the man had an officers tact. Or a guardsman's discretion. Maybe one day he'd figure out which.

"So, we touched down into a hot DZ, Armbab took a stubber ricochet to the shoulder before he hit the ground. I left Cpl Ramirez to tend to him, while we fanned out and pushed to the bridge. We were taking fire from an APC, so I cracked a shot off to crack the viewing slit while Adullam flanked and knocked it out with a satchel charge."
"How did you know the satchel charge wouldn't destroy the bridge?"
"Educated guess, sir?"
A beaming smile erupted across the table. "Like I said Sergeant, Lucky. Impossible odds and taking one casualty, which was field dressed. Get some R&R, you've all earned it."

Zachariah turned to leave

"One more thing, Sergeant." The colonel's expression turned stern "the Munitorum has raised a complaint, apparently you are using a non-standard issue barrel. Of course, this is in breach of regulation, and I must investigate. That said, it wouldn't be fair to do this before you get a chance to clean your gear, would it?" he said as he gestured towards the mud halfway across the floor "say 0600? I'll have to carry out a contraband inspection straight afterwards, but could you do an old soldier a favour and inspect the bunk bed posts for me beforehand, my back and all?" The sly smile returned, and was mirrored this time. "That will be all, Sergeant"

Zachariah snapped a salute off, and marched out of the room. The old Colonel might not be able to walk unassisted any more, but he was like a Red Grav-kite with it's wings clipped. No one in their right mind would mess with his young. Maybe being an officer wasn't all bad...



SENTINEL WALKERS

The Sentinel is the Astra Militarum's standard issue light combat and scout vehicle. Widely used by most regiments for a variety of battlefield and rear echelon tasks, the Sentinel is one of the most common vehicles deployed by the Imperial Guard.

It is a single-seater, all-terrain walker, and its articulated legs and feet mean it is capable of traversing even the most treacherous terrain ; from jungles and deserts, to swamps and ice fields the Sentinel can go almost anywhere. Being a walker its lacks the top speed of tracked or wheeled vehicles but, at need, it can run – much like a man. Amongst Guardsmen, Sentinel pilots have gained a reputation as rogues and mavericks. Often called upon to operate independently of higher command, Sentinel pilots become individualistic, relying on their initiative, traits not generally encouraged in Astra Militarum troops.

Sentinels operate in squadrons on one to three vehicles, but are also fielded en-masse as entire companies. Their primary rôle is reconnaissance, ranging out in front of Astra Militarum columns to locate the enemy, but they are also used in many other roles. As light combat vehicle, equipped with a single heavy weapon, they can provide valuable mobile heavy weapons support for infantry. Equipped with hunter-killer missiles, they become an anti-tank weapon, although they are more commonly used for security duties, patrolling around supply dumps, headquarters and airfields.

There are many different patters of Sentinel, with each generally being armed differently. For example, the ubiquitous Mars pattern is armed with multi-laser, the Catachan patter carries a heavy flamer for jungle clearance, the Cadian patter has an autocannon, and the Armageddon pattern has a lascannon and a fully enclosed cockpit to protect the pilot from toxic environments.

DROP SENTINELS

The Elysians' Drop pattern Sentinel is equipped with either a heavy bolter or multi-melta, and will have had modifications made to its power plant and cab to allow it to fit inside a Valkyrie once its legs are folded away. The Sentinel can be launched from the Valkyrie and landed via a grav-chute with the rest of the troops and for the Elysian Drop Troops, who lack many of the Imperial Guard's heavier weapons, Drop Sentinels are vital, providing both mobile fire support and anti-tank firepower.

Generally the Elysians do not use Drop Sentinels as scouts, rather they are attached directly to infantry platoons as heavy weapons support, such as when the 23rd regiment's Drop Sentinels were heavily engaged during the assault and subsequent defence of Hydro-plant 23-30. All of the regiment's forty-two vehicles were destroyed during the three day battle.

SENTINEL POWERLIFTER

Also operating behind the frontline, Sentinel Powerlifters are not combat vehicles and do not have any weaponry as such. They are a utility vehicle, used by rear echelon units for loading and unloading supplies at Departmento Munitorum storage depots, amongst which they are a common sight, stomping backwards and forwards carrying crates of ammunition and pallets of supplies.

This Sentinel's only "weapon" is its heavy powerlifter, which has strong hydraulic claws easily capable of crushing a man. To counterbalance this weight, each Powerlifter has a large counterweight mounted to its rear to prevent it tipping forwards whilst carrying heavy loads. Powerlifters are often used on airfields and space ship flight decks to arm aircraft before missions, carrying missiles and ammunition from the magazines to the waiting aircraft. Artillery positions also sometimes use them for moving heavy ammunition, and they are occasionally called upon to defend the guns during infantry charges, but this is a desperate last measure.

TAUROS

The Tauros is a sturdy built all-terrain vehicle, often used as a utility vehicle or tractor on frontier worlds. Similar vehicles are not uncommon within Explorator teams and some have also been used in combat by gangs of brigands, marauders and rebel factions. In fact so versatile is the vehicle that some have been adopted for military service by Astra Militarum regiments.

Elysian Drop regiments have adapted the Tauros for airborne operations, stripping out any excess weight so it can be easily transported inside a Valkyrie or below a Valkyrie Sky Talon. With the two-man crew already onboard, a Valkyrie Sky Talon will skim in very low, hover and then release its magnetic clamps. The Tauros will drop the last short distance to the ground, its reinforced shock absorbers taking the heavy impact. This way the Tauros can be quickly dropped directly into combat, where their heavy weapons are a welcome addition to the lightly armed drop troops' arsenal. They can also be carried deep behind enemy lines for far-ranging reconnaissance missions and surprise 'hit and run' raids. For these missions the vehicles will be arraying a significant amount of extra equipment : weapon power packs, camouflage netting and hunter-killer missiles as well as crew weaponry and supplies. This allows squadrons to operate without further re-supply and cover the greatest distance before being extracted and returned to base.

The Elysians field two versions of the Tauros : the basic four-wheeled vehicle and a larger, more heavily armed six-wheeled vehicle, called the Tauros Venator. One notable feature of both Tauros models is their high-yield galvanic motors, meaning that the vehicles do not have the usual multi-fuel engine, which is both loud and dirty and often gives away a vehicle's position, but hum along instead driven by electrical power. These motors are very efficient and highly stable, and aren't prone to mechanical failure (a useful attribute when operating deep behind enemy lines) and there is no need to carry weighty extra fuel. The motor will run for days before it needs re-charging, and power is supplied to each wheel independently, meaning each will keep turning when others are damages or destroyed.

Each Tauros has a crew of two, a driver and a gunner who mans the single pintle-mounted weapon. This is usually the Tauros' own rapid firing grenade launcher, although some vehicles are equipped with heavy flamers for close support.

The heavier Tauros Venator includes a small, powered rear turret. This turret is armed with twin multi-lasers, which draw power from the vehicle's many auxiliary galvanic cells. The multi-lasers can also be replaced by lascannon, with each squadron generally operating with one lascannon-armed anti-tank vehicle supporting two vehicles with standard armament. The drop regiments have also adapted the Venator with additional hard points to mount two hunter-killer missiles.

TAUROS MEDICAE

Due to the nature of the Elysian Drop troops being regularly deployed behind enemy lines, the available resources are regularly in high demand. With resources stretched it is not about getting more but more efficient use out of what there is. To this end some commanders have modified the Tauros Assault Vehicle to a makeshift Medicae truck. While the facilities aboard are effective in the healing and care of wounded Troopers, it however lacks the more sophisticated Medicare bays common in regimental headquarters or on Void capable ships. Because of this the Medicae Tauros has inbuilt long range comms that work on a different frequency than the regular regimental Vox units. These Vox units link
directly to the CASEVAC Valkyries and Arvus Lighters. This enables the Medicae to effectively Triage the wounded. Heal and patch up the least wounded in the field and have rapid evacuations of the most servery wounded Troopers. The simple fact of having large amounts of medical equipment speedily moved to where it is needed most, coupled with the independence leaves the Commander without the need to think about CASEVACs and can concentrate on fighting.

TAUROS MAXIMUS

The Elysian Drop troops of all the Regiments of the Astra Militarum have a deep-seated knowledge of force application. Being Para/Shock Troops, the application of men and material are high on the list when planning a Lift. One factor that was regularly overlooked was the redistribution of forces once the Drop was completed. Quickly the Elysians learned it was pointless having such highly mobile troops only to be fixed in place once inserted. Thus, the idea of the Maximus was born. With the removal of many systems dedicated to weapons, this has left a very large space in the rear of the Vehicle. The space has a central cage to secure heavy weapons in a recess in the floor, Seats that can accommodate troopers and Ogryns alike. The ability to rapidly redeploy and even send out raiding or scouting parties using the Maximus is highly favoured by many Commanders on larger scale operations.

AUTOMATED WEAPONS

CYCLOPS DEMOLITION VEHICLE

The Cyclops is a small, tracked armoured vehicle used for battlefield demolitions. Inside its hull sits a large demolition charge that can be triggered by a vox signal which, when the charge explodes, destroys not only the Cyclops but hopefully takes its target with it.

Each Cyclops has a single controller – a guardsman who has been trained to operate the remote control device and guide the vehicle to its target. The Cyclops' primary function is to attack enemy bunkers, strong points and obstacles, but in the field troops have found it can be used to attack other targets.

Cyclops are therefore commonly deployed for minefield clearance and to destroy obstacles such as tank traps and razor wire. They have also been used during street fighting to attack enemy-held buildings or targeted at structural weak points on bridges. Although not designed for the task, the demolition charge is also large enough to damage enemy vehicles. Cyclops' small size means it can be transported inside another vehicle. For example, both Chimera and the Crassus armoured assault transport have the capacity to carry two within their hulls.

Even a Valkyrie can carry a Cyclops inside its hold. Air mobile Cyclops have been used by Tempestus Scion units as sabotage weapons, landed behind enemy lines with a single controller who guides the vehicle to its target, be it an ammunition dump, road bridge or enemy command bunker. The Cyclops is a specialized piece of equipment and not in common use. They are usually only issued to units as and when they are needed, but when they are deployed they are well liked by infantrymen, relieving them of many hazardous tasks.

TARANTULA SENTRY GUN

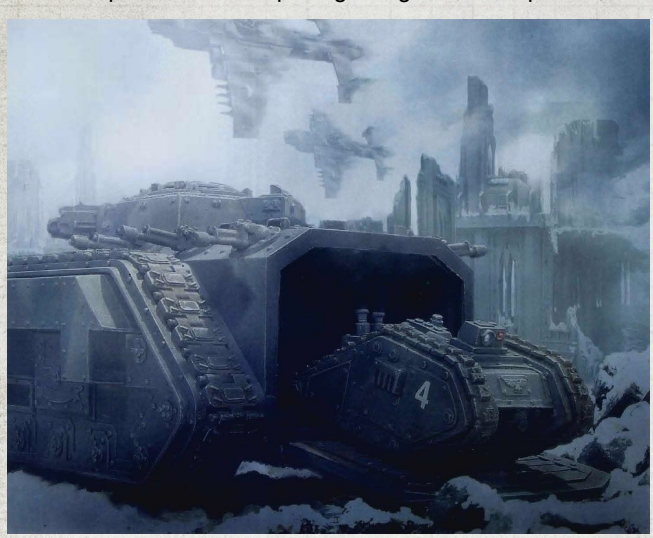
Based upon ancient Imperial technology, sentry guns are automated weapons systems which for a beleaguered force low on manpower, or stretched thinly through the streets of an urban battlefield, can literally be a lifesaver. Able to operate independently without the need for a controller due to their machine spirit-infused simple logis engines, once placed, set And armed their systems remain constantly vigilant, keeping guard over an assigned area day and night, needing neither sustenance or rest. Then when an attack comes, the sentry guns burst into life, methodically gunning down anything that approaches them until they either run out of ammunition or are destroyed.

Known also as Tarantulas, the origin of this moniker has long since been lost in the depths of time, although it is fair to assume that their multi-legged construction can be attributed in part to this. Veteran Guardsmen in particular are said to venerate these arcane devices bases, on ancient STC data, which will have undoubtedly saved their lives on more than one occasion. It is not unheard of for dedications to the sentry gun's machine spirit to be found reverentially placed around it, a practice that is frowned upon by most Imperial commanders and commissars have been known to issue severe penalties to anyone caught participating in such acts of unsanctioned worship.

Sentry guns are used in a variety of roles, and are often placed to cover approaches to key positions such as roadblocks or to defend a perimeter from surprise attack. These are many types, the most common by far being those equipped with twin-linked heavy bolters or twin-linked lascannon, which are deployed in anti-personnel and anti-tank roles respectively.

As a relatively light support weapon, Tarantulas can be carried in the back of a Chimera of Rhino, and are also often used by Tempestus Scions and Drop Troops rapidly deployed from the rear of a Valkyrie. They can even be packed in crates and airdropped vie grav-chute into battle zone, enabling troops to be freed up from rear defence duties as Imperial front lines march steadily forwards.

Having proven their usefulness in war zones wherever the Astra Militarum have fought across the galaxy, other branches of the Imperium also occasionally adopt their use. This includes the Space Marines and Adeptus Arbites, who as well fielding them with standard issue technology, may also arm them with some of the more exotic weaponry available from their armouries.



AIRCRAFTS

AVENGER STRIKE FIGHTER

The Avenger is a dedicated strike fighter, intended to conduct high-speed, often low-level attack runs on ground targets, with formations of enemy armoured vehicles and high-value strategic targets such as munitions and supply dumps its principal prey. Its firepower exceeds most other Imperial aircraft of its size, and in particular the Avenger bolt cannon around which its hull is formed is responsible for the fighter's enviable reputation as a tank-killer.

The Avenger is an ancient design believed to have originated on Holy Terra during the Age of Strife. It passed into obscurity during the Imperium's early history until its rapid re-adoption by forces loyal to the Divine Saint Sebastian Thor in the bloodily escalating wars of faith and schism known as the Age of Apostasy.

LIGHTNING STRIKE FIGHTER

The lightning was re-discovered during the Saint-Sean Crusade, with the Fighter's STC template given over to the Mechanicus Lords of Cypra Mundi for dissemination. The Lightning's main role is as an air superiority fighter, a role it fulfils ably, but it can also double as a proficient multi-role ground attack craft by varying its payload.

The most extreme example of this is the Lightning 'Strike' variant, which replaced the ventral autocannon mount with additional Hellstrike or Hellfury missiles. These modifications allow the Lightning 'Strike' to effectively engage a variety of ground targets ; Hellstrike missiles for missions targeting armoured vehicles, and incendiary missiles when combating masses of tightly packed infantry.

THUNDERBOLT HEAVY FIGHTER

A heavy fighter that combines devastating strike potential with graceful speed and manoeuvrability, the Thunderbolt forms the bulk of the Imperial Navy's intra-atmosphere fighter aircraft. The Thunderbolt is a true workhorse, with a rugged and reliable design both venerated by its crews and respected by its enemies.

The Thunderbolt's versatile array of armaments enable it to tackle all manner of missions. Depending on requirements, this can include Titan hunting and ground strikes, yet the Thunderbolt's main role is that on an air-superiority fighter, engaging enemy fighters in dogfights or hunting down enemy bombers. The Thunderbolt can be further augmented by hard point-mounted bombs or Hellstrike missiles, increasing its strike potential.

Thunderbolt squadrons vary in size considerably and can range from three-plane flight missions to squadron engagements of up to thirty aircraft. In most strike wings a handful of aircraft are flown by veteran pilots. These fighter aces are truly dangerous foes, able to predict the reactions of their prey with uncanny precision. Few such men survive beyond one or two campaigns as they commonly draw the most dangerous duty on missions where only the most experienced airmen could hope to prevail. As such those individuals who emerge time and again from the hell-forge or war are heroes to the rest of the Imperial Fleet, with personal legends that will last far beyond their lifetime.

The Fury pattern Thunderbolt is mounted with twin Avenger Bolt Cannons on its nose in place of a pair of twin auto cannons. This allows for a blistering rate of fire, with very few things being able to outclass it, such as the Vulcan Mega Bolter mounted on the God-Machines of the Adeptus Mechancius. With its .75 calibre diamantine tipped bolt rounds, it leaves a swath of destruction and terror amongst enemy infantry, though that is usually not its primary target. With its mass-reactive explosive shells, these Avenger Bolt Cannons wreak havoc among light and heavy armour, cementing its blood soaked reputation as an effective tank-killer. In aerial dog fights a Thunderbolt fury is a force to be reckoned with, with its hail of bolter rounds able to shred through enemy aircraft, making up its lack of accuracy with a deafening barrage of shots.

ARVUS LIGHTER

The Arvus is a small utility cargo shuttle used by ships of the Imperial Navy for transferring supplies or small units of personnel from ship-to-ship or planet-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with two powerful engines for carrying heavy loads. The Arvus has no armament; it is not a combat vehicle and is not expected to engage the enemy.

Commonly seen on the launch decks of large Imperial Navy ships, the Arvus is just one of a wide variety of shuttles, lighters, brigs, dories and pinnaces employed by the Imperial Navy for routine work. When required the Arvus can stand in as an assault boat and can transport a squad of infantry or a small boarding party.

AQUILA LANDER

The Aquila Lander is a light personnel shuttle used by the Imperial Navy to transport dignitaries, officials and other important personnel from ship-to-ship or from orbit to a planet's surface. It is not a combat aircraft and each is only armed with a single nose-mounted weapon for self defence, although it is well armoured for the protection of its important passengers.

VALKYRIES

The Valkyrie Assault Carrier and its sister gunship the Vendetta are well-armed, twin-engine attack craft. The durable armour and versatile payload of the Valkyrie chassis combine with the aircraft's powerful engines and stable handling to make it a popular choice for a broad spectrum of battlefield roles. Sporting a troop transport capacity on par with the ubiquitous Chimera, the Valkyrie is often used to swiftly redeploy squads of infantry. Strikes at key targets by cadres of Tempestus Scions, reinforcement of buckling battle lines by grim faced bands of Veterans, even hasty transportation for ranking officers – all of these and more are the duty of the Valkyrie. By comparison, the Vendetta Gunship cuts its transport capacity to make room for additional fuel cells and servo-capacitors. Though these modifications subject unfortunate passengers to waves of noise and heat, this is more than made up for by the substantial up-gunning of the aircraft itself. A battery of lascannons jut aggressively from the Vendetta's wings and muzzle, a fearsome payload for an aircraft of its size which permits the airborne hunting of heavy armour and monstrous beasts alike.

With a few notable exceptions, most Imperial Guard formations will have small numbers of Valkyries and Vendettas attached to them on a temporary basis; such craft are, first and foremost, the property of the Imperial Navy. During extended ground operations, however, they are usually repainted to match their assigned regiment, and their pilots report directly to that regiment's senior officer. With vectored engines permitting vertical take-off and landing, these versatile aircraft can twist and turn through the rigours of low-altitude dogfights, or hover while troops rappel from their holds. Alternatively, every Valkyrie and Vendetta is equipped with sufficient grav-chutes for all passengers, allowing expedient, if hazardous, high-speed deployment. These aircraft have a storied history of service alongside Imperial infantry and armour regiments, and are sometimes referred to by Imperial Guardsmen as the Wings of the Emperor.

Certainly those Guardsmen who have seen a ravening Carnifex cut apart from on high by a Vendetta's lascannons, or been lifted from the path of an onrushing Ork horde in the rugged confines of a Valkyrie, have nothing but respect for these exceptional aircraft.

VALKYRIE SKY TALON

The Valkyrie Sky Talon is a variant of the airborne assault carrier, a support aircraft used for heavy lifting in combat theatres. It is a stripped down version of the standard airborne assault carrier, with the transport compartment replaced by the magnetic lifting clamps. In between these clamps a single Tauros or two Drop Sentinels can be transported to the battlefield and dropped (from very low altitude) for immediate deployment into combat.

The Sky Talon has a single crewman, its pilot. The second navigator and weapons operator is not required. The Sky Talon is armed for self-defence and to assist the other assault carriers as they rake the drop zone to cleat it of the enemy. As standard it is armed with a nose-turret mounted heavy bolter for anti-personnel fire and two Hellstrike missiles under the wings for anti-armour. These can be replaced with multiple rocket pods as the mission requires.
Despite the Sky Talon's armament, combat is not its usual battlefield role. Its job is to deliver its passengers quickly and safely, then escape to a safe distance and stand ready to return for the extraction mission. It would be a foolhardy pilot that exposed his aircraft to combat for too long and therefore compromise the Elysians' ground units' ability to withdraw.

The Sky Talon can also carry a large supply drop pod. Drop troops operating behind enemy lines are always in need of re-supply, traditional ground supply units being unable to reach them so the Sky Talon must fly in low and fast to deliver supply pods to them.

FLIGHT LIEUTENANT DYCE VANDER

119TH DUST DEVILS

A veteran of countless campaigns, Flight Lieutenant Dyce Vander of the 119th Dust Devils has a reputation for getting his passengers into and out of tight spots. There are few things as uplifting to an Imperial infantryman as seeing a Vendetta Gunship's distinctive silhouette against the sky overhead. It means close air support, and the wrath of the Emperor about to be unleashed upon their enemies, or literal deliverance from the hell of battle. This is the salvation Dyce brings, and it is one he has become very good at dispensing.

Attached to the 17/23rd Elysian Drop Troops assault wing during the second Taros war, Dyce braved countless hot landing zones to get troops on the ground. This bravado cost him, and Dyce was wounded no less than eight times in the campaign, each time still getting the job done despite his injuries. This grit is nothing new for Dyce, as on Absolom XII, attached to the Vanaheim 92nd, he had taken a needle round to the knee fighting the Aeldari, while on Cagen Secundus, carrying a crew of Golden Tiger Tempestus Scions, he had to ditch in the middle of an Ork mekyard, only just getting extracted before the Greenskins could reach him and tear him apart. Troops who fly with Dyce learn that no matter how much weapons fire they are taking, they can count on him to get them out of it.

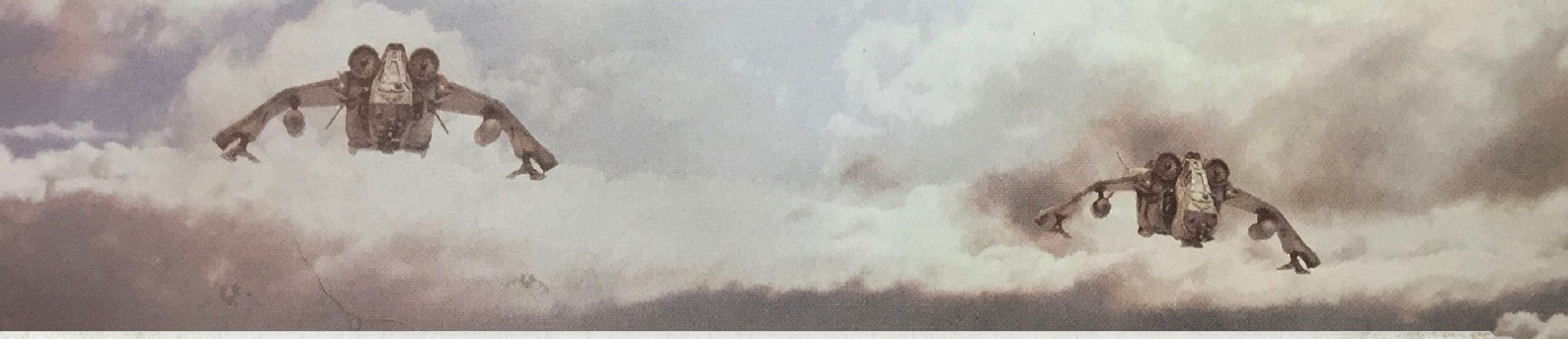
VULTURE GUNSHIPS

Closely related in design to the Valkyrie assault carrier and its variants, the Vulture is a purpose built gunship ; a high-speed, low-level weapons platform and roving hunter-killer able to mount an extraordinarily wide range of payloads to carry out its assigned mission. Built in large numbers on the forge world of Voss and other strategic locations, new Vulture are always in high demand by Naval support squadrons in the Imperium's countless war-zones.

Commonly assigned to fly close protection for air-to-surface transport operations and planetary invasions, Vulture are also often chosen over the less flexibly-armed Vendetta for deep-range attack missions, ground strafing assault against massed infantry and in urban environments where their manoeuvrability can come to the fore.

Like the Valkyrie, the Vulture is operated by the Imperial Navy and attached to Imperial Guard units, particularly Drop Regiments lacking heavy armour and artillery support. The Vulture is operated by a crew of two, a pilot to fly the craft and a weapons operator to aim and fire its armament. A single Vulture will typically fly in support of a flight of Valkyries whose variable weapon configurations allow a variety of missions to Be fulfilled: anti-tank, infantry suppression or bombing enemy strong points. They often remain after the Valkyries' passengers have disembarked and the transports have retreated acting in a direct air support role, aiding the drop troops in tougher fire fights. Although they can mount extra fuel tanks to accompany Valkyries on long-range operations, this does reduce their weapons payload.

The standard armament on the Vulture is its nose-mounted Heavy Bolter, with four wing hard-points, along with Extra Armour and a Searchlight. The two inner wing hard-points, besides extra fuel tanks, typically mount twin-linked Multi-lasers, although these can be replaced with Lascannons, Missile Launchers, Autocannons, or Rocket pods. The two outer wing hard-points, besides extra fuel tanks, typically mount two Hellstrike Missiles, but can also be replaced with two Hellfury Missiles, two Rocket Pods, two bomb racks for a total of six Heavy Bombs or Heavy Smart Bombs, or two missile racks for a total of six Hunter-killer Missiles. For extreme firepower, the Vulture can replace all of its wing-mounted munitions for a twin-linked Punisher Gatling Cannon, while all gunships can be modified with additional upgrades.



MARAUDERS

Sturdily built and boasting a colossal payload for its size, the Marauder is the archetypal heavy bomber of the Imperial Navy. Powerful engines and capacious fuel tanks give the Marauder a substantial operational reach and, furthermore, allow bomber squadrons to operate effectively in times of sporadic resupply. Like all Imperial aircraft, Marauders come under the command of the Imperial Navy, not the Astra Militarum, and are often based on orbiting spacecraft as they can operate in the vacuum of space. In prolonged campaigns, Naval airbases will be established on the ground, and due to the Marauder's long range these can be far from the frontline, safely away from enemy attacks or, better still, on another continent.

While a Marauder is considered mission capable for all manner of strike sorties, it is most commonly deployed to demolish strategic targets. Squadrons of Marauders regularly fly deep into enemy territory to attack a designated objective: Supply dumps, troop convoys or other vital targets, before exiting the combat area under cover from Thunderbolt fighters. Such is the ordnance at each Marauder's disposal that a single aircraft is capable of blasting a column of infantry into sheer bloody ruin within seconds of its target registering the tell-tale drone of the Marauder's engines.

MARAUDER DESTROYER

The Marauder Destroyer is the ground attack variant of the Marauder Bomber. Specializing in low level attacks, it has a reduced bomb payload in favour of direct firepower from its six nose-mounted autocannon and eight underwing Hellstrike missiles.

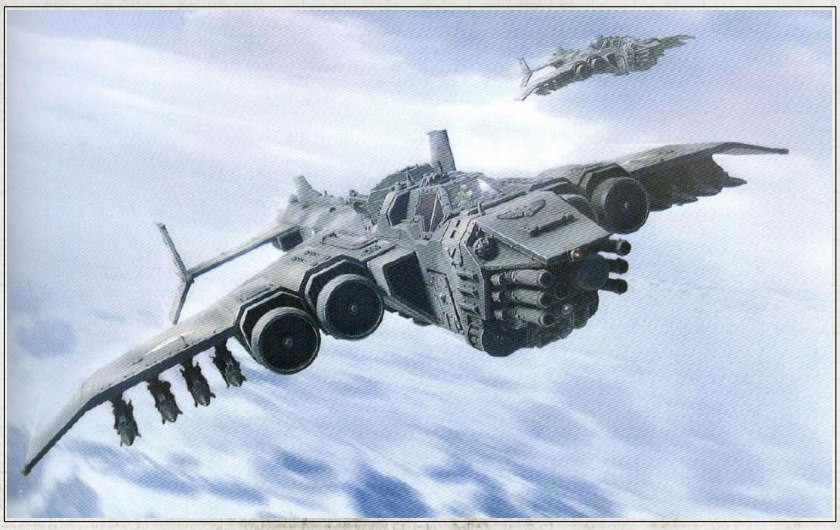
Developed during the Second Armageddon war, the Marauder Destroyer was refitted for night operations, and armed to strike with precision at key targets with overwhelming firepower.

FLIGHT LIEUTENANT GALLUS BARRET

A graduate of the Aeronautica Primus Academy on Bakka, Flight Lieutenant Gallus Barrett was among the top of his class. This pedigree ensured him a place with the famous Bakka Blue Devils, one of the most prestigious Marauder Bomber wings in the entire Segmentum Tempestus. Arrogant and distastefully self-assured, Barrett joined the Sigilian Crusade into the Veiled Region. During the years of that Crusade, intended to quell a growing threat from the Necron tomb world of Tyr, Barrett chased glory at the expense of all else. At first, his daring raids against Xenos crypt-fortresses won him acclaim from his commanders. Even against a foe as deadly as the Necrons, Barrett's command of the Blue Devils 47th Bomber Squadron won through time and again.

All this was to change over the tomb spires of Martex Grandis. A failure of Imperium intelligence saw Barrett's Marauders flying directly into the waiting flak matrices of Martex. In the space of 20 minutes, the Blue Devils were torn apart by arcing energy beams from below, the Xenos weapons plucking them from the sky. Only by luck did Barrett's bomber limp back to base, though his entire command had been destroyed. To cover up their own mistakes, Barrett's commanders placed the entire mess at his feet.

For a time Barrett was a broken man, finding solace in the bottle, and all but giving up his command rather than face another Martex Grandis. Fortunately for Barrett, the Navy does not give up on its resources so easily. Command shipped Barrett out for Rynn's World, where he joined the 17th Bomber Squadron of the 672nd Fighter Wing, and took part in the reconquest. Over Sulphur River the Flight Lieutenant would find salvation, walking the path to redemption with every Ork target smashed, and each successful sortie completed.



REGIMENTAL ADVISORS

COMMISSARS

Every Imperial citizen recognises the distinctive cap and greatcoat of the Commissar, whether from hab-block propaganda frescoes or grainy Munitorum recruitment picts. To the masses of Humanity, these men are symbols of Imperial authority whose sole remit is to ensure that all do their duty in the Emperor's name. Yet the truth of these high-ranking officers is rather more complex.

Commissars are recruited from amongst the students of the widespread Schola Progenium. While the majority of the Schola's wards go on to become Adepts or join the Militarum Tempestus, only the best of the best will be recommended for service in the Officio Prefectus. Inductees must have absolute faith in the Imperium. They must display the proper levels of sincere totalitarian idealism. They must be able to fight as well as any hive-spire duellist while fulfilling the conflicting roles of merciless taskmaster and inspiring hero with equal ease. It is further the duty of a Commissar to learn the culture and customs of the regiment to which he is attached. He must command equal respect whether assigned to dutiful Vostroyans or hard-bitten, insular Catachans. Should discipline or morale falter, it is the task of the Commissar to take whatever steps are necessary to restore order, and to do so in the absolute knowledge that his actions are just. Under the steely gaze of such a man, Imperial Guardsmen are inspired to deeds they never believed possible. In extremis, a Commissar must be prepared to execute wavering soldiers or incompetent officers without a moment's remorse; Few things enforce discipline better than a malcontent or coward being shot dead for their failings, and this message is all the stronger when a mass-reactive bolt shell sprays a Guardsman's brains across his horrified comrades in a shower of gore. Such an unflinching display of a Commissar's authority ensures that the first soldier who tries to flee from battle is invariably the last.

LORD COMMISSARS

Amongst the ranks of the Officio Prefectus there are many heroic individuals who have become legend through their deeds. Some of those paragons may achieve the rank of Lord Commissar. Where a Commissar will be attached as an ancillary officer to a company, fulfilling his charge under the tactical direction of the Company Commander, a Lord Commissar will often lead the soldiers he oversees into battle. In this role he is more than capable – after decades of service within multiple regiments, a Lord Commissar has experienced first-hand the various ways in which the strengths of the Astra Militarum can be put to effective use. A Lord Commissar may be placed in command of soldiers about to enter a particularly nightmarish war zone. At other times, he will assume the position of senior officer after executing the standing Company Commander, whom he has judged and found wanting. A Lord Commissar is expected to exemplify everything the Imperium strives toward, while still discharging his duties as a grim-faced arbiter of disciplinary retribution. Each is a fearsome warrior whose skill and experience in front-line combat makes them the match of heretical demagogues and Xenos warlords on the battlefield. As military leaders, they can appraise the battle lines of the enemy as swiftly as they measure the mettle of their own troops, punishing any weakness they see with merciless expedience.

OFFICER OF THE FLEET

An Officer of the Fleet is responsible for the coordination of aerial support for ground troops. As a junior commander of the Aeronautica Imperialis assigned to an Astra Militarum company, an Officer of the Fleet has the authority to direct the attack craft and personnel transports of the Imperial Navy. Under their guidance, squadrons of Valkyries are ordered to converge on designated targets where they lay down a fiery curtain of las-blasts and missile strikes. If a particularly high-value target cannot be reached by the Valkyries, an Officer of the Fleet can request a precision strike to be delivered by Aeronautica Imperialis vessels stationed in low orbit above the battlefield. With but a few calm words over long-range vox, Marauder bombers descend from the stratosphere to drop their explosive payload on top of the unsuspecting enemy.

ABHUMAN AUXILIARIES

DROP OGRYNS SQUAD

Homo Sapiens Gigantus, or otherwise more commonly known as Ogryns. They are the towering abhuman shock troops widely used by the Astra Militarum on the battlefield. Ideally suited to striking fear and wreaking havoc on the enemy's forces, none have made more creative use of them than the Elysian Drop Trooper's command structure.

Drop Ogryns (affectionately named by their Elysian comrades), are a rare breed from among their own, selected from the smartest and most resilient of their kind to act as brutal Shock Troops. Strapped into a remote-controlled grav-harness, Drop Ogryns will often find themselves deployed to the most hazardous and formidable enemy formations and lines; and unleashing havoc and destruction upon them. Their capability to cause excessive damage during these drops has led to Drop Ogryn deployments are commonly referred to as 'bombing runs'.

The Ogryns subspecies originate from a series of frozen desolate frozen worlds with a gravity far above Sol standard. These harsh conditions, in turn, created brutally powerful soldiers for the Imperial war effort. But their mutated evolution has also forced them to pay a cost intellectually, which has the benefits of making them loyal and easy to control but left them relegated to shock troops and bodyguards.

OGRYN BODYGUARD

Drop Troop regiments, as light infantry, have always been vulnerable to close combat attacks, and the officer Corps as a result have suffered significant losses as a result of quick strikes by fast close combat units. Following a doctrinal review, attempts to resolve this issue with close combat equipped command squads and even seconded crusader units by D-99 units proved insufficient. The solution presented itself during joint training operations between Cadian & Elysian units, when a particularly stubborn Ogryn refused to let their charge jump alone because “Them Heretics might try and kill the fancy man”. Attempts to calm, and then restrain the overzealous Ogryn proved difficult, until a ground crew technician had an interesting idea. A Drop Sentinel grav chute was more than sufficient to slow an Ogryn, was already automated for remote deployment, and was not too big or bulky for the Ogryn’s towering frames. Most of their training is focussed on overcoming the Ogryn’s characteristic claustrophobia, as training them on proper landing procedures has proven impossible. In fact, most Ogryns tend to jump out in the characteristic star shape, and land in this same position, (earning them the nickname “slaps”, for the noise they make on impact) although their hardy physique and lack of care for bruises makes this hardly an issue. While slow to react and incapable of true tactical awareness, Ogryn bodyguards have already proven their worth, as a good few heretic strike teams have attempted to infiltrate and destroy command elements, only to find themself face-to-face with a heavily armed and armoured 9ft tall muscled wall, and forward command elements are more than happy to give up “feet space” in their Valkyries for such dedicated bodyguards.

GENERAL SYCKAVA

A determined veteran of many battles and respected by his men. Commander of the 23rd Elysian Drop Troops during the Taros campaign. A hard fought war where the elements of the 4621st Imperial Guard Army engaged the T'au across the desert wasteland of Taros.

Amongst the ongoing resource and fuel crisis to keep the war effort going, General Syckava laid out the plans for Operation Comet. This mission was argued with other regimental commanders as to its success and usefulness. With the reducing supplies, the operation was christened and the water production of Hydro-Processing Plant 23-30 was the target.
The task was of massive importance to the continuation of the war, and was entrusted to General Syckava's men and women. The long idle drop troops were eager and waiting for battle. The aim was simple, to capture the processing plant and hold out long enough for reinforcements to break through and relieve them.

For the 23rd Elysian Drop Troops and General Syckava, three days was a very tight deadline to plan an operation, but his regiment had planned and executed many such attacks before and relied on that experience to get Operation Comet off the ground quickly. The objective was to seize Hydro-Processing Plant 23-30 by a lightning assault with pinpoint precision, largely intact with collateral damage restricted to a minimum. After all, the plant would be of no use to the war effort if, in capturing it, it was reduced to scrap metal.

Deciding to split his regiment in half and undertake two drops on the objective did not come lightly. Having to stagger the drops would make his troops vulnerable and prone to being overwhelmed. General Syckava was confident his troops could complete the mission.

General Syckava's next decision was whether this should be a daytime or night-time attack. By attacking in daylight his forces could do so with more accuracy. Night or day, losses in men and equipment were inevitable, but the advantages of daylight outweighed the advantages of a surprise night-time attack.

As the troops boarded their Valkyries it would be hard fought every inch of the way. Led by General Syckava the mission had to be a success for the war to grind on. Taking the garrison by surprise the troops moved in quickly and efficiently. Moving their way through low resistance they knew little of what was to come. T'au reinforcements borne in Manta drop-ships bolstered the defences and started to pin the dwindling Elysians of the first lift.

Knowing what was coming, T'au aircraft could intercept the incoming Valkyries of the second lift. Barracudas intercepted the vulnerable Valkyries swatting them from the sky, with troops falling into the boiling oceans of Taros. The second lift carried on but momentum was beginning to sway.

With the first lift losing ground, the situation became dire. With less reinforcements coming the Elysian 23rd would have to fight harder to prevail. Even after the coordination from Syckava the Elysians couldn't hold the ground and were pinned in the ruins. After a bloody and brutal war the Elysian 23rd were all but annihilated, with the wounded rounded up, including Syckava and sent to camps. It is unknown what happened to him afterwards.

It was through his determination and coordination that the mission was started. If Operation Comet was a success it could have swung the balance of the Taros campaign.

CAPTAIN THANSTADT

The commander of Shield Force is Captain Thanstadt. A veteran and acknowledged expert in mobile airborne operations, Thanstadt's battlefield experience makes him the foremost battlefield commander in his regiment, and the natural choice to take charge of the largest deployment in the raid. Wounded in battle on eight separate occasions, Thanstadt has fought on battlefields across the Imperium. He has refused promotion several times in order to remain a battlefield commander, fighting alongside his men. To the rank and file of the regiment, Thanstadt is something of a legend. An inspiring hero who can always be found where the fighting is thickest, driving his men on to greater heroics. Unlike other captains he prefer to operate alone, unencumbered by his command squad, moving about the battlefield and joining squads wherever the need is greatest.

During the raid on Kastorel-Novem, Captain Thanstadt was leading Shield force, the anvil of the Elysian operation on the planet. Under his command it was the largest deployment that would engage and destroy the majority of the Orks in their pre-sighted killing zones. Getting Shield force into position was difficult, as its transport requirements could not easily be met by the available Valkyries. It had to be done by withdrawing Valkyries support from other forces in order to get enough drop troops in position in time.

Once on the ground, Shield force was mostly static, holding position around its landing zone. Being static made it vulnerable to outflanking manoeuvres. From the south it was protected by Sword force's advance, and the Orks coming from the south were already in disarray after Sword force's lightning assault. The northern flank was more problematic. Orks coming south in response to the landings could easily find their way into Shield force's rear area and attack from behind. To stop the incoming Orks was the mission of 'Dagger' force.

The unexpected failure of Sword Force's surprise attack meant that Shield Force had secured their landing zone and was in position, but the expected retreating Orks did not arrive. Instead, Captain Thanstadt's men remained in place preparing their positions and diffing-in deep. Overhead, Thunderbolt fighters await on station, armed and ready to strafe the Orks when they arrive. Meanwhile, the Orks were mustering. When it finally came, their attack was led by the Death Skulls mob of Skalk Bluetoof, the war-boss leading the charge from atop his Gargantuan Squiggoth. The Orks met a devastating hail of fire from the Elysians' gunships and fighters. The massive Squiggoth was amongst the first to perish. But despite their losses the Orks charged on, eager for the fight. The Elysians fought tooth and nail, hanging onto their defensive positions with true grit as their jets raced in overhead, rockets and cannons roaring.

RAID ON KASTOREL-NOVEM

In 952.M41 Waaagh! Garaghak had invaded the Kastorel-Novem Sector and transformed its capital, Kastorel-Novem, into the Ork base of operations and manufacturing world by enslaving the local population. Garaghak had much bigger ambitions however, and in 988.M41 began assaulting the Forsarr Sector. Worse still, the Greenskins were backed by heavy weapons, Stompas, and Gargants due to the mechanical genius of Garaghak's trusted lieutenant, Mekboy Buzzgob. Determined to stop Garaghak with a surgical strike on his base of Koastrel-Novem before he could cause any more damage, the Imperium deployed elements from 4 companies of the Raven Guard under Shadow Captain Korvydae while the Departmento Munitorum provided the 181st Elysian Droop Troop Regiment of the Imperial Guard.

The raid began in 992.M41 and intended to both eliminate Mekboy Buzzgob and destroy the Ork fuel deposits on Kastorel-Novem, hopefully seizing the initiative from the Greenskins. The first strike of the battle began when Raven Guard Chaplain Eitath launched a Drop Pod assault on the Ork fuel refineries. Initially only encountering sparse resistance, Eitath's forces were successful in destroying the Greenskin refineries. Meanwhile, the rest of the Imperial forces were waiting for visual confirmation from Scouts of the location of Buzzgob so the main strike of the operation could begin.

To draw the attention of the Orks, the 181st Elysian Drop Troops Regiment launched an airborne assault on the Greenskin Gargant construction yards, engaging in a pitched but ultimately doomed battle against superior numbers. However Captain Korvydae proved reluctant to send the Guardsmen to their deaths and led his forces against the Goff Orks attacking the Elysians. Korvydae's surprise assault succeeded in holding back the Orks long enough for the Elysians to withdraw.

However Korvydae's noble action had seized the initaitve away from the Imperial forces, and soon Ork Stompas had been activated and were assaulting the Elysian and Raven Guard positions. Attempting to evacuate both the Raven Guard and Imperial Guard forces, Korvydae launched a diversionary attack against the Ork Stompa's and Deff Dreads to try and buy time for the retreat. Succeeding in holding back the Greenskins initially, Korvydae was stranded on the field of battle after his Land Raider was destroyed by Ork fire before being rescued by Thunderhawks. The surviving Elysian troops then withdrew via Valkyries with the remaining Raven Guard. Though they had managed to survive total annihilation, the Imperial Raid had been a failure.

CAPTAIN XHYST

COMMANDER OF SWORD FORCE

Captain Xhyst is a veteran of many previous campaigns, Xhyst has a reputation as an aggressive and determined commander, always willing to attack despite the battlefield situation – and the cost. It was these attributes that earned him the command of the Sword Force for this raid.

As instructed by the Raven Guard, Colonel Taihon and his company commander planned their part of the raid in detail. Drawing on their schooling in the *Tactica Imperium*, the ground attack was a classic hammer-and-anvil assault. The 'hammer' was the first attack, driving the Orks back onto the waiting 'anvil', which would be a strong stop-line, with heavy weapons in place, ready and waiting for the Orks to be driven into their killing fields.

Captain Xhyst led Sword force as they dropped onto landing zone X and began their attack upon the Gargant construction site. Unknown to Xhyst's men, Buzzgob was already at the Gargant overseeing some of the latest work and with him were many of his war-band. Buzzgob quickly gathered all the Orks and grot work gangs in the areas to counter-attack and, as the fighting escalated, more and more Orks were soon flooding towards the combat. After initial success, Xhyst's platoons found themselves increasingly outnumbered and only the strafing and bombing by their air support was holding the Orks back. As Buzzgob's Dredds began to arrive in greater numbers, and with Captain Xhyst badly wounded, Sword force was forced to withdraw.

Sword Force's attack had run into trouble with the Orks flooding in to defend the Gargant, with Guzzgob driving them on. Captain Xhyst made the decision that his surviving forces must pull back, disengage from the battle and seek to rendezvous with Shield Force. The Orks, now roused to battle, gave pursuit and a running battle developed, with Sword Force falling back under the protective firepower of their supporting Vultures and Vendetta gunships.

The Orks, suffering heavy losses due to the Elysians' air-power, eventually abandoned the pursuit in favour of joining the larger battle now developing to the north as Skalk Bluetoof's boys arrived. Buzzgob and his Dredds stomped off northwards to join Skalk's mobs as they began an assault upon Shield Force's positions. Free from the Orks, but badly battered, Sword Force continued to fall back, hoping to rendezvous with Shield Force or organise an evacuation mission.

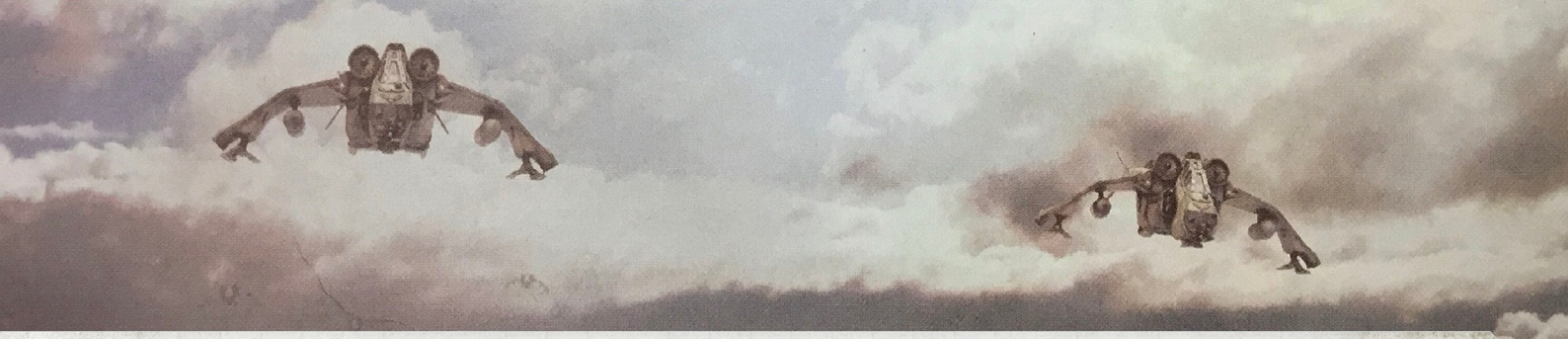
SWORD FORCE IN RETREAT

Sword force's initial assault upon the Gargant landing zone had started well. The Elysians had arrived at their drop zones and begun their advance. Initial progress was soon slowed as opposition grew. It seemed there were many more Orks in the area then had been anticipated and this included unusually large numbers of Dreadnoughts.

Buzzgob's absolute unquestionable authority meant the Orks reacted quickly to the surprise attack. They were ready for a fight and gleefully raced to the battle. The Elysians' air power was soon inflicting heavy loses but not enough to halt the tide of greenskins that was amassing. Driven on by Buzzgob and with the air cover forced to retire to base to re-arm and refuel, the Orks pressed their attack. Overwhelmed by numbers, Captain Xhyst was forced to withdraw, his assault had failed. It was during that withdrawal that he was critically injured.

The failure of Sword force was to be the first in a series of events that turned the Elysian surprise attack into a bloody battle for survive. The Elysians had disturbed a hornets nest and rapidly found themselves facing vast numbers of Orks, all well-equipped and battle-frenzied.

The Gargant objective was never reached and despite a quickly improvised plan for the Imperial Navy's Marauder to bomb it, only superficial damage was inflicted.



CAPTAIN GEREK

As the commander of A Company, Captain Gerek is a specialist in mobile reconnaissance missions, often deploying deep behind enemy lines. He controls his squadrons from the back seat of his personal rapid assault vehicle which carries stowage packed with extra communications equipment.

Captain Gerek's A company was deployed as 'Dagger' force. To avoid the outflanking of the shield force, The A Company was deployed as a screening flank-protection unit. They screened Shield force with mobile patrols and established a skirmish line to intercept, divert and delay any Orks approaching from the north. It was the smallest of the three drop forces but they only had to hold long enough for Shield force to complete its work. Overall, the mission plan was scheduled for two days of combat, then a rapid extraction back to base.

The A company formed the backbone of the northern screening force, conducting fast patrol sweeps and establishing a stop-line to prevent Orks reinforcements reaching the main battle zone from north and east. As the Elysian landing gathered place, more Orks raced towards the landing zones. The first Orks to arrive and bump into the screening force were Zhadsnark's Evil Sunz biker boys. The Evil Sunz fought running battles with Captain Gerek's men throughout the day.

The battle was turning against the Elysians. Sword and Shield Forces were already withdrawing after fierce fighting. Dagger Force received the order to pull out from their positions in the north and make all speed for the rendezvous point. Captain Gerek ordered his squadrons to move out, but the Orks were not far behind. A helter-skelter race began, Ork bikers and buggies in close pursuit as the Tauros sped across the ruined landscape. Running battles between Dagger Force and the Evil Sunz continued all day.

The Elysian forces had fallen back before the ferocity of the Ork assaults. Fighting rearguard and laying ambushes as the two remaining captains guided their survivors to a rendezvous point, the Elysians gathered their remaining strength and formed a new defensive position based around wrecked chemical works. The Orks moved in for the kill, eager to finish the job and loot the remains. Buzzgob's Dreadheadz, Skalk's war-band. and Zhadnark's Evil Sunz were all there and Grahkrag's Godds were also rushing to join them.

Roughly 70 Raven Guard and 2,500 Elysian Drop Troops lost their lives in the botched raid, worse still much of the Imperial heavy weaponry could not be evacuated in time and was left behind to be looted by the Orks. Failing to blunt Waaagh! Garaghak, the Forsarr Sector fell to the Greenskins in 996.M41, leaving the Raven Guard's own Home-world of Deliverance vulnerable to the Ork advance. Waaagh! Garaghak has still failed to be blunted and Buzzgob continues to churn out heavy weaponry for the War-boss. For his failures during the raid, Korvydae served two years in the Deathwatch.

COLONEL JOHANNA VAN MEER

COLONEL OF THE ELYSIAN 13th 'HELL-DIVERS'

The Elysian 13th Drop Troops has gained something of a heroic reputation amongst the regiments of the Spinward Front, having emerged from seemingly impossible odds on multiple occasions. Dubbed the Helldivers for their tendency to descend upon the enemy from above and leave destruction in their wake, the Elysian 13th are the subject of overblown tales and flights of fancy amongst the masses. The Departmento Munitorum has only encouraged this, reporting, whenever possible, the victories of the 13th, along with those other regiments whose exploits will bolster morale. The truth is, as always, both more and less than the fictions wrought from it. Colonel Johanna van Meer, the regiment's commander, is daring, optimistic, courageous, and more than a little vainglorious. Her fervour for the glory of battle has seen the Elysian 13th deployed to the deadliest of conflicts and the most challenging of missions, succeeding at any cost, and to great acclaim. The Helldivers have suffered great casualties over the years, and only a handful of companies of their original ten thousand warriors still remain, though each is a veteran of many battles. Only on one occasion have the Helldivers been reinforced with the remnants of another regiment. After the failed invasion of Avitohol, they bolstered their diminishing numbers with the remains of the Elysian 227th Drop Troops, though subsequent campaigns have reduced their numbers further.

ELYSIAN DROP TROOPS IN THE SPINWARD FRONT

Through careful politicking and negotiation at the highest levels, a contingent of Elysian regiments was secured for operations in and around the Calixis Sector. While the majority were quickly claimed for the Margin Crusade, a few were diverted to support the Spinward Front. These regiments are held as a strategic reserve by Lord Marshal Ghanzorik, who is careful to employ such a limited resource only when strictly necessary, unwilling to simply throw the valuable regiments into the meat-grinder. This has not limited the action that Elysian regiments have seen within the Spinward Front, however. So many individual war-zones. and objectives exist across so many worlds that there are ample opportunities and vital conflicts aplenty that are deserving of the Elysians' rare talents, from counter-offensives against Dark Eldar raiders on Kalf, to intense guerrilla warfare on Horizon and the sabotage of the Ork-dominated shipyards above Sickle. However, the Elysian contingent has suffered heavy losses during the failed assault on Thrax, which saw nine regiments lost and the survivors stranded on a world contested by both the Orks and the forces of the Severan Dominate.

> *"The enemy commanders think themselves safe from the Emperor's Wrath behind kilometres of fortifications and legions of warriors. They did not account for us. Make your peace with the Emperor, men—we drop in two minutes."*
> **–Colonel Johanna van Meer,**
> **Elysian 13th "Helldivers" Drop Troops**

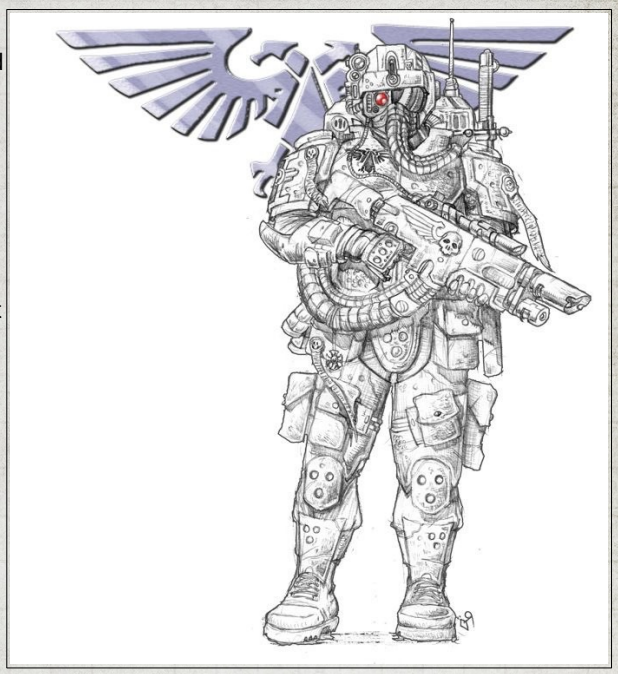
COLONEL YRIS AIKINO

COMMANDING OFFICER OF THE 32nd HARAKONI WARHAWKS

Aikino was a fierce warrior, wearing his long red hair tied back in dreadlocks beneath his pressure helmet. During the Purge of Contqual Sub-Sector, he personally spearheaded the assault on the planet of Shardenus, on the primary Hive City of Shardenus Prime. He was the first Imperial trooper to breach the formidable defences of the large citadel. During the subsequent fighting against the Forces of Chaos, he was killed in action.

Purge of the Contqual Sub-sector (812.M41) - The citizens of the Contqual Sub-sector lived a decadent and carefree existence, believing they had created a paradise free from the ugliness found throughout much of the rest of the Imperium of Man. As far as Imperial scholars can determine, the taint of the Contqual Sub-sector began late in the year 812.M41 when the Contqual High Governor fell easy prey to the corruption of the Chaos God of Pleasure, Slaanesh. From the High Governor's court the taint spread quickly and within a single month the entire Sub-sector seethed with the corruption of Chaos.
The task of cleansing the taint of such heresy during the campaign later known as the Purge of the Contqual Sub-sector was given to Clan Raukaan of the stalwart Iron Hands Space Marine Chapter, who vehemently despised Chaos in all its myriad forms. The Iron Hands were further augmented by Imperial Navy support, a Battlegroup of the Legio Astorum and multiple regiments of the Imperial Guard, which included two battalions from the 32nd Harakoni Warhawks. The Iron Hands soon identified the Industrial World of Shardenus as the heart of the corruption, with the cancer spreading from the Hive City of Shardenus Prime which served as the capital of the world.

The task of cleansing Shardenus fell to Lord Clan Commander Arven Rauth and the Iron Hands' Clan Raukaan. The spearhead of the Imperial Guard assault against Shardenus Prime was carried out by the 32nd Harakoni Warhawks. They were honoured with the first strike of the glorious campaign against Shardenus Prime, carrying the fight to the heretical enemy. These elite troops were to drop behind the walls of the hive city from their Valkyrie assault carriers by Grav-Chute, break the walls and create a breach for the other Imperial Guard regiments assigned to the assault to come through. Such work was extremely dangerous and many of the Warhawks would not return. But as seasoned veterans, an elite amongst Guard regiments, the Imperial Command's trust was placed in the Warhawks' capable hands. The beleaguered Harakoni Drop Troops defended the areas of the walls they had taken, though their territory was inexorably whittled away by the Heretics. The main Imperial assault on Shardenus Prime, for all its speed and daring, had foundered in a bloody mire of destruction. Despite the high casualties sustained in the Warhawks assault, they were commended for their bravery and intrepidity in the face of overwhelming odds.



CAPTAIN JONUS REMAUS

44th PHANTINE SKYBORNE

Jonus Remaus, (Sometimes mistaken as Remanus) was born on the World of Phantine along with his brother Litilus in 743. M41. Born to Byrus and Ophilia Remaus, the two boys grew up poor in the workers block. Growing up in the city of Cirenholm, the two brothers thought they were destined to be hab workers as well. However, as they got older, Litilus was taken by the tech priest for his mechanical inclinations. Jonus soon joined the Phantine Planetary Defence Force.

By the time of the Blood Pact invasion, Jonus had applied for and joined the elite Phantine Skyborne. Sergeant Jonus was a part of the 81st Phantine Skyborne but soon became ill. Because of this illness, Jonus was unable to participate in the liberation of Cirenholm. His parents were later found dead, killed at the hands of the arch-enemy. After the Liberation of Phantine in 771 M41. Jonus had been transferred to the 23rd Phantine Skyborne which was redeployed to the world of Balhaut.

It was on Balhaut that he had encountered Inquisitor Umarus of the Ordo Xenos. Umarus had recruited Lilitus two years earlier. Excited that his brother was alive, Jonus willing joined Umarus and his war-band. Although Umarus promised to have the two brothers reunite, fate seemed to keep them apart. Over the next two years, Jonus was deployed with Umarus's acolytes throughout the Segmentum Pacificus tracking down a chaos cult known as the "Blood Takers".

It was on one fateful mission that Jonus and his squad encountered Major P. Tuesday of the 13th Baysian Drop Troopers. By Major Tuesday's request, Sergeant Remaus was temporarily transferred to be the Major's aide for the upcoming attack on the World of Distilleri by the Imperial 40th Corp. During the drop onto the planet, the Valkyrie that Sergeant Remaus was in was badly hit. Remaus and his squad were forced to jump but his Icarus Type 5 pattern grav chute failed to engage properly. Jonus awoke, days later in the hospital with a broken arm and a broken back.

After a month of back surgery and many augments placed into his spine, Jonus was informed that he had earned a commission as a Lieutenant for his actions on Distilleri. Major Tuesday returned Jonus to Inquisitor Umarus just in time for the Ventra Majoris Campaign. During the Ventra Majoris Campaign, Lt. Jonus and his squad were deployed to the forge moon of Lucan Sigma. It was here that he encountered the 1st Haven Traitor Guard where he slayed an enemy officer with his power sword. For this action he was promoted to Captain and his sword was modified by the Inquisition to be thrice blessed. When the Ventra Majoris campaign had ended, Jonus was transferred again. This time to command his own Skyborne Unit.

Now commander of the 44th Phantine Skyborne. Captain Jonus led his men during the Tod Campaign in the Sabbat Worlds. His unit was one of the first to be sent in during the initial days of the engagement against the arch-enemy. Once the Phantine Airborne had cleared the skies of enemy fighters, the 44th was one of many drop trooper regiments sent in ahead to secure the vital landing fields. The 44th was able to accomplish their goal and secured their landing zone, allowing Imperial reinforcements to land safely.

A tactically minded leader, Remaus is often at the front of any engagement with his men, befitting the role of a Phantine Officer. He carries with him his lascarbine with aux grenade launcher and the power sword "Liberus" gifted to him by Inquisitor Umarus of the Ordo Xenos

THOMAS PEGAHMAGABOW

Thomas Pegahmagabow was a soldier from Cascadian. He was the most highly decorated soldier of Cascadian history and the most effective sniper of the 1st Cascadian Drop Troops regiment. Three times awarded the Military Medal and seriously wounded, he was an expert marksman and scout, credited with killing countless Xenos and Traitors leaders towards his military life. After his first retirement, he served as a Cascadian leader and a counsellor for the Drop Academies on Cascadia before being called back in service after the events of the 13th black crusade and the appearance of the cicatrix Maledictum.

Being one of eleven children, and despite his father's death in his early life, he was taught many skills such as tracking, medicine, wilderness survival, hunting, and marksmanship. He enlisted into the Cascadian military at a young age, joining the 1st Cascadian regiment. When he joined, he was trained as a sapper, however he quickly established himself as a capable sniper and scout. During his first deployment he led a small kill team to recon the arch enemy artillery positions, marking them for allied air and artillery strikes. He stayed behind enemy lines for three days travelling 70 kilometres marking enemy positions, all the while without food and sleep, with only his canteen being filled with water. His regiment quickly took notice to his disregard for his own personal safety, as well as his extreme dedication to getting the task at hand done.

At the battle of Krypres, his unit was almost surrounded on all sides from the arch enemy. He braved rifle and heavy machine-gun fire in no man's land numerous times to get more ammunition for his own forces. Despite being wounded in his leg, he remained at his post, sniping enemy forces with his extreme skill. At a later engagement when his regiment and two others were attempting to recapture the capitol city, their left flank was on the verge of collapsing. With their communication lines being cut, Thomas volunteered to hand carry messages between battlelines. When he heard that their reinforcements for their left flank got lost, he personally went out to lead them to their destination. When Thomas did link up with the lost regiment, he found them under fire from enemy forces. He started to pick them off one by one from behind, making the arch enemy believe that they themselves had been encircled. They retreated, allowing Thomas to then lead the regiment to the front lines, saving the left flank just as they were about to buckle under the arch enemies counter-assault.

During his retirement, he turned to a life of Imperial politics, serving the Cascadian planetary governor. However civilian life didn't suite him too well, and so he then re-enlisted back into the Cascadian military, this time joining the Cascadian 23rd regiment, serving the same roll as he did when in the Cascadian 1st regiment. When fighting for the planet Sommendale, he led his regiment on a mission to retake and hold the planetary relay and communications network, which was vital to keep the communication with forces not yet in system. It was here against all odds his regiment held out. It was here that he gave his life holding back the enemies of man, so that the vital communications were not lost, and the Imperium was able to mount a counter offensive and retake the planet.

LAVINIA FISHER 02181820

Lavinia Shisher is a thief and a murderer but also a fervent enforcer of the Imperial creed. Her origins remain a mystery for the other members of the Hell Harlots. Some say she got caught robbing some priest or high-ranking officers, others say she murdered so many people that the Arbites had to take actions. Coming from the hive world of Mearicany she is believed to have been part of a local gang ruling over some habitat zones in the middle levels of the hive city.

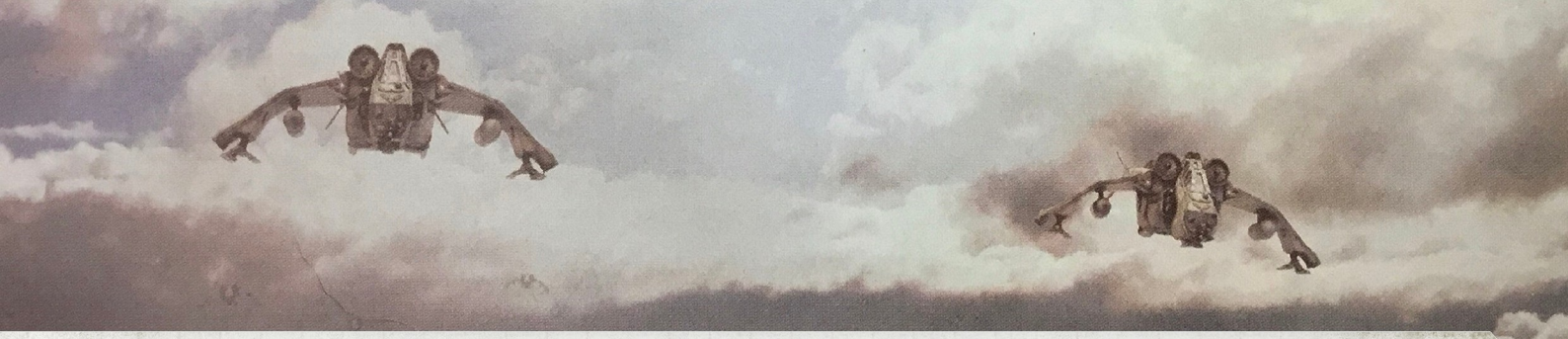
In her time in prison, she was introduced to The Dirae by Clementine Barnabet a giant and powerful woman who became her mentor and friend. After harsh training, bloody beating, sweating, and mutilation; she became a cult member. When the time came to raise a new regiment, she proudly joined her sisters and her mentor into the hell of war with the 2478th Penal regiment.

Jumping into battle in a modified drop sentinel, she used her twin engines to zoom across the battlefield and crush her enemy under her sentinel's feet before purifying the remains with her heavy flamer.

During one battle of the Tyrannic war against a splinter fleet of Leviathan, she was intercepted mid-flight by a flying Hive Tyrant before crashing down below; her sentinel and her body broken from the impact. As the beast descended to finish off its prey, in a painful last effort she could action her sentinel's hunter-killer missile, firing at point blank range into the monstrosity, scattering its remains in all direction and destabilizing the surrounding swarm.

Bearing multiple battle scars, she rarely leaves her Sentinel both during and outside of combat. To her, that sentinel was the only thing that kept her alive through her many battles. During transit to other war fronts, she can always be found working on it with the engineers- modifying her sentinel as much as they could such as improving the engine, flamethrower, its shock absorbers, and its massive chain-sword.

Her sentinel is as much a part of her as one’s own limbs. Giving orders to the sentinel pilots under her, there isn’t an objective too far for her to take, too fast to catch up with, or too dangerous to take head on. She and her sentinel squamates will always jump in feet first into any battle, gunning and purging all in front of them.



MAJOR "MAD JACK" KURCHKILL

SECOND-IN-COMMAND OF THE 1st BATTALION ARNHEIM PARACHUTE REGIMENT (16 AIR ASSAULT BRIGADE)

In the ranks of the Astra Militarum, some Officers are good, many are poor, and some will just straight up get you killed. But there are some Officers you just never forget. For the enlisted ranks of the Arnheim Parachute Regiment, one such Officer is Major Jack Kurchkill.

By the time of the Chaos invasion of the Albion system – in which the small agriworld of Arnheim sits – Jack Kurchkill was already a veteran of the Astra Militarum. Born to a proud military family on Arnheim, the young Jack Kurchkill had already travelled around the Albion system accompanying his father between Imperial Navy stations. As soon as he came of age he enlisted in the Arnheim PDF and within short time was selected as a candidate for the planet's contribution to the Imperial Tithe. Kurchkill was placed into the Arnheim Highlander battalion attached to the Albion Volunteer Regiment; an amalgamation of small Imperial Guard units from the Albion system from planets such as Arnheim that were not big enough to field whole regiments themselves. Competition to surpass their home planet's PDF forces and be selected for the Albion Volunteers was fierce, as it meant an opportunity to better serve the Emperor and see real action beyond Albion's borders.

Kurchkill was deployed to the Goni Insurrection as part of the Imperial efforts to crush a local Genestealer rebellion, taking part in counter-insurgency operations, which initially saw heavy casualties. Facing great difficulty in meeting the insurgents insidious asymmetric warfare, the Astra Militarum commanders decided to form a specialist Commando unit designed to rapidly deploy and raid enemy bases and retire before they could be cut off by Xenos and insurgents. As the tide began to shift in the Imperium's favour, the Genestealer Cults retreated to Goni Prime to make their last stand, digging in heavily and erecting layers of defences for the final battle.

As the landing craft hit the shores of Goni Prime under the wake of heavy fire, then- Lieutenant Kurchkill stormed into the surf playing "The March of the Arnheimer Men" on his bagpipes, inspiring his men onwards into the fray as the enemy fired into them incessantly. For his efforts, Kurchkill was promoted to Captain. But just as the victory was complete, Kurchkill learned that his father had been killed when his light frigate was overcome by Genestealer infiltrators. In accordance to family tradition, his father's ancient Claymore sword was gifted to him as the new head of the family. From then on, Jack Kurchkill was never seen in battle without it.

When the events of the Great Rift unfolded, the Albion system was beset by Chaos forces. The entire Imperial effort was shattered within just a few solar weeks and the defences crumbled. The Albion Volunteers were ordered to withdraw and all surviving Imperial forces were bidden to Arnheim to make a last stand. There, the Imperial Commanders decided that with little time to prepare, and with the agriworld's flat topography and lack of military defences, the only chance of survival was to make a rapid counter-attack as soon as the Archenemy landed, denying them an airhead and seizing the initiative.
An experimental unit of Drop Troops was created, based on the example of the elite Astra Militarum Elysians and Harakoni Warhawks, that would lead this spearhead and sow destruction and chaos among the enemy before an armoured assault could punch through. This mission was considered critical and only the most courageous – or mad – soldiers would be selected. Jack Kurchkill immediately volunteered and was selected to join the newly formed 1st Battalion of the Arnheim Parachute Regiment. Mustering the limited resources at the Imperial Defender's disposal, no archaic grav-chutes were available, and so the new unit had to rely solely on synthetic parachutes spun by the agriworld's population. Together with the most daring and skilled pilots of the remaining air forces, the new unit was hastily thrown together and made ready, drilling endlessly with every spare hour of the day.

When the Archenemy arrived, the counter-attack operation was ordered. Captain Kurchkill flew in one of the lead Valkyrie Assault Carriers, straight into the heart of the enemy landing zone. Amid the fire and fury of the Imperial air assault, Captain Kurchkill leapt from his Valkyrie, forgoing the regulation lasgun for a composite hunting bow, bodkin arrows, and of course his Claymore. The Arnheimers tore into the enemy, guns blazing and bayonets slashing. Kurchkill cleaved his way through enemy Cultists, spurring on his men with his example, apparently oblivious to the enemy return fire, screaming insane war cries into the enemy ranks for those who had come to take his home from him.
When the fires died out, the Imperial plan had worked. Despite great casualties, the Imperial assault had shattered the enemy's ability to organise and destroyed their advance forces. Dealt a bloody nose, the Chaos forces pulled back off-planet as the Imperial defenders regrouped. Then salvation came and the Imperial relief forces arrived, beginning the Invictus Crusade to reclaim the system.

For his efforts, Jack Kurchkill was promoted to Major and 2iC of the 1st Battalion. Now a legend among his men, he was nicknamed "Mad Jakk" with a mix of affection – and caution.

MAJOR MARKUS DURRA

COMMANDER OF THE ELYSIAN DETACHMENT D-99

In the Wake of the 1st Tyrannic war, the 99th Elysian regiment had been reduced to a reinforced company. Major Markus Durra served through many gruesome battles with the Tyranids as a member of the Elysian 99th Regiment, and was the only high ranking officer to survive the campaign. When the survivors were later inducted into Inquisitorial service, and volunteered for the experimental geno-surgical enhancement procedures pioneered by Inquisitor-Lord Varius, as the sole surviving senior officer he was placed in command due to his reputation as a hard fighting and ferocious loyal veteran.

DETACHMENT D-99 SPECIAL UNITS

'DECIMATION' SQUAD

Often deployed ahead of the Detachment's main force, these men are experts at infiltration and the elimination of specific enemy targets, and have proven especially adepts at destroying those Tyranid creatures directing their smaller brethren. Each team is made from a sniper and a spotter, they provide precious information about the composition and position of the enemy forces and rely them with vox-caster. They often equip themselves with breacher and demolition charges to lay traps and ambush to the enemy forces.

'EXTERMINATION' SQUAD

Where most men of the Imperial Guard fight according to ancient rules of organization, the veterans of Detachment D-99 employ a number of ad-hoc formations devised to utilize their small pool of manpower to the greatest effect against the Tyranid menace. Developed as a direct counter to massed Tyranid assault, Extermination squads group Detachment D-99's flame thrower-wielding troops together – repulsing Tyranid attack waves with blazing wall of fire. When a simple flamer is not enough they can rely on heavy flamers to do the job or equip themselves with grenade launcher to rain destruction from afar with krak and frag grenades.

'EXECUTIONER' SQUAD

Executioner squad are ad-hoc formations employed by Detachment D-99 to combat the largest Xenos monstrosities. Where other Imperial Guard units often found themselves unable to bring sufficient numbers of anti-armour weapons to bear against such beasts, the veterans of Detachment D-99 quickly learned to mass such weapons where they were needed most. Executioner squad equipped with plasma guns are deployed to take care of armoured threat such as Tyranids Warriors and other Xenos beast. When plasma is not enough, they bring melta to take down the heaviest threat, melting them with other heated melta fire.

NAMED ACE

Across every sector, in every theatre of war, the forces of Mankind battle ferociously for survival against these threats and more. From the cold depths of space to the blazing hell-scapes of irradiated deserts, from the baffling hearts of hollow worlds to the crushing depths of chemical seas, nowhere in humanity's vast dominion is free of battle. War rages unending on every front – it is the only constant.

Air war is a vital element within all of these ongoing struggles, for when the skies are dominated, control over the land below soon follows. This is the ancient logic of air war, a truth Mankind knows and holds sacred. Knowledge imparted down long millennia of warfare but, sadly, knowledge often tested and found wanting. Air superiority is often only fleeting, the respite it brings to ground forces all too brief. All too quickly the enemy rallies its strength and the tide of war and fortunes of those fighting changes once more.

All across the Emperor's realm, desperate aerial combat is fought; wings of fighters and bombers sally forth from ground bases and void ships in relentless waves, adding their meagre strength to that gone before them, hoping against hope to tip the balance in their favour and gain some miniscule measure of supremacy that might lead to a lasting conquest. From sprawling hive worlds to desolate ocean worlds, from lush agriworlds to lifeless gas giants, valiant pilots seek to conquer war zones that ground forces could never hope to claim – war zones that in most cases ground forces could never even hope to survive.

Whole fleets of combat aircraft are committed to the fray. Even as the endless waves of aircraft darken the skies, the wreckage of those that came before them litters the landscape below in an ever increasing detritus of ruined craft, clogging the skies with palls of thick, oily smoke and billowing flame. Casualties are inevitably high. Air war is fast and deadly, the tiniest mistake or miscalculation resulting in a pilot and their armoured steed tumbling to the unforgiving world below in fiery ruin.

No amount of training can prepare a rookie pilot for the reality of what is to come. A pilot can fly many sorties and complete numerous missions in hostile skies, but until they are blooded in combat they have no comprehension of what aerial warfare truly means. The sheer, breakneck speed and dizzying assault on the senses is something that cannot be experienced in test conditions. Legends can be born or lives lost as a result of decisions made and actions taken in the briefest of moments. Consequently, the one staple, the one unifying trait shared by pilots of any race, is that their first experience of action may well be their last.

Not all pilots face a swift, fiery end however. For every squadron destined to spin into oblivion, one or two pilots will overcome the dangers and quell their fears. Such natural airborne warriors show an almost preternatural skill, quickly mastering the subtle nuances of their craft, able to jink and dive out of fire arcs and target locks with the grace of a dancer. They develop a sixth sense for danger and a rapacious hunger for the thrill of the kill. With every enemy callously dispatched, the reputation of the aerial killer grows and becomes more fearsome among friend and foe alike, growing until the pilot becomes lauded as an Ace. Many an Ace pilot rises to command of a squadron, their talent, experience and daring inspiring a new wave of pilots to ever greater deeds even as they continue to carve their own personal legend.

Rivalries develop between opposing Aces active in the same theatre of war, long games of cat and mouse between them played out in a series of aerial duels and close-run firefights. Some Aces will view their enemies simply as villainous scum to be eradicated. Others develop a grudging respect for a hated foe, even coming to feel a strange relish for each fresh encounter, eager to test their mettle against a worthy opponent once more. Many such vendettas become legends, retold long after those involved have met their inevitable end, stories kept alive amongst the next generation of pilots to carry on the war in the legendary Ace's stead.

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PULL
PULL

REGIMENTAL COLOURS

2nd Drop Assault Navy Regiment

16th Air Assault Brigade - Arnheim Pathfinders

Drop Force Castellan

1st Calidon Mudwasps

28th Harakoni Warhawks

Inquisitorial Detachment IV

158th Elysian Drop Troops

23rd Elysian Drop Troops

82nd Elysian Drop Troops

63rd Australis Airborne

87th Xhorik Drop Troops

X-66 Inquisitorial Drop Regiment

VDV 1101st Air Assault Brigade

101st Voidborne "Griffin's Marauders"

101st Elysian Drop Troops

D-1410 Inquisitorial Detachment

10th Inquisitorial Stormtrooper Detachment

22nd Elysian Drop Troops

212 Elysian Drop Troops

16th Elysian Air Assault Grp.

44th Phantine Skyborne

422nd Elysian Drop Troops

501st Elysian Drop Troops

7th Elysian Drop Troops

17th Fellesian Airborne Auxiliary

87th Xhorik Drop Troops Missile Launcher Team

X-66 Inquisitorial Drop Regiment Heavy Bolter Team

23rd Elysian Drop Troops Missile Launcher Team

87th Xhorik Drop Trooper with Vox Caster

23rd Elysian Drop Troops Sergeant with Auxiliary Grenade Launcher

Stormhawk Commissar

X-66 Inquisitorial Drop Regiment Ground Scanner Officer

87th Xhorik Drop Troops Medic

101st Elysian Drop Trooper with Demolition Charge

158th Elysian Drop Troops Veteran with Meltagun

23rd Elysian Drop Trooper with Plasma Gun

87th Xhorik Drop Trooper with Demolition Charge

17th Fellesian Airborne Auxiliary Veteran with Plasma Gun

87th Xhorik Drop Trooper with Meltagun

16th Elysian air Assault Veteran with Grenade Launcher

23rd Elysian Drop Trooper with Flamer

16th Elysian Air Assault Veteran with Sniper Rifle

X-66 Inquisitorial Drop Regiment Stormtrooper Medic

2nd Drop Assault Navy regiment Tauros Assault Vehicle with Tauros Grenade Launcher

87th Xhorik Droop Troops Tauros Assault Vehicle with Tauros Grenade Launcher

23rd Elysian Drop Troops Tauros Venator with Twin Lascannons

501st Elysian Drop Troops Tauros Venator with Twin Lascannons

2nd Drop Assault Navy Regiment Tauros Venator Command Vehicle with Twin Lascannons

X-66 Inquisitorial Drop Regiment Tauros Venator with Twin Lascannons

212th Elysian Airborne Regiment Cyclops Demolition Vehicle

87th Xhorik Droop Troops Recon Platoon Leader

X-66 Inquisitorial Drop Regiment Tarantula Sentry Battery with Twin Lascannons

13th Elysian Drop Troops Drop Sentinel with Heavy Flamer and Hunter-Killer Missile

23rd Elysian Drop Troops Drop Sentinel with Heavy Bolter

501st Elysian Drop Troops Drop Sentinel with Heavy Bolter

87th Xhorik Drop Sentinel with Multi-melta

Inquisitorial Detachment D-99 Drop Sentinel with Multi-melta

2nd drop Assault Navy Regiment Command Sentinel with Multi-melta

Phantine 44th Command Drop Sentinel with Heavy Bolter

6th Elysian Drop Troops Command Sentinel with Multi-melta

13th Elysian Drop Troops Sentinel Power Lifter

82nd Elysian Drop Troops Vulture Gunship

44th Phantine Marauder Bomber

2nd Drop Assault Navy Regiment Thunderbolt Heavy Fighter

7th Elysian Drop Troops Avenger Strike Fighter

Inquisitorial Detachment D-99 Valkyrie Assault Carrier

201th Elysian Drop Troops Vulture Gunship

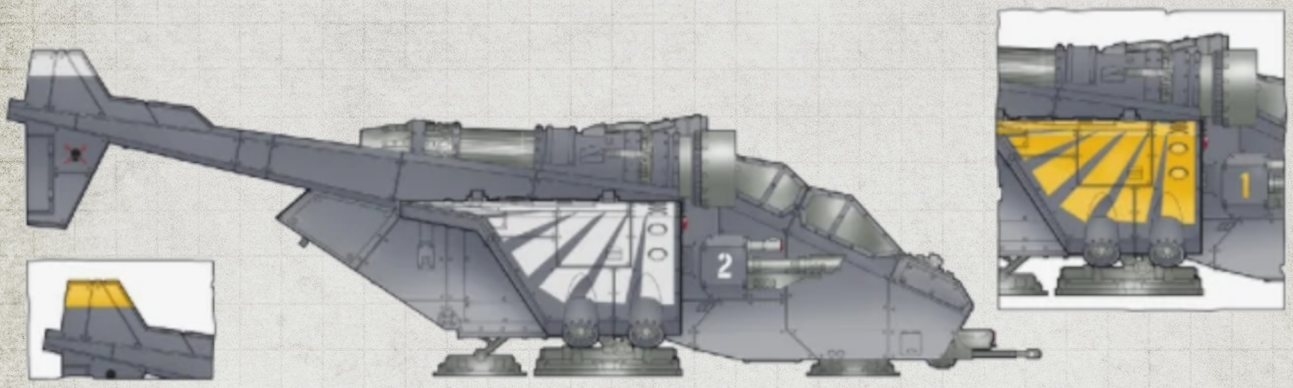
505th Elysian Drop Troops Vendetta Gunship

X-66 Inquisitorial Detachment Valkyrie Sky Talon

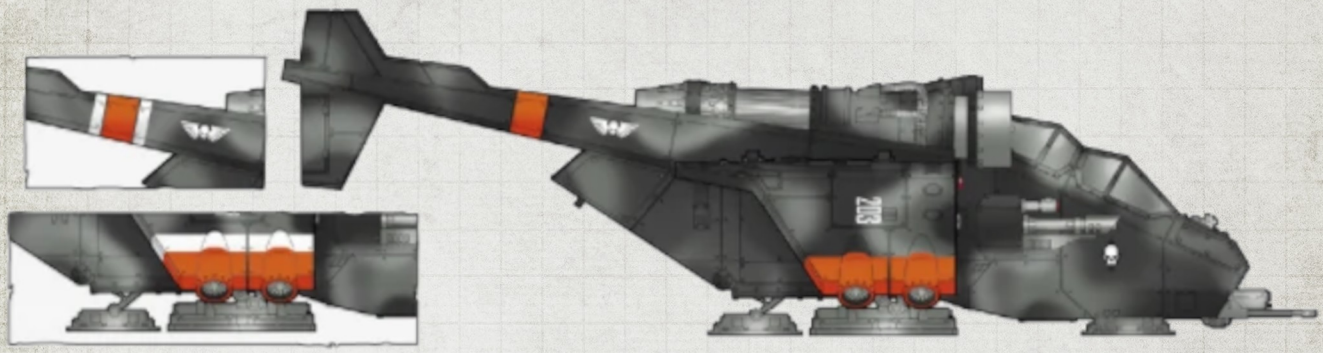
IMPERIAL NAVY

Aeronautica Imperialis craft are painted to match the colours of the infantry or armour elements they are attached to. When deemed advantageous, they may instead display camouflage colours depending on local conditions. Squadron are identified by numbers, colours and heraldic devices, with wing leaders displaying more ostentatious designs.

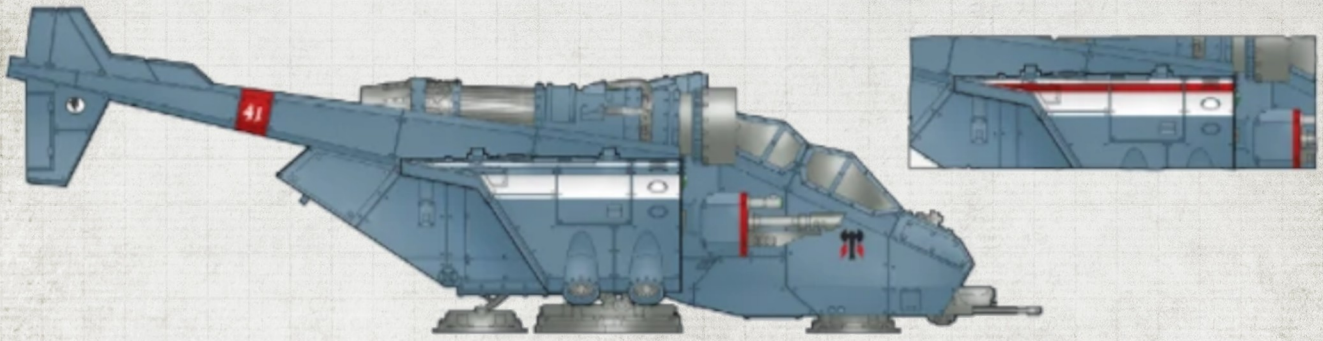
A Valkyrie of the 'Heretic Hunters' Squadron assigned to the Cadian 230th, displaying the honour of the winged hunter.



This Valkyrie, *Saint Slaughter*, displays ash world camouflage. Its wing leader replaces white markings with gold.

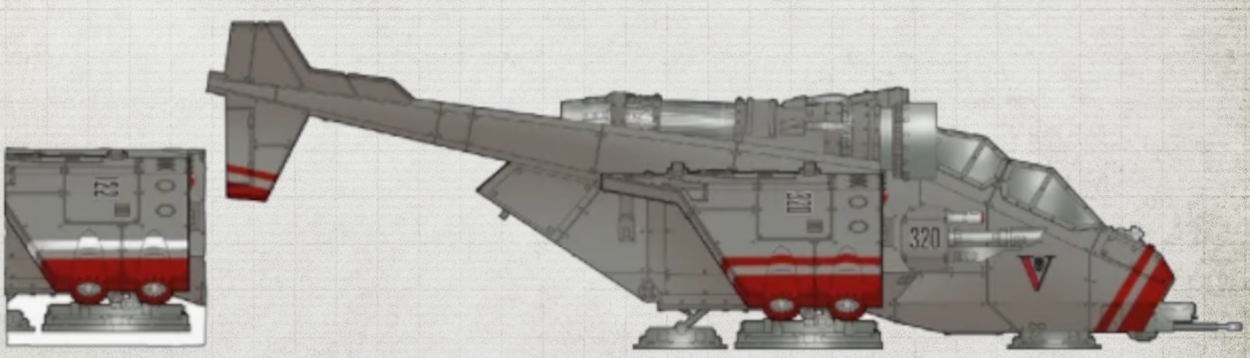


A Valkyrie assigned to the 54th Psian Jackals. The wing leader is denoted by white bands beside the squadron markings.

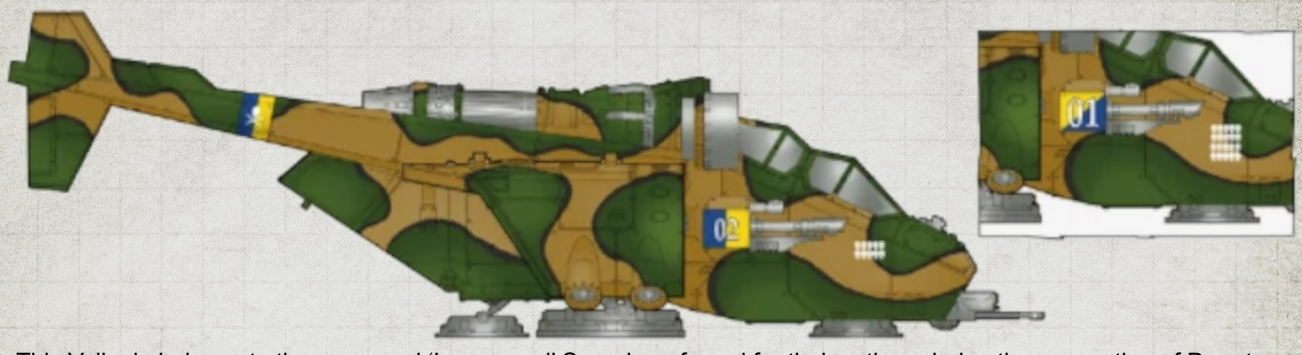


This Valkyrie, piloted by the renowned ace, Keel Drezka, displays a cockpit honour marking for his numerous armour kills.

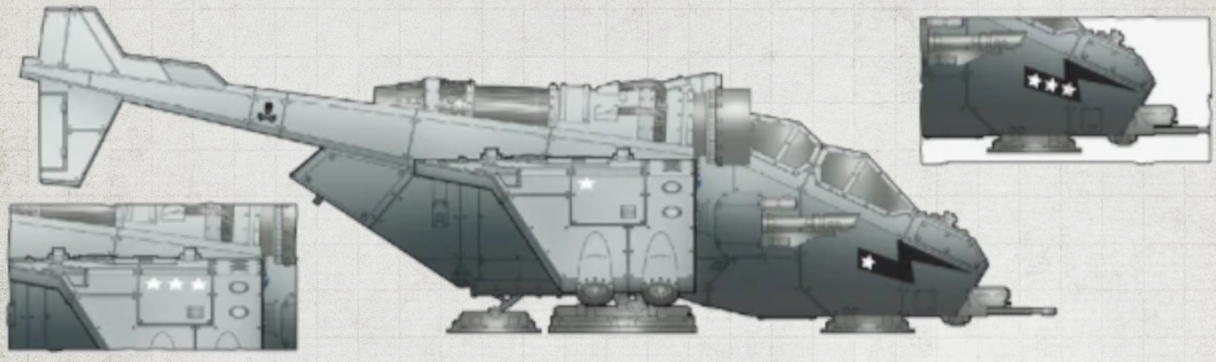
Above are pictured a selection of Aeronautica Imperialis squadron marking.



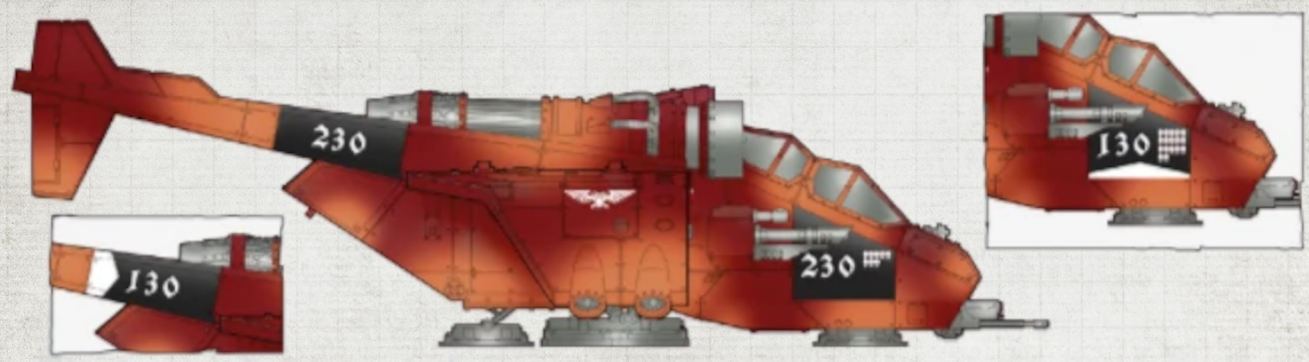
This Valkyrie displays its squadron markings as coloured bands upon its nose, wing-tips and tail fins.



This Valkyrie belongs to the renowned 'Longsword' Squadron, famed for their actions during the evacuation of Perratox.



The distinctive thunderbolt design of 'Invictus' Squadron is coupled with stars distinguishing aircraft numbers.



Valkyries of 'Furious' Squadron, attached to the Voraxi 30th Armoured during the Ruinstar Crusade.

XHORIK 87TH DROP TROOPERS

It is the middle of the Horus Heresy and civil war rages across the galaxy on a thousand worlds. Everywhere, former brothers and sworn allies have turned against each other in a fury of betrayal and hatred. The Warmaster Horus has begun his long march to Terra, crushing all resistance before him. In his direct path is the Xhorik System, located at a strategic crossroads of Warp currents in a sector of space known for smooth transitions between real-space and the Warp. This prosperous system has become a focal point for the Traitor war effort as they attempt to seize control of the key spaceport facilities to enable a rapid refuel and resupply of the main Traitor war host as they make their way to the throne world.

On Xhorik Prime, the key trading and transport hub of the system, Traitor forces are newly victorious over those loyal to the Emperor in a massive planetary civil war that erupted along old, pre-Imperial factional rivalries. A combined force of Death Guard and World Eaters has crushed the stratocracy of Kozar and their small garrison of the White Scars Legion. The major space ports are now securely in the hands of the Traitors, although small bands of Loyalist survivors continue to wage a shadow war along the fringes of the high desert wilderness.

On Xhorik Secundus, the planetary governor has remained loyal to the Emperor and maintained control of most of the planet. As war raged on Xhorik Prime, armies began mobilizing for an invasion of the heart of Traitor territory, in the Federation of Unimund. The first phase of the invasion was code named Operation Downfall and called for a massive night-time drop assault on key enemy installations in order to clear the way for the massive, lumbering landing craft that would be bringing the bulk of the invasion the next day.

Although suffering significant casualties in the war for Kozar, the Xhorik 87th Drop Troops Regiment, the *Firebirds,* were called upon to support Operation Downfall from Xhorik Prime, along with several dozen drop regiments from Xhorik Secundus attacking from orbit. They would be making simultaneous night drops to secure key landing zones, disable defence and communication capabilities, and clear roads and bridges to allow the Loyalist forces to move quickly out of the vulnerable landing zones, establishing a beach head. The target of the 3rd Company was a signal relay station that transmitted information from orbiting satellites back to the urban areas and Traitor command centres.

THE RULES

Designer's Notes

Welcome to the Rules section of Codex: Drop Troops. Over the following pages, you will find all the rules you need to bring the Drop Regiments of the mighty Astra Militarum to life on the tabletop. We hope that our "fluff" section has inspired you to think about creating Drop Troop forces of your own, and now here's how you can field them in glorious battle.

The entire driving force of this community effort came from the official Elysian rules being discontinued and moved to Warhammer Legends, and even those mean that fielding an Elysian force in official 9th edition is effectively impossible, losing key abilities such as their iconic Aerial Drop. This is of course, deeply saddening especially to those of us who still own very valuable Elysian models. However, it has also been a blessing in disguise, because it has allowed us to rally as a community and instead indulging in every wargamer's dream: creating our own rules.

Over the next 90 pages, you will find a year's worth of work that we have produced as a Drop Troops community. It is probably fair to say that designing your own Codex is actually a lot harder than you might think, with many rule interactions and mechanics that rapidly become difficult to keep ordered and balanced, especially when making changes over time.

Naturally, the biggest question mark over fan-made rules is balance. From the outset, we have tried to ensure that these rules are balanced, and broadly in line with the 9th edition Codexes that have been released, whilst also trying to stay in keeping with existing Codex: Astra Militarum rules (for example, we haven't changed the stats of lasguns or any unit currently in the official rules). We have however, added certain abilities and equipment options to existing units, as well as creating many of our own.

A Codex: Drop Troops force is effectively a "deep-strike horde" army. The majority of the force are cheap infantry that lack durability but include specialised units with good firepower. They are supported by light vehicles that can only be transported by Sky Talons, and with the army's main staying power being from their Aircraft. A Drop Troops army will likely have a very strong opening to a game, quickly seizing key objectives and controlling the board. However, that lack of durability will eat away fast, and true to their lore, Drop Troops will either do enough damage to their enemies on the first two turns to be able to survive the rest of the game, or they will quickly crumble.

As a design philosophy, we also agreed to write these rules collaboratively, and decisions were then made by vote. Naturally, in a big online community you get lots of different ideas and opinions about how the rules should work. This has sometimes needed careful management to make sure we're working as a team but ultimately, it will be play-testing and wider community feedback that will determine the final version.

You are currently reading the Alpha 2.4 version of Codex: Drop Troops. These rules should be considered to be in draft format only, and as yet needs a lot of analysis and play-testing in order to get right. We have decided to release in Alpha first to enable an open and transparent process. We genuinely want your feedback, both from Drop Troop players and those of other factions. All feedback will be collated by the Dev Team before producing a final version at the end of 2021.

You can give us feedback directly by joining our Discord here: https://discord.gg/fXAaU2QxqB
You can find here as survey to tell us more about your gaming experiences and what you think about this codex https://forms.gle/hJgGARWPTvPSNcDB7

Your feedback is important to us. With an alpha some problems and mistakes may arise during testing and we hope we can have your cooperation to help balance and correct this codex to make it as close as possible to an official codex. If you play test the codex, feel free to send us a small detailed battle report with you and your opponent's opinions about the game and the balance of the codex. If you are not interested about playing this codex but are knowledgable about the game and (the current rules system) or (9th edition) feel free to give us your feedback regarding the balance compared to other 9th edition codexes and factions.

Not on Discord? Email us at dtc40kfaq@gmail.com

Frequently asked questions can be see at the end of this document (page 175-176)

BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 89-96)
Units in Drop Troops Detachments gain additional abilities to better reflect how Drop Troops armies operate together and wage war on the battlefield. Including Regimental Traits to describe individual fighting style of the different Drop Regiments. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

ACE PILOT (PG 97)
Certain aircraft models in your Drop Troops army can be upgraded to be piloted by elite crew. In being so, these highly competent crew will gain powerful new abilities.

STRATAGEMS (PG 98-100)
Drop Troops armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

WAR LORD TRAITS (PG 101-102)
The Warlord of a Drop Troops army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 103-104)
Drop Troops heroes can take powerful artefacts and venerated weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 105)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Drop Troops ones printed here. These represent the tactical and strategic goals unique to Drop Troops armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 106-118)
Drop Troops have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Battle Tactics that reflect the rich background of the Drop Troops. Amongst the rules presented in this section are Honorifics, a new type of Battle Honour that Drop Troops Officers can take to better reflect their individual roles within their Regiment.

DATASHEETS

DATASHEETS (PG 121-162)
This section is essential to all Drop Troops players, regardless of preferred play style, containing as it does the datasheets for Drop Troops units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core book.

WARGEAR

WEAPON PROFILES (PG 165-168)
This section provides wargear lists referenced in the wargear options of certain Drop Troops datasheets, as well as profiles for all of the weapons that Drop Troops units can be equipped with.

POINTS

POINTS VALUES (PG 169-172)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit in your army. These will be reviewed annually.

RULES REFERENCE

GLOSSARY (PG 173)
In this section you will find a glossary of rules terms used in this Codex that is designed to aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 174)
Here you will find a handy bullet-pointed rules reference that summarises some common Drop Troops rules.

FAQ (PG 175-176)
Here you will find frequently asked questions.

COMBAT PATROL

Combat Patrols are the smallest size games of Warhammer 40k 9th Edition, and the force of Stormtroopers below - A contingent of Drop Force Castellan - are an examples of such a force you might find playing at such a game-size.

The bulk of the force is composed of four Stormtrooper squads. Two squads of ten men with Plasma-gun upgrades, one squad of five men with Hotshot Volley-guns and one squad of five men with Meltaguns. This gives the force a solid base, and a range of weaponry to deal with nearly any foe of the Imperium. Hotshot Volley-guns to deal with infantry alongside their standard Hotshot lasgun. Melta guns to get in close and evaporate enemy heavy armour, and Plasma-guns to deal with whatever else unfortunate to face the Imperium's might on the battlefield.

Use of the Stormtrooper squads Special Operations can be integral to bringing the best from these squads, such as assigning the squad with Meltagun upgrades the Airborne Assault mission can see them dropping 3” from whatever soon-to-be piece of slag rather than the standard 9”.

Holding command over these Stormtroopers is the Drop Company Commander. A more than capable officer who naturally buffs those within 6” of him with his Iron Discipline ability whilst issuing orders to other squads twice per turn with his Senior Officer ability.

Bringing up the rear, providing gun support and mostly importantly offering an additional method of dropping feet first into whatever hellhole command demands. The Valkyrie here is equipped with Multiple Rocket Pods and a Multilaser allowing it to offer a large output of shots more than capable of threatening most things a Stormtrooper company might have to square up against.

DETACHMENT ABILITIES

Detachment Abilities

A **DROP TROOPS** Detachment is one that only includes models with the **DROP TROOPS** faction keyword (excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keyword). If a detachment only includes **DROP TROOPS** units it is not an **ASTRA MILITARUM** detachment for the purposes of any rules from Codex: Astra Militarum.

- **DROP TROOPS** Detachments gain the Regimental Doctrines ability.
- Troops units and **STORMTROOPERS SQUAD** in a **DROP TROOPS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

Within a **DROP TROOPS** Detachment, units will typically be from either the Imperial Guard Drop Regiments (**ASTRA MILITARUM** faction keyword) or their various advisors and Auxilla (such as **OFFICIO PREFECTUS**).

Regimental Doctrines

Each Drop Regiment has its own combat philosophy suited to the unique skills of its troopers.

All **DROP REGIMENT** units (other than **MILITARUM AUXILLA** and **OFFICIO PREFECTUS** units) with this ability, and all the models in them, gain a Regimental Doctrine so long as every unit in their Detachment is from the same Drop Regiment. The doctrine gained depends upon which Drop Regiment they are from, as shown on the following pages.

Example: *An **ELYSIA** unit with the Regimental Doctrine ability gains the Drop Expert tactic.*

If your Drop Regiment does not have an associated Regimental Doctrine, you must instead select Custom Doctrines for them, as described on page 90, this allows you to customise the rules for your custom Drop Regiment. In either case, write down all of your Detachments' Regimental Doctrine/ Custom Regimental Doctrine on your army roster.

Advisors and Auxilla

The units listed below can be included in an **ASTRA MILITARUM** Detachment without preventing other units in that Detachment from gaining a Regimental Doctrine. Note, however, that the units listed below can never themselves benefit from a Regimental Doctrine.

- **MILITARUM AUXILLA** units
- **OFFICIO PREFECTUS** units

ELYSIA:

DROP EXPERT

Elysians are a highly trained rapid insertion force, descending head first into battle alongside wings of fighters and transports.

・ **INFANTRY** units with this doctrine can Advance and still shoot any weapon type except Heavy weapons. When they do so, they suffer a -1 modifier to their ballistic skill. Assault weapons do not suffer any penalty.
・ **INFANTRY** units with this doctrine may double the number of attacks they make with Rapid Fire weapons at a range of up to 18", rather than half the weapon's range as normal. Hot-shot lasgun may double the number of attacks they make at a range of up to 12" instead.

PERFECT LANDING **1CP**

Elysia – Battle Tactic Stratagem

The light Elysian infantry are fast moving and master of the grav-chute, using their talent to reposition themselves in the middle of battle.

Use this Stratagem in the Movement phase, immediately after you set up an **ELYSIAN INFANTRY** unit from your army that has the *Aerial Drop* ability on the battlefield. That unit can immediately move D3+1".

WARLORD TRAIT: ANTI-PIRACY VETERAN

Your Commander has spent years on countless campaigns conducting anti-piracy and counter renegade missions. They have learned to easily locate their enemies weak points.

When this **WARLORD** targets enemy **INFANTRY**, it may reroll any hit and wound rolls.

RELIC: THE STORMCLOUD

Elysian's recon companies are deployed in advance of the main force and are often the first ones to die for The Emperor. The Stormcloud was the name of the modified Tauros of commander Achak. He served the 50th Elysian for countless campaigns before being slain fighting the Speedfreak Bigboss Gar'Zar'dull on Ares IV-T. After the battle the remains of the Tauros were retrieved and keep serving even today.

Only an **<ELYSIAN> TAUROS OFFICER** may select this Relic.
・ At the end of the movement phase, if this unit did not remain stationary this phase, it gains a 4+ invulnerable save until the start of its next movement phase.

PHANTINE:

WINGS AND TALONS

The Phantine military is divided between the Phantine Skyborne and pilots of the Phantine Air Corps, and they have learned to support each other to be the perfect killing machine.

・ A **<PHANTINE> AIRCRAFT** that targets the same enemy unit as a **<PHANTINE> INFANTRY** unit during the Shooting phase may re-roll hit rolls of 1.
・ A **<PHANTINE> AIRCRAFT** with this doctrine that have a damage table doubles the number of Wounds they have remaining for the purposes of determining what their characteristics are.

AIR STRIKE REQUESTED **1CP**

Phantine – Battle Tactic Stratagem

Phantine regiments are divided into air and ground units that train to work perfectly with each other to produce a devastating result for the foe.

Use this stratagem at the start of the start of the Movement phase. Pick a **PHANTINE OFFICER** unit within 3" of a vox caster. That unit can designate a target that is not an **AIRCRAFT** within 18". The first **AIRCRAFT** using bombs or missiles against the designated target add +1 when determining whether the selected unit suffers a wound or mortal wounds until the end of the shooting phase.

WARLORD TRAIT: IN THE CORP WE TRUST

The steel-wings above them, Phantine officers fully trust the ability of the Aircorps to support the infantry on the battlefield. Those who fight alongside Phantine officers are inspired to battle on even against impossible odds.

Re-roll failed combat attrition test for **PHANTINE** models 6" of your Warlord.

RELIC: PHANTINE RECLAIMERS

Bishop Stearne was the most decorated ace that fought during the Sabbat worlds campaign. He is well known for having scored the highest number of kills he is considered a legend in the Phantine Air Corp. Long dead, his legacy still lives on in the form of the Phantine Reclaimers.

This Relic replaces a **<PHANTINE> FIGHTER** two lascannon or twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D
Phantine Reclaimers	48"	Heavy 2	9	-3	D3+3

DROP REGIMENT

CASCADIA:

ALL TERRAIN HUNTER

The Cascadians are expert fighters used to the harshest of environments and can move freely to hunt down their enemies with deadly efficiency while staying unnoticed.

- **INFANTRY** units with this doctrine ignore vertical distance when they move.
- **INFANTRY** units with this doctrine always count as being in light cover even if they are not.

DOUBLE TIME! DOUBLE TIME! 1CP

Cascadia – Strategic Ploy Stratagem

Cascadians are a light and fast moving regiment that rapidly advance into the best position.

Use this stratagem during the movement phase when **CASCADIAN INFANTRY** unit advance. Add 6" to their Move characteristic for that Movement phase instead of rolling a dice.

WARLORD TRAIT: PRECISION TARGETING

The warlord is a mathematical genius as well as a highly experienced combatant. Combined, these skills make him extremely adept at pinpointing where an enemy will be and directing accurate and lethal fire against them.

At the start of your Shooting phase, select one enemy unit within 18" of this Warlord. When resolving an attack made by a friendly **CASCADIA** model that is within 6" of this Warlord, the targeted enemy unit do not receive any benefit from being in cover until the end of the phase.

RELIC: PLATES OF MYROIR

The Myroir is a creature from Cascadia. Its chitin armour has the ability to bend light, rendering the creature almost invisible to the naked eye. A Cascadian Sentinel pilot once used this chitin to modify his sentinel to better hunt the Imperium foes. Executed for tech heresy, the Sentinel is still stored on Cascadia.

<CASCADIAN> SENTINEL OFFICER only.

- Subtract 1 to the Hit rolls when resolving an attack made with a ranged weapon by model that is more than 12" away against the bearer of this relic.

HELL HARLOT:

OVERHEAD ASSAULT

Hell Harlots are fanatic soldiers of the Imperium – they don't hesitate to drop right on top of the enemy, engaging it directly as they touch the ground with a hail of fire and sharp poisoned blades.

- Units with this doctrine always wound a non **VEHICLE** unit on a 4+ with a close combat weapon.
- When resolving an attack made in the Fight phase, an unmodified wound roll of 6 is resolved with a bonus of -1AP.

CHARGE FOR THE EMPEROR! 1CP

Hell Harlot – Strategic Ploy Stratagem

Hell Harlot brings the Emperor's wrath directly to the enemy in a fast and bloody fury.

Use during the charge phase, select a charging **HELL HARLOT** unit, roll 3D6 to determine the charge distance and keep the two highest results.

WARLORD TRAIT: EX-ASSASSIN

It is common amongst a penal regiment to have officers with the most despicable background, but in war dirty tricks achieve victory.

Add 1 to this Warlord's Attacks characteristic. In addition, add 1 to any wound rolls made for your Warlord in the Fight phase.

RELIC: THE BLADE OF ROSVA

Passed down from commander to commander, the Blade of Rosva is the symbol of the founding of the first Hell Harlot regiment. Though the blade is just a simple tool, in the hand of the best warrior of the regiment it becomes the perfect extension of one's arm, and a deadly weapon to the Imperium's foes.

<HELL HARLOT> OFFICER only. The Blade Of Rosva replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Blade of Rosva	Melee	Melee	+1	-3	D3

Abilities: Each time the bearer fights, it can male 2 additional attacks with this weapon.

HARAKON:

ARMOURED DESCENT

Harakoni Warhawks are elite heavy drop infantry, with high quality armour and weapons, that excel in combat drops without getting hindered by their heavy protection.

- **INFANTRY** units with this doctrine change their Armour profile to 4+.
- When a **VEHICLE** or **INFANTRY** unit with this doctrine loses a wound, on a 6+ that wound is not lost.

ARMOURED BRAWLER **1CP**

Harakon – Wargear Stratagem

Harakon high quality armour offers great protection against enemy fire. The Harakoni warriors trust in their equipment is often rewarded.

Use this Stratagem when one **HARAKONI INFANTRY** is selected as a target during the shooting phase. This unit ignores unsaved wounds on a 5+ for all incoming fire from enemy units at 12” or less.

WARLORD TRAIT: TENACIOUS

Harakoni officers modify their already highly protective armour and command vehicle equipment to improve survivability and lead their troops from the front.

Roll a dice each time your Warlord suffers a wound or mortal wound. On a 5+, the wound is ignored. If your Warlord has the **VEHICLE** keyword, the wound is ignored on a roll of a 6+ instead.

RELIC: VANGUARD DROP ARMOUR

A Harakon armour whose origins are lost in time, the Vanguard Drop Armour is the toughest equipment available in the armory of the world. Given to only the best and most competent commander, this armour is a relic from a long past.

<HARAKON> OFFICER only.

- The bearer gets a 2+ Armour Save.

ARNHEIM PATHFINDERS:

UTRINQUE PARATUS

Despite its small population, the Arnheim Parachute Regiment make up the elite of the planet’s infantry, engaging in daring mass parachute and glider drops to pave the way for the main Imperial assault.

- **INFANTRY** units with this doctrine ignore combat attrition modifiers for morale tests.
- **AIRCRAFT** with this doctrine may re-roll wound rolls of 1.

LOCKED ON **1CP**

***Arnheim* – Wargear Stratagem**

When Arnheim soldiers have a target in sight, they focus their aim to be sure the enemy will go down.

Use this Stratagem at the start of your Shooting phase. Select a **ARNHEIM** unit from your army. You can add 1 to hit rolls made for this unit until the end of the phase.

WARLORD TRAIT: WITH MY LAST BREATH

Renowned for their extreme valour even in the face of death, this Arnheim officer sets an example to his troops; if you’re going to die, do so with a scream on your lips and a primed grenade in your hands.

INFANTRY only. If a model with this Warlord Trait is destroyed, it can immediately make either one last Melee attack, or shoot a last time with a Ranged weapon, as if it were that model's Fight phase or Shooting phase. This model may still shoot with a weapon it is equipped with even if it is within Engagement range or any enemy models.

RELIC: ARNHEIMER LONGBOW

A relic from Arnheims' Feudal past, this weapon has been thrice blessed by Sisters Hospitaller, and has traditionally been gifted to "The Defenders of The Faith". While it certainly seems archaic by the standards of the rest of the Astra Militarum, none can doubt it's effectiveness at finding the Heretic, Psyker and the Witch, nor the inspiration of watching an officer stood stoically in place, loosing arrow after arrow into the chaos of battle.

<ARNHEIM> OFFICER only.

WEAPON	RANGE	TYPE	S	AP	D
Arnheimer Longbow	18”	Assault 1	4	-1	1

Abilities: Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. If the target is a **PSYKER**, it inflict D3 mortal wounds instead.

DROP REGIMENT

D-99:

If your **DROP TROOPS** army is Battle-forged, then you may select **D-99** as your **<DROP REGIMENT>**. If you do so, then all **DROP TROOPS** units within that Detachment replace their **ASTRA MILITARUM** keyword by **INQUISITION** and **ORDO XENOS** faction keywords, including units that would not otherwise have the **<DROP REGIMENT>** keyword.

• **D-99** Detachments must take the Surgical Enhancement.
• **D-99** units must take take the Geno-surgical enhancement upgrade.
• **Automated weaponry: CYCLOPS DEMOLITION VEHICLE** and **TARANTULA BATTERY** do not take the Geno-srugical enhancement.

SURGICAL ENHANCEMENT

Detachment 99 was genetically modified by the Inquisition to fight the most dangerous enemy of the Imperium, and did so to the last man.

- **INFANTRY** units with this doctrine never suffer any negative modifier to their leadership characteristic.
- Each time a model with this tactic makes a shooting attack against a unit that is not **CHAOS**, **IMPERIUM** or **UNALIGNED**, re-roll a hit roll of 1.
- Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+).

SHARED TARGETING DATA — 1CP

D-99 – Wargear Stratagem

D-99 vehicles are equipped with advanced targeting arrays that transfer enemy information and share it with other attacking units.

Use this stratagem during the Shooting phase after a **D-99 VEHICLE** inflicted an unsaved wound to an enemy unit. Every other **D-99 VEHICLE** that target the same enemy unit may re-roll wound roll of 1.

SYNAPTIC SEVERANCE — 2CP

D-99 – Battle Tactics Stratagem

The D-99 know better than any the value of eliminating the leader-beast that coordinate Tyranid swarms in battle, as well as the optimum ganglions to aim for to ensure neural haemorrhage.

Use this Stratagem in your Shooting phase or the Fight phase, when a **D-99** unit from your army is selected to shoot or fight. Until the end of the phase, each time a model in that unit makes an attack against a **TYRANIDS SYNAPSE** unit, an unmodified hit roll of 6 automatically wounds the target.

ENHANCED FOR CONFLICT — 1CP

D-99 – Wargear Epic Deed Stratagem

The soldiers of the D-99 are trained and enhanced for war, each a killing machine.

Use this Stratagem before the battle, after nominating your Warlord. Select one **D-99 CHARACTER** model from your army that does not have a Warlord Trait and determine one Warlord Trait for it; it is regarded as your Warlord for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

THEY WON'T EAT ME ALIVE ! — 2CP

D-99 – Wargear Epic Deed Stratagem

There is no such horror than being devoured alive, and when faced with the horrors of the galaxy, all would rather die taking as many creatures with them than shrieking helplessly when they fail.

Use this stratagem during the fighting phase when a **D-99 INFANTRY** unit lose its last model. Before removing the model it can perform an attack using a **GRENADE** it is equipped with. This attack can only target one enemy unit within fighting range.

KILLING ZONE — 1CP

D-99 – Strategic Ploy Stratagem

D-99 soldiers frequently use fields of enfilading fire to destroy their enemies.

Use this Stratagem in your Shooting phase, after you have shot with a **D-99 INFANTRY** unit from your army. Select one enemy unit that had any models destroyed as a result of attacks made by models from that unit in that phase. Until the end of that phase, when resolving an attack made by a friendly **D-99 INFANTRY** model against that enemy unit, add 1 to the wound roll.

1. BANE OF THE TYRANIDS

Your Commander is a hardened and enhanced veteran of the Tyrannic Wars, their skills at killing Tyranids are unparalleled in the entire detachment.

Re-roll failed hit and wound rolls that target **TYRANIDS** made by your Warlord.

2. BATTLE-WORN DROP VETERAN

This Warlord has lived longer than most who jump out of Valkyries for a living. They know exactly where to land to make the enemy hurt.

INFANTRY Only. Add 1 to hit rolls for attacks made by friendly **<D-99> INFANTRY** units that disembarked from a friendly **DROP TROOPS VALKYRIE** this turn while they are within 6" of your Warlord.

3. GIANT HUNTER

This Warlord' only pleasure left in the madness of war is killing the biggest targets possible. And it do that with passion.

Add +1 to wound against MONSTER for attacks made by this Warlord.

DIGITAL WEAPONS

These potent, short-ranged energy weapons are concealed in precious items of jewellery, the better to lethally surprise the foe.

D-99 model only. When a model with this Relic fights, it can make 1 additional attack using the close combat weapon profile (see the *Warhammer 40,000* rulebook). When resolving that attack, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

XENO WEAPONRY

Even servants of the Ordo Xenos, some Xeno technologies sometimes fall into the hands of the soldiers of the D-99. Their usage are at the own risk of the wielder, and depending on the supervising inquisitor usually leads to a premature death.

D-99 model only. The owner of this relic may improve the Strength and AP characteristics of one of its' weapons by 1. When using this relic, on a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

REQUISITION LOK/IA4AP

Commissioned by Inquisitor Solomon Lok during the events on Beta Anphelion IV, this Lasgun features an under-barrel grenade launcher specially adapted to fire special issue Bolter rounds normally issued to Deathwatch units. Unfortunately, sourcing ammo through official channels is a nigh-impossible task for even the most experienced quartermaster, necessitating this weapons scarcity.

This Relic replace a **D-99 OFFICER**'s auxiliary grenade launcher and has the following profile :

WEAPON	RANGE	TYPE	S	AP	D
Requisition LOK/IA4P	When attacking with this weapon, choose one of the profiles below.				
Dragonfire round	24”	Assault D3	4	0	1
Abilities: Blast. This profile ignore cover.					
Hellfire round	24”	Assault 1	4	0	1
Abilities: This profile adds +1 to its wound roll (except against **VEHICLES** and **TITANIC** units).					
Kraken bolt	30”	Assault 1	4	-1	1
Vengeance round	24”	Assault 1	4	0	2

GENO-SURGICAL ENHANCEMENT

Each Inquisitorial Detachment D-99 Guardsman's internal system has been surgically enhanced by drugs injecting glands.

If your **D-99** army is Battle-forged, then when you muster your army, you can include any **D-99** special units (**MAJOR MARKUS DURAS, D-99 VETERAN SQUAD, 'DECIMATOR' SQUAD, 'EXECUTIONER' SQUAD, 'EXTERMINATION' SQUAD**). In addition you can include any of the following units but must upgrade any models in them with Geno-surgical Enhancement. When a unit is upgraded, its Power Rating is increased as shown in the table bellow.

If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown in the same table.

CYCLOPS DEMOLITION VEHICLE and **TARANTULA BATTERY** are machines and cannot be upgraded with the Geno-surgical Enhancement.

A Crusade force must start with any units fully upgraded with Geno-surgical Enhancement. If a unit from a Crusade is from a **D-99** Regiment, it cannot be selected for the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book).

Unit that can be included in a D-99 Detachment and that must be upgraded with the Geno-surgical Enhancement:
- Non **VEHICLE** units: **DROP PLATOON COMMANDER**, **GROUND SCANNER**, **NAMED ACE OFFICER**, **RECON PLATOON LEADER**, **TACTICAL AIR CONTROLLER**, **COMMAND SQUAD**, **STORMTROOPER SQUAD**, **RECON BIKE SQUAD**.
- Non **AIRCRAFT VEHICLE**: **SENTINEL COMMAND VEHICLE**, **TAUROS COMMAND VEHICLE**, **DROP SENTINEL**, **DROP WEAPONS PLATFORM**, **TAUROS ASSAULT VEHICLE**, **TAUROS MEDICAE**, **TAUROS VENATOR**, **SENTINEL POWERLIFTER**, **SUPPORT SENTINEL**, **TAUROS MAXIMUS**.
- **AIRCRAFT**: **VALKYRIE**, **VALKYRIE SKY TALON**, **VENDETTA GUNSHIP**, **VULTURE GUNSHIP**.

GENO-SURGICAL ENHANCEMENT

UNITS	POWER	POINTS
AIRCRAFT model	+2	+15
Non **VEHICLE** model	+1	+5
VEHICLE model (except **AIRCRAFT**)	+2	+10

CUSTOM DROP REGIMENTS

Every planet in the Imperium raises regiments for the Astra Militarum. Each world's troops have their own distinct traditions, training regimes, tactics and preferred methods of waging war. Even regiments from the same planet can vary, and the rules below will help you develop your own unique fighting force.

If your chosen Drop Regiment does not have an associated Doctrine on page 90, you must instead create their Doctrine by selecting rules from the list here. Unless otherwise stated, your Drop Regiment must take two Regiment Doctrine from the following list:

Agile Warriors

The soldier is the most deadly weapon of all in the eyes of some Astra Militarum regiments, whose rigorous training regiments place an emphasis on forward assault.

When an **INFANTRY** unit with this doctrine Advances, you can re-roll the Advance roll.

Close combat expert

From simple knives to cumbersome power fist, this regiment's soldiers are masters of the use of close combat weaponry.

Add 1 to the Weapon skill of **<DROP REGIMENT>** units.

Counter expert

Some worlds are so dangerous that soldiers are more often the prey than the hunter, this regiment's infantry are experts in countering that kind of helpless situation.

Units with this doctrine may fire Overwatch once per turn when charged by an enemy unit.

Disciplined Shooters

There are few skills more explicitly soldierly than that of marksmanship. Having spent countless hours on ranges, the warriors of this regiment have honed their skills with all manner of weapons to ensure controlled fire even in the harshest battlefield conditions. Remaining calm under immense pressure, these soldiers are capable of pouring vast quantities of accurate fire on enemies that draw close enough, demonstrating impressive clarity of thought.

INFANTRY units with this doctrine may double the number of attacks they make with Rapid Fire weapons at a range of up to 18", rather than half the weapon's range as normal. Hot-shot lasgun may double the number of attacks they make at a range of up to 12" instead.

Gunship Dance

Some drop regiments specializes in the use of gunships as close combat support relying on their heavy fire power to erase the enemies blocking their ground forces.

Re-roll hit rolls of 1 in the Shooting phase for **AIRCRAFT** units with this *doctrine if they did not move in the previous Movement phase.*

Heavy Infantry

Some regiments prefer the protection of heavy armour to drop on the battlefield and face their foes head on.

INFANTRY units with this doctrine change their Armour profile to 4+.

High energy ammunition

Some regiment has the chance to get access to advanced technologies from the Adeptus Mechanicus. Allowing them to be more effective in battle.

While within 6" of an enemy unit, improve the Armour Penetration characteristic of las weapons and shotguns equipped by models with this doctrine by 1 (e.g. AP 0 becomes AP -1).

Honour paint

The Imperium count a million worlds with countless cultures and traditions, this regiment uses their vehicle as canvas for warpaint or idol representation that inspires courage to nearby troops.

VEHICLE units grant +1 Leadership to **<DROP REGIMENT> INFANTRY** within 9".

Hungry for Battle

For this Regiment's warriors, all else is but a prelude to the glorious moment in which their warriors' charge crashes home.

When a unit with this doctrine Advances or makes a charge move, add 1 to the Advance roll or charge roll.

Jury-rigged Repairs

Last minute vehicle tune-ups before a battle can stop a track breaking or a weapon misfiring in combat, but the ability to repair damage mid-battle can be the difference between life and death, and many Astra Militarum vehicle crews are drilled in these vital skills.

At the start of your turn, roll one D6 for each non **AIRCRAFT VEHICLE** model from your army with this doctrine that has lost any wounds. On a 2-4 that model regains 1 lost wound. On a 5+ that model regains up to D3 lost wounds.

Leaf in the wind

Imperial Aircraft pilots are expert pilots who can keep control of their aircraft even under the heaviest attacks.

When an **AIRCRAFT** with this doctrine loses a wound, on a 5+ that wound is not lost.

Lords' Approval

Hailing from a world where being seen to fight well in the eyes of one's betters means social advancement, soldiers of this regiment fight hard in the presence of their officers.

When resolving an attack made with a melee weapon by a **<DROP REGIMENT> INFANTRY** model with this doctrine whilst within 9" of a friendly **<DROP REGIMENT> OFFICER** model, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP 0 becomes AP -1).

Missile storm

Not all worlds have access to advanced energy weapons and have to rely on more primitive weaponry and master its use to a deadly perfection.

When inflicting damage with a missile weapon, roll two dice and keep the highest.

Mobile Infantry

Native to a world with scarce cover or vast open ground, this regiment's infantry has been trained to be always on the move while keeping most of their firepower intact.

INFANTRY units with this doctrine can Advance and still shoot any weapon type except Heavy weapons. When they do so, they suffer a -1 modifier to their ballistic skill. Assault weapons do not suffer any penalty.

Pyromaniacs

There are few better ways of scouring a foe from a world than with torrents of burning promethium. Some regiments embrace this fact, mastering the use of flamer weapons and upgrading them with increased power.

When resolving an attack made with a flame weapon by a model with this doctrine, you can re-roll wound rolls of 1.

Reinforced armour

Close to an industrial world, this regiment reinforces its vehicles with better protection against light weaponry.

VEHICLES with this doctrine treat attacks against them with an AP of -1 as having AP 0.

Shield of courage

Possessed of a grim fatalism regarding the prospect of death, This regiment's Warriors will march unflinchingly into the most hellish of firestorms.

INFANTRY units with this doctrine halve the number of models that flee, rounding up, if they fail a Morale test.

Slum Fighters

Across the Imperium, billions of its citizens live in untold squalor, in places where might is right and violence is a way of life. Such hardship breeds brutal soldiers who fight as fiercely against the enemies of Mankind as they once did against rival gangs.

When resolving an attack made with a melee weapon by an INFANTRY model with this doctrine, an unmodified hit roll of 6 scores 1 additional hit.

Spotter Details

Drawing on extensive training, the gunners and spotters of this regiment form extremely effective partnerships that can have devastating consequences for the enemy.

Add 6" to the Range characteristic of Heavy weapons with a range of at least 24" that models with this doctrine are equipped with.

White of their eyes

Many units are trained in environments involving close quarter fighting where a trooper's reflexes are honed to be lightning fast yet delayed to the last safe moment to improve the chances of hitting a sudden and unexpected appearance of a target.

A unit with this rule may declare Overwatch when charged even if the charging unit was not visible. The defending unit counts as being within 1", and can re-roll 1's to hit. In addition, the first time you use the Overwatch stratagem per turn has no CP cost, and can be used as normal a second time, but it must be by a different unit

Wilderness Survivors

Many peoples of the Imperium dwell in harsh wild-lands, becoming experts in tracking and camouflage. The Astra Militarum puts these hard-earned skills to great use.

When resolving an attack made with a ranged weapon against an **INFANTRY** unit with this doctrine, if that unit did not Advance in its previous Movement phase, it is treated as being in light cover.

FLIGHT COMMANDER DAGOR-JARNI

Dagor-Jarni was one of the most decorated pilots of the Rynn's World war. By the time the flight commander arrived in-theatre as part of Lord Admiral Galtaire's relief fleet, Dagor's Dragon Squadron had seen action in a dozen Imperium war-zones across the Loki Sector. Held in high regard by his peers, Dagor was both a talented leader and exceptional fighter pilot, the number of aerial kills he had racked up in his Custom XXI Thunderbolt earning him the nickname 'the Executioner'. Dagor's first action of the war was the defence of New Rynn City as part of the deployment of the 672nd Fighter Wing. It was here in the last days of the city's siege that Dagor won his first medal of the conflict, the Crimson Aquila, for his efforts in slowing the Gargant advance. Though wounded in the action, Dagor was soon back in action and flew sortie after sortie against the Xenos invaders as the Imperium cleared the planet of greenskins.

It was over Desolation Valley, however, that Dagor made his lasting mark upon the conflict. Duelling with Dakkajets over the mek-yards, Dagor's distinctive fighter became the bane of the local Ork fly-bosses during the Imperium's advance across the Sulphur River. It was his dawn raids that scouted out the force dams and Ork sky-defences, and ultimately his Dragon Squadron who would defend the bombers during the dangerous Sulphur River run to destroy Big Mek Votzug's creations. By the end of the war, Dagor would have flown over 300 missions all across Rynn's World. Impressed with his leadership and knowledge of air combat, Admiral Galtaire offered Dagor a place in the Air Marshal's command staff, though ultimately the pilot refused, unwilling to give up the cockpit.

ACE PILOTS

In the grim dark future of the 41st Millennium, armies of Astra Militarum ground and aerial vehicles wage war on vast battlefields across countless worlds. Among their number, some pilots and crews become legendary for their skills.

If your army is battle forged, rather than determining a Warlord Trait for your Warlord, you can instead select one Ace pilot ability for a **<DROP REGIMENT> AIRCRAFT** model from your army. To do so, before the battle begins select one **<DROP REGIMENT> AIRCRAFT** model (without the **BROOD BROTHERS** keyword) from your army, and select an Ace Pilot ability from the corresponding list below – note that **SUPER HEAVY AIRCRAFT** models cannot be given Ace Pilot abilities from the Aircraft Ace abilities column. Ace Pilot ability applies to the selected model until the end of the battle. Write down any Ace Pilot abilities your models have on your army roster. Named characters cannot be given an Ace Pilot ability, and no model can have more than one Ace Pilot ability.

Aircraft Ace abilities

If the selected **AIRCRAFT** model does not have the **TITANIC** keyword, you can select from the following Ace Pilots abilities:

Tank Buster

This Pilot is an experienced tank killer, expertly lining up strafing and missile runs. This Pilot shows increased skill when targeting large enemy ground assets.

When this unit targets an enemy **VEHICLE** or **MONSTER (**that is not an **AIRCRAFT)** in the Shooting phase, re-roll all wound roll of 1.

G-Force Junkie

This Pilot lives for the thrill of flying, and is so used to pulling Gs and making daring dives and turns they can better manoeuvrer their aircraft.

When this unit moves, you can pivot it up to 180° before it moves, instead of 90°.

Insane Luck

Something about this Pilot just seems like the Emperor Himself is watching over him. Blows that should have killed this Ace somehow miss by inches. But will this luck hold?

This model has a 6+ Invulnerable Save.

Dog-fighter

A true Knight of the Skies, this Pilot is a true Imperial Ace, having made at least five confirmed kills in aerial combat. They show increased skill when duelling enemy aircraft.

When this unit targets an enemy **AIRCRAFT** in the Shooting phase, add 1 to the hit roll.

Master Mechanic

The ace knows their vehicle's ways and foibles in great detail, and is able to repair minor damage with ease.

When resolving an attack made with a ranged weapon against this unit, reduce the Damage characteristic of that weapon by 1 (to a minimum of 1) for that attack.

Well-stocked racks

The ace knows the importance of always having enough ammunition to hand.

When rolling to determine the Type characteristic of a ranged weapon this model is equipped with, you can re-roll any or all of the dice.

Super Heavy Ace abilities

If the selected **AIRCRAFT** model has the **TITANIC** keyword, you can select from the following Ace Pilots abilities:

Bombardier

Veteran bomber pilots through years of service have gained the skill to know exactly when to drop their payloads onto enemy emplacements for maximum effect.

If this unit has any Bombs, when rolling to see if an enemy unit takes damage, add 1 to the dice roll.

Full Payload

This ace is skilled in using their vehicle's weapons to their fullest effect against their enemies.

Do not roll to determine the Damage characteristic of weapons this model is equipped with; they have their maximum values (e.g. a weapon with a Damage characteristic of D3 inflicts 3 damage).

Shatterer of Will

The ace bombards foes whose morale has been sapped by battle, completely shattering their will to fight on.

In the Shooting phase, after you have resolved all of the attacks made by this model, select one enemy unit that any of those attacks scored a hit against. Until the end of the turn, subtract 2 from the Leadership characteristic of that unit.

High Altitude Deployment

The ace is an expert in maximizing the cover provided by the clouds and weather patterns to shield their huge bomber from attack.

This model can only be hit on 6+ until the first time it moves in the battle.

Steadfast Leviathan

This ace pilot has fought alongside their allies for so long that they have learned to work seamlessly with them and adopt their ways of war.

If your army is Battle-forged, this model gains the Regimental Doctrine of its **<DROP REGIMENT>** even if it is in a Super-heavy Auxiliary Detachment.

STRATAGEMS

If your army includes any **DROP TROOPS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and you can spend CP's to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<DROP REGIMENT>** on that Stratagem (if any) with the name of the Drop Regiment that your selected unit is drawn from.

CARPET BOMBING 1CP

Drop Regiment – Battle Tactic Stratagem

When pressed hardest, Drop Troops will often call in overwhelming air support, leaving little but ash in their wake

Select one **<DROP REGIMENT> AIRCRAFT** using a bomb. This stratagem removes the limitation for an aircraft to only drop one bomb per turn. In a single turn a player may use 1CP for every extra bomb dropped in that turn to a maximum of 3 extra bombs.

HOT DROP 3CP

Drop Regiment – Battle Tactic Stratagem

Drop Troops are masters that can wreak havoc into the enemy lines directly after an intense high altitude jump.

Use this Stratagem at the end of the Movement phase, immediately after you set up a **<DROP REGIMENT> INFANTRY** unit from your army that has the Aerial Drop ability on the battlefield. It can shoot as if it were your Shooting phase (using this Stratagem in your own turn does not prevent that unit from shooting in your Shooting phase). This stratagem cost 2CP if the set up unit is a **STORMTROOPER SQUAD** or a **COMMAND SQUAD**.

PRECISION DROP 1CP

Drop Regiment – Battle Tactic Stratagem

These elite troops have deployed via low altitude grav-chutes into dozens of war zones.

Use this Stratagem at the start of your Movement phase. Pick a **<DROP REGIMENT> AIRCRAFT TRANSPORT** from your army. Until the end of that phase, if models embarked within that Transport that use the *Grav-chute Insertio*n ability to disembark, do not roll a D6 for each model to determine if any are slain. Instead, no models from that unit are slain by that ability.

TAKE COVER! 1CP

Drop Regiment – Battle Tactic Stratagem

Sometimes the only possible response to overwhelming enemy fire is to hit the dirt and wait for the storm to pass, before springing up to unleash an answering volley.

Use this Stratagem in your opponent's Shooting phase when your opponent selects one of your **DROP TROOPS INFANTRY** units as a target. You can add 1 to saving throws you make for this unit until the end of the phase.

FIGHT TO THE DEATH 1CP

Drop Regiment – Epic Deed Stratagem

They may be mere mortals in a galaxy of gods and monsters, but the soldiers of the Drop Troops stand tall in the face of obliteration, weapons blazing.

Use this Stratagem at the start of the Morale phase. Pick a **<DROP REGIMENT> INFANTRY** unit from your army that is required to take an Attrition test. You can roll a D3 for the unit, rather than a D6, when taking this test.

INSPIRED TACTICS 1CP

Drop Regiment – Epic Deed Stratagem

A skilled officer can turn a battle on its head, throwing the enemy into confusion and inspiring their own soldiers to acts of remarkable heroism.

Use this Stratagem after a **<DROP REGIMENT> OFFICER** from your army has issued an order or vehicle order. That officer may immediately issue an additional order.

DROP ARMOURY 1CP

Drop Regiment – Requisition Stratagem

The Elysian System in a key trade route where Pirates and Smugglers lurks in the shadows, with Elysian boarding actions the Elysian Drop Troops often find rare equipments and weapons cache that would serve better in the hand of the armies of the Imperium than in some pirates hands.

Use this Stratagem before the battle, Your army can have one extra relic from the Drop Armoury for 1CP, or two extra relics for 3CP. All of the relics that you include must be different and be given to different **<DROP REGIMENT> CHARACTERS**. You can only use this Stratagem once per battle.

ACE PILOT 1CP

Drop Regiment – Requisition Stratagem

Rookie pilots, when under expert mentoring from the more experienced aviators, eventually demonstrate their inherited aerial combat skills.

Before deployment, select one **<DROP REGIMENT> AIRCRAFT** model in your army. You may add one of the Ace Pilot Traits on Page 8 to that model's datasheet.

AERIAL FIRE SUPPORT 2CP

Drop Regiment – Strategic Ploy Stratagem

After deploying the soldiers within, Aeronautica Imperialis aircraft quickly identify and eliminate enemy threats on the ground.

<DROP REGIMENT> unit from your army is chosen as the target of an enemy unit's charge. Pick a **<DROP REGIMENT> AIRCRAFT TRANSPORT** or **VULTURE** from your army within 6" of the unit being charged. That Transport can fire at the charging unit as if resolving an Overwatch attack, and when doing so, will hit the enemy on hit rolls of 4+, regardless of modifiers.

BORN TO EXPLODE 3CP

Drop Regiment – Strategic Ploy Stratagem

Drop Troops are found of mobile explosive vehicle to destroy key targets and provoke chaos into the enemy lines.

Use this stratagem when a **<DROP REGIMENT> CYCLOPS DEMOLITION VEHICLE** Detonates its Cyclops demolition charge or is destroyed by the enemy. If it detonates, the Cyclops demolition charge automatically hits all units in range. If it is destroyed by the enemy, it automatically explodes.

CONSOLIDATE SQUADS 1CP

Drop Regiment – Strategic Ploy Stratagem

Drop Troops officers must quickly learn to adapt in the thick of battle, forming ad hoc fire teams from the fragments of depleted infantry squads.

Use this Stratagem at the end of your Movement phase. Choose a **<DROP REGIMENT> DROP TROOPERS SQUAD** from your army that is within 1" of another of your **<DROP REGIMENT> DROP TROOPERS SQUAD**. You can merge these squads into a single unit and they are treated as such for the rest of the battle.

FIRE ON MY POSITION 3CP

Drop Regiment – Strategic Ploy Stratagem

Even as they are overwhelmed, brave soldiers of the Drop Troops may carry out one last act of vengeful defiance, calling in a strategic bombardment on their own position.

Use this Stratagem when the last model is slain from a **<DROP REGIMENT>** unit from your army equipped with a vox-caster. Before removing the model, roll a D6 for each unit within 3" of it. On a 4+ that unit suffers D3 mortal wounds.

FLYING DEATH 1CP

Drop Regiment – Strategic Ploy Stratagem

The sound of supersonic aircraft and hovering of Gunships are often linked to a rain of fire and death that let only ruins in its wake.

Use this Stratagem during the Morale phase. Select a **<DROP REGIMENT> AIRCRAFT** from your army. Your opponent must subtract 1 to any Attrition tests taken for enemy units that are within 9" of that unit in this phase.

HAMMER BLOW 2CP

Drop Regiment – Strategic Ploy Stratagem

The concentrated firepower of Imperial aircraft is so overwhelming that it can pin down the enemy and deny them whole areas of the battlefield.

Use this Stratagem in your Shooting phase, when a model is destroyed by an attack made by a **<DROP REGIMENT> AIRCRAFT**. That destroyed model's unit is pinned until the start of your next turn. Halve the result of any Advance and charge rolls made for pinned units. When resolving an attack made with a ranged weapon by a model from a pinned unit, subtract 1 from the hit roll.

HIDDEN POSITION 1CP

Drop Regiment – Strategic Ploy Stratagem

Drop Troopers are often left alone on the frontline and are able to disappear in the surrounding cover to prepare an attack.

Use this Stratagem at the start of your opponents Shooting phase. Select a **<DROP REGIMENT> RECON SQUAD** from your army that is entirely on or within any terrain feature. Until the end of the phase, enemy models can only shoot that unit if it is the closest unit visible to them.

PRELIMINARY BOMBARDMENT 2CP

Drop Regiment – Strategic Ploy Stratagem

A Drop Troops assault often begins with an initial bombardment of the enemy line, softening up and disorganizing the foe before the mass drop of infantry and armour begins.

Use this Stratagem after both sides have deployed, but before the first battle round begins. Roll a dice for each enemy unit on the battlefield. On a 6, that unit suffers 1 mortal wound. You can only use this Stratagem once per battle.

REFUEL AND REARM 2CP

Drop Regiment – Strategic Ploy Stratagem

After spending their ammunition, aircraft leave the battlefield to rearm and refuel before coming back for another round of air support.

Use this Stratagem when an **AIRCRAFT** unit leaves the table to enter Strategic Reserves. Any Bombs already used in that battle are immediately replenished. In addition, on a 2+ that unit restores D3 wounds.

TACTICAL AIR CONTROL 1CP

Drop Regiment – Strategic Ploy Stratagem

Many Drop Troopers receive advanced training in calling for devastating air strikes and strafing runs.

Use this Stratagem at the start of your Shooting phase. Select one **TACTICAL AIR CONTROLLER** model from your army. Until the end of that phase, when picking an enemy unit for that model's Air Raid Requested or Strafing Coordinates abilities, you can measure the range and visibility from any friendly **<DROP REGIMENT>** unit on the battlefield that has a vox-caster, instead of from that model. When rolling a D6 for that model's Air Raid Requested ability, add 2 to the roll.

TARGET ACQUIRED 1CP

Drop Regiment – Strategic Ploy Stratagem

Sniper teams are often deployed on strategic positions to find and eliminate enemy key targets.

Use this stratagem during the Shooting phase when a **<DROP REGIMENT> SNIPER SQUAD** or **<D-99> 'DECIMATOR'** SQUAD is selected to shoot. You can choose which models wholly within range and visible in the enemy unit are wounded for all wounds inflicted by a sniper rifle or anti-material rifle in this unit.

ADVANCED COUNTER-MEASURES 1CP

Drop Regiment – Wargear Stratagem

When expecting to insert into particularly perilous drop zones, Drop Troopers fit their drop-ships with additional defences to ward off incoming fire.

Use this Stratagem before the battle. Select one **VALKYRIE** or **VALKYRIE SKY TALON** model from your army. When you declare that model will hover, it does not lose the Hard to Hit ability.

FLARE LAUNCHER 1CP

Drop Regiment – Wargear Stratagem

Simple but reliable countermeasures, flare and chaff launcher have been used against missiles weaponry for millenniums.

Select one **DROP REGIMENT AIRCRAFT** that is being targeted by an enemy unit. That unit does not get any bonus to hit against this model.

GUIDED MISSILE 1CP

Drop Regiment – Wargear Stratagem

When no aircraft are available to take down the enemy fighters it becomes the Heavy Weapons Teams job to cleanse the sky.

Use this Stratagem at the start of the Shooting phase. Select a **<DROP REGIMENT> HEAVY WEAPONS SQUAD**. Until the end of that phase, this unit add 2 to its hit rolls for any attack made with a Missile weapon against enemy units that can **FLY**.

MELTA BOMB 1CP

Drop Regiment – Wargear Stratagem

Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Use this Stratagem in the Fight phase, when a **<DROP REGIMENT> MELTA BOMB** unit from your army is selected to fight. Select one model in that unit; that model can only make one attack this phase, and must target an enemy **VEHICLE** unit with that attack, but if a hit is scored, that unit suffers 2D3 mortal wounds and the attack sequence ends.

OVERCHARGE POWER-CELL 1CP

Drop Regiment – Wargear Stratagem

It is not rare for a Trooper to overcharge its lasgun's power-cell to increase the output power of its gun.

Use this Stratagem during the Shooting phase. Select a **<DROP REGIMENT> INFANTRY** unit, all non Heavy Las weapons in that unit add +1 to wound against non **TITANIC** enemy units but can only fire once per model.

SIGNATURE ACQUIRED 1CP

Drop Regiment – Wargear Stratagem

Between ground and air units, Drop Troops make extensive use of missile weaponry and master them perfectly.

Use this stratagem when one unit from your army shoots with a missile weapon. You may re roll all failed hit rolls for missile weapons fired from that unit

SMOKE CANISTER 1CP

Drop Regiment – Wargear Stratagem

All Drop Troops units are trained to work and protect each other to accomplish even the hardest missions.

Use this Stratagem at the start of your Shooting phase. Select a **<DROP REGIMENT>** model equipped with mortar, grenade launcher or auxiliary grenade launcher. Instead of shooting, select a friendly **<DROP REGIMENT>** unit that is not an **AIRCRAFT** wholly within range of that weapon. Any enemy units that target the hidden unit must do so with -1 to hit.

SMOKESCREEN 1CP

Drop Regiment – Wargear Stratagems

Throwing down a hail of smoke grenades or deploying their smoke launcher, the drop troops screen themselves from the enemy

Use this Stratagem in your opponent's Shooting phase, when a **DROP REGIMENT SMOKESCREEN** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

WARLORD TRAITS

If a **DROP TROOPS CHARACTER** model is your **WARLORD**, you can use the Drop Regiment Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If your Warlord has the **VEHICLE** key word, you can also use a Warlord Trait from the Command Vehicle Warlord Traits. You can select a Drop Regiment Warlord Trait for your **WARLORD**, but only if they are from the relevant **<DROP REGIMENT>.**

When you have determined a Warlord Trait for a **DROP REGIMENT CHARACTER** model, replace all instances of the **<DROP REGIMENT>** keyword in their Warlord Trait (if any) with the name of the Drop Regiment that your models are drawn from.

DROP TROOPS WARLORD TRAITS

1. GRAND STRATEGIST

This Warlord is capable of precisely anticipating the ebb and flow of war.

・ Whilst your Warlord is alive you can re-roll a single hit roll, wound roll or saving throw per battle.
・ If your army is Battle-forged and this Warlord is on the battlefield, roll a D6 for each Command Point spent to use a Stratagem. On a 5+ that Command Point is immediately refunded.

2. OLD GRUDGES

The Warlord has learned his nemesis' weakness, and will exploit it ruthlessly.

・ After deployment, but before the first battle round begins, choose a unit in your opponent's army.
・ You can re-roll failed wound rolls for **DROP TROOPS** units from your army that target the unit you chose whilst they are within 6" of your Warlord.

3. IMPLACABLE DETERMINATION

The Warlord is known for leading swift and inexorable advances.

At the start of the movement phase, select one friendly **DROP TROOPS** unit at 3" of your Warlord. When Advancing, this Warlord and that unit may both add 6"to their Move characteristic for that Movement phase instead of rolling a dice.

4. MASTER VOX

The warlord has in his possession a master vox with which he can directly command his forces over a wide area, enacting far-ranging strategies.

・ When using this Warlord's Voice of Command ability, it can issue orders to friendly **<DROP REGIMENTS>** units within 24". In addition, while this Warlord is embarked within a **TRANSPORT** model it can still use its Voice of Command ability; when doing so, make any measurements from that **TRANSPORT** model's hull.

5. BELLOWING VOICE

Every order given by this Warlord is bellowed to his men with perfect clarity and at ear-splitting volume, ensuring those under his command know his will and act on it without hesitation.

Add 3" to the range of any abilities on your Warlord's datasheet (such as Aura of Discipline or Voice of Command).

6. MASTER OF COMMAND

This Warlord commands his forces with a masterful knowledge of their abilities and even individual personalities, ensuring he gets the best from the men around him.

Your Warlord gains the Voice of Command ability. If your Warlord already has the Voice of Command ability, they may instead issue one additional order per turn.

FLIGHT COMMANDER MEGANA AYCE

15TH FIGHTER GROUP

When the world of Agrellan fell to the T'au during their expansion into the Damocles Gulf, countless humans became casualties. Among the dead were Megana Ayce's family, caught up in the alien advance. When she learned about the fate of her parents and siblings, Megana was serving in the Aeronautica Imperialis Ultima Segmentum Command as an Air Marshal, commanding the 912th Helion Fighter Group. Against the wishes of her superiors she took a demotion to Flight Commander, so she could get back in the cockpit and exact her revenge against the Xenos. Transferred to the 15th Fighter Group, she had hoped to be in the reconquest force headed to retake Agrellan, but instead ended up on Taros. Nonetheless, Megana was more than happy, as long as she could make the T'au Empire pay.

As a former staff officer, Megana is more than merely a skilled pilot, she brings with her an extensive understanding of aerial tactics. Her fellow Lighting Strike Fighter pilots have learned to follow her lead when she quickly changes formation, or strikes out in an unexpected direction, almost as if she is anticipating the movements of the enemy before they make them.

COMMAND VEHICLE WARLORD TRAITS

1. SKILLED GUNNERY

After countless deployments, this Warlord became an expert at handling vehicle mounted weapons.

This Warlord can re-roll any hit roll of 1.

2. IN THE EMPEROR WE TRUST!

This warlord is a fervent believer of the imperial creed and venerates the emperor like an Ecclisiarch, and the speaker attached to its vehicle's hull transmits prayer to encourage surrounding troops.

Friendly **<DROP REGIMENT> INFANTRY** units add +1 to their leadership while within 6” of this Warlord. Enemy **INFANTRY** units subtract 1 to their leadership while within 6” of this Warlord.

3. RE-ORG ON ME!

This warlord leads from the front and doesn't hesitate to drop on any objectives even under the heaviest fire.

This Warlord gets the objective secured special rule.

4. WOLF PACK FORMATION

This Warlord works in synergy with their units. They move and fire with them as if they were a single entity.

At the end of the movement phase, this Warlord can nominate a friendly **TAUROS** or **SENTINEL** unit within 2" that shares their vehicle keyword, and nominate an enemy unit within range and visible to both units. Any attack targeting the nominated unit gain +1 to hit until the end of the turn.

5. HIDDEN PREDATOR

This warlord is well aware of the proportions of their vehicle and knows how to use its fast and agile movement to sneak up into the best positions to strike undetected.

This model may receive the benefit of light cover if it is entirely on or within a terrain feature.

6. MASTER OF COMMAND

This Warlord commands with a masterful knowledge of their forces abilities and even individual personalities, ensuring they get the best from the troops around him.

Your Warlord gains the Voice of Command ability. If your Warlord already has the Voice of Command ability, they may instead issue one additional order per turn.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below.

Named Character	Warlord Trait
General Syckava	Grand Strategist
Captain Thanstadt	Implacable Determination
Captain Xhyst	Bellowing Voice
Captain Gerek	Reorg on me
Colonel Johanna Van Meer	Anti-Piracy Veteran
Colonel Yris Akino	Tenacious
Captain Jonus Remaus	In The Air Corps We Trust
Major “Mad Jack” Kurchkill	With my last breath
Lavina Fisher	Wolf Pack Formation
Thomas Pegahmagabow	Precision Targeting

RELICS

If your army is led by a **DROP TROOPS WARLORD** you can, when mustering your army, give one of the following Regiment Relics to a **DROP TROOPS CHARACTER** or an **AIRCRAFT** model from your army. Named characters models cannot be given any of the following Relics.

When a model from your army is given a Regimental Relic, replace all instances of the **<DROP REGIMENT>** keyword in that Relic's rules (if any) with the name of the Regiment that your model is drawn from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Regimental Relics your models have on your army roster.

DISTRACTION CHAFF

An aircraft launch these special chaff, packed with stun shot and smoke canisters, to disrupt attacking airborne creatures while the pilot manoeuvred to another position.

AIRCRAFT model only.
・ Once per battle, when the bearer is selected as the target of a charge, the attacking unit must halve the dice result to determine if the charge is successful.

EMPEROR'S JUSTICE

A Relic Bolt Gun, chambered in a more human sized round. It is a gift bestowed on regiments by the Commissariat, for a drop troops regiments unwavering loyalty.

OFFICER model with Bolt gun only.

WEAPON	RANGE	TYPE	S	AP	D
Emperor's Justice	24"	Rapid Fire 2	4	-1	1

HOLY RELIC

It can be a simple object, or some parts of a defunct hero of the regiment, but when brandished on the battlefield, it can transform even the most ramshackle soldier into a holy crusader.

OFFICER model only.
・ If the bearer didn't move during the Charge phase, it can choose to reveal the relic. When doing so, all friendly **INFANTRY** models within 6" and in line of sight of the bearer get a +1 to their Attack characteristic until the end of the turn. The relic may be revealed in an opposing player's turn.

HONORIFICA IMPERIALIS

This award is one of the highest honours that can be won by all ranks of the Astra Militarum.

Non **AIRCRAFT** model only.
・**INFANTRY** bearer gets the *Voice of Command* ability. **VEHICLE** bearer gets the *Command Vehicle* ability instead.
・ If the bearer already has this ability, it can instead give one additional order each turn.

INTERNAL COMMS SYSTEM

Every drop regiment has at least one Valkyrie equipped with powerful communication set. This equipment allows any officer to directly lead and order their troops while staying in the relative safety of the transport.

VALKYRIE only.
・ While an **OFFICER** is embarked within this Valkyrie they can still use the Voice of Command ability. When doing so make any measurements from this Valkyrie's base.

FURIOUS FUZZY DICE

Van Petrol was the best Tauros pilot of his regiment. His piloting ability allowed him to stay in the thick of the battle without his steed paint ever being scratched while blasting away his enemy.

TAUROS COMMANDER only.
・ When the bearer loses a wound, if it did not remain stationary in the last controlling player's movement phase, on a 5+ that wound is not lost.

LUCKY SQUEEZY GROX

Lerra brought this Grox plushy with her when she first enrolled into the Imperial Navy, and it followed her until her retirement almost two hundred years later. The worn down plushy was left behind as a parting gift for the next generation of pilots and is often given to the most adept pilot of the squadron.

・ When an **AIRCRAFT** equipped with this relic loses a wound, on a 5+ that wound is not lost.

MACHARIAN CROSS

The Macharian Cross is awarded only to Astra Militarum officers in recognition of innovative and successful tactical thinking.

OFFICER model only
At the end of the Deployment phase, select one **DROP TROOPS INFANTRY** units from your army and redeploy it. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

MEDALLION CRIMSON

The Medallion Crimson is awarded to men who have suffered horrific wounds and have not lost their faith in the Emperor or their will to fight on. It takes a lot to stop a man who has earned this decoration.

Only **INFANTRY CHARACTER** may select this Relic.
・The first time the bearer is reduced to zero wounds, roll a D6, on a 2+ the model is not slain but comes back with 1 Wound at the end of the phase in its original position.

POWER CUTLASS

It is not uncommon for Drop Regiments to find themselves fighting in the void, and conducting boarding actions on behalf of the Imperial Navy. Such regiments are usually gifted a captain's power Cutlass, a special pattern power sword more adept at the close quarters ship fighting.

INFANTRY OFFICER model only.
This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Power Cutlass	Melee	Melee	+1	-3	1

Abilities: Unmodified wound rolls of a 6 cause a mortal wound in addition to any normal damage.

SULWANT'S AQUILA

Major General Sulwant Kingh Pannu, was an officer of the Indolian army and a recipient of the Mana Dir Jhakra. He was initially commissioned as an officer in the 3rd Gorga Rifles in M40952, and joined the drop regiment in M41957 after completing the paratrooper officers' course. Pannu is most famous for having led 2 Para in the famous Danail Airdrop to capture the Roongli Space port over the planet Ramuna, during the Balgazesh Liberation War. The battalion was airdropped near Dangail and tasked to cut off the 93 Brigade of Pakizany Army which was retreating from the north to defend Drhaka and its approaches. For his conspicuous gallantry and leadership, Pannu was awarded the Mana Dir Jhakra.

OFFICERS only. Whilst the bearer is on the battlefield, roll a D6 each time your opponent uses a Stratagem. On a 5+ you gain 1 Command Point.

SURVEYOR

A surveyor (also known as an auspex or scanner) is used to detect hidden enemy troops.

・ When an enemy unit is being set up within 12" of the bearer, the bearer and friendly units within 3" may immediately fire Overwatch at the enemy units.

TALON OF ARBAN

Commander Arban was a former criminal with a severe addiction to various drugs putting him into a state of total berserk rage. He heavily modified his command sentinel's close combat weapons to facilitate his bloodbath during battle.

SENTINEL COMMAND VEHICLE only.
This Relic replaces a sentinel chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Talon of Arban	Melee	Melee	+1	-2	2

Abilities: A model equipped with this relic get +1D3 attacks during the fight phase. If any attacks are made against enemy **INFANTRY** models, add 3 attacks instead

THE ASHES OF BARRETT

Due to a training accident, Sergeant Barrett was unable to be a front line drop trooper. When eventually death came to take him, he was incinerated with full honours by his regiment, and placed into a small reliquary. To this day, his ashes are carried by willing volunteers so he may still undertake combat drops alongside his regiment, and he has more combat drops any other drop trooper.

・**<DROP REGIMENT>** units within 6" of the relic bearer add 1 to their Leadership.
・ Roll a D6 each time a **<DROP REGIMENT> INFANTRY** model is destroyed within 6" of the relic bearer, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

THE GATE BLASTER

A heavily modified Tauros grenade launcher made by Colonel Makrstein during the Merxian Rings campaign. The bulky weapon can fire a variety of ammunition and was essential to breach the gate of the chaos fortress.

TAUROS COMMAND VEHICLE with Tauros grenade launcher only.
This Relic replaces a Tauros grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D
The Gate Blaster	When attacking with this weapon, choose one of the profiles below.				
Frag charge	18"	Heavy 2D6	3	0	1
Abilities: Blast					
Melta charge	18"	Heavy 2	9	-4	2D6

THE RED LORD'S ENGINE

Mofred Von Richzogen known as the Red Lord, was an ace pilot that served the Imperial Navy from a young age, originally sent to serve as a simple crewman, he soon was reoriented when the Captain discovered Richzogen talent for piloting. The Red Lord's engine has been heavily modified by its original owner and saved to be reused by the Aeronautica Imperialis aces even long after his death.

Only an Ace Pilot **FIGHTER** model may select this Relic.
・A model with this relic changes its Supersonic rule to the following: Each time this model makes a normal move, advances, or falls back, this model must move in a straight line. At any point in its move it may pivot up to 90 degrees, and then move in a straight line the remainder of its move. When this model Advance, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

TRADEMARK ITEM

This is something the officer carries into battle to show his disregard for the enemy. It could be a swagger stick or a nonchalantly smoked cigar, or something more grandiose like a billowing, scarlet cape or a chestful of shiny medals.

OFFICER model only
・ Units within 6" of the bearer of this relic may re-roll any failed Morale test that it suffers.

CHAPTER APPROVED RULES

If every model in your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** models) has the **DROP TROOPS** keyword, and your **WARLORD** has the **DROP TROOPS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **DROP TROOPS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

PURGE THE ENEMY

DROP WARFARE

End Game Objective

The Drop Regiments fall from the sky like a deadly meteor strike, obliterating the Imperium's foes once on the ground or directly from the sky with a barrage of rockets and missiles.

If you select this objective, you score victory points as follows:

• Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each enemy unit that was destroyed by an attack or a bomb from a **DROP TROOPS** unit from your army the turn it arrived by Aerial Drop.

• Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each enemy unit that was destroyed by an attack or a bomb from a **DROP TROOPS AIRCRAFT** unit from your army.

• Score 1 victory point at the end of the battle (to a maximum of 5 victory points) for each **DROP TROOPS** unit from your army in the enemy deployment zone.

BATTLEFIELD SUPREMACY

MANOEUVRE WARFARE

Progressive Objective

Lacking heavy vehicles and specialized artillery, Drop Troops cannot stand their ground alone for long and must rely on speed to outmanoeuvre their enemy and bring victory to the Imperium.

• Score 1 victory points at the end of your turn for each table quarter that has a **DROP TROOPS** unit wholly within it.

NO MERCY, NO RESPITE

TACTICAL SUPERIORITY

Progressive Objective

The coordination between air and ground forces are essential for Drop Troops. The Aeronautica Imperialis bringing heavy firepower while the Infantry and ground vehicles secure objectives and cleanse buildings and fortifications.

If you select this objective, you score victory points at the end of each battle round for achieving the following objectives:

• Score 3 victory points at the end of your turn if an enemy unit within 3” of an objective marker was destroyed by a **DROP TROOPS AIRCRAFT** from your army.

• Score 1 victory points at the end of your turn if you control one or more objective markers that were controlled by your opponent at the start of your turn, and a **DROP TROOPS** unit (excluding aircraft) is within 3” of that objective.

AIR SUPERIORITY

End Game Objective

Drop Troops have the support of an extensive fleet of Aircraft that cleanse the sky and rain death to the enemy on the ground. Few in comparison of the ground forces, their presence is essential to achieve victory.

If you select this objective, you score victory points as follows:

• Score 3 victory point at the end of the battle for each enemy **AIRCRAFT** unit that was destroyed as the result of an attack or a bomb from a **DROP TROOPS AIRCRAFT** unit from your army.

• Score 2 victory point at the end of the battle for each enemy **VEHICLE** and **MONSTER** unit that was destroyed as the result of an attack or a bomb from a **DROP TROOPS AIRCRAFT** unit from your army.

• Score 1 victory point at the end of the battle for each enemy **INFANTRY** unit that was destroyed as the result of an attack or a bomb from a **DROP TROOPS AIRCRAFT** unit from your army.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Astra Militarum, such as Agendas, Battle Traits and crusade Relics that are bespoke to Drop Regiment units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

Drop Troop units attempt to achieve unique Agendas in Crusade battles, which can be found on the page opposite. These Agendas reflect the unique goals of Drop Troop armies on the battlefield and help reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

Drop Troop armies have access to a number of additional Requisitions, suited to their methods of waging war.

BATTLE TRAITS

Drop Troop units can be given one of the Battle Traits presented on page 106 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed to Drop Troop units.

OFFICER TRAINING

The Officer Training presented on pages 107-108 is a new category of Battle Honours that can be bestowed to Astra Militarum Command Personal. They help to reflect the particular honours, duties and skills associated with leading a regiment of Drop Troops, and further personalize the Officers in your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Drop Troop characters can find intelligence needed to search for one of the Crusade Relics described on page 109. These may be special issue items granted by the Munitorum as a Drop Troop Crusade force grows in experience and strength.

CUSTOM CREATOR

Converting and modifying miniatures is an easy and exciting aspect of the Warhammer 40,000 hobby. With certain models, such as the an Aircraft which has weapon mountings and fittings that are interchangeable with several other vehicles or Character that can be fully personalized with a unique backstory, it is straightforward to create an entirely new model. It is just as simple to create a datasheet for these converted miniatures so that you can field them on the battlefield.

CUSTOM CHARACTER

This section allows you to create datasheets for bespoke named characters, either those of your own devising or any of the storied heroes detailed in the Warhammer 40,000 universe who do not already have a datasheet of their own.

CUSTOM TAUROS

On these pages we provide you with some guidelines on how to write datasheets for custom Tauros, as well as providing you with some examples.

CUSTOM AIRCRAFT

On these pages we provide you with some guidelines on how to write datasheets for custom Aircraft, as well as providing you with some examples.

AGENDAS

If your Crusade army includes any **DROP REGIMENT** units, you can select one Agenda from the Drop Troops Agendas listed below. This is a new category of Agenda, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

Add four unique agendas.

AIR SUPERIORITY

Drop Troops Agenda

Never before was so much owed by so many, to so few. The courageous pilots of the Imperial Navy gain supremacy of the skies in this sector, clearing the air of all enemy aircraft despite the odds.

During the Battle, keep an Air Superiority tally for each **DROP TROOPS AIRCRAFT** unit within your Army. For every enemy **AIRCRAFT** model destroyed by that unit, add 1 to its Air Superiority tally. At the end of the Battle, add 3 Experience Points for each mark on its Air Superiority tally.

DROP ZONE SECURED!

Drop Troops Agenda

A primary objective for Imperial Guard Drop Troops on landing is to secure a perimeter around the Drop Zone. This allows a secure area for reinforcements and supplies to be co-ordinated and sent on in to battle.

At the end of the Battle, if there are no enemy units within 6”of your deployment zone (excluding **AIRCRAFT**), each **DROP TROOPS** unit that was not destroyed during the battle gains 2 Experience Points.

IRON DISCIPLINE

Drop Troops Agenda

Drop Troops are used to being surrounded, outnumbered, outgunned and even discontinued from Forge World. But they never truly die, they just go to Hell to regroup!

During the Battle, keep an Iron Discipline tally for each **DROP TROOPS** unit in your army. Each time that unit passes a Morale Test, add 1 to its Iron Discipline tally. If a unit fails a Morale Test, reset its Iron Discipline tally to 0. At the end of the Battle, each unit gains 2 Experience Points for each mark on its Iron Discipline tally.

STRATEGIC VALUE ABSOLUTE

Drop Troops Agenda

Drop Troop Officers know that their units will often be thrown into battles of overwhelming odds, tasked by High Command to complete critical objectives at any cost. This requires tactical co-ordination and communication between Drop Officers.

At the end of the Battle, note the total number of Victory Points earned by your side. For every 20 Victory Points (rounding up), each **OFFICER** unit in your Army that fought in this battle gains 1 Experience Point.

REQUISITIONS

If your Crusade force includes any **DROP REGIMENT** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

HARDENED VETERANS 1 RP

The survival rate for Drop Infantry is often very low, with Drop Regiments often taking high casualties in the high-risk, high-reward missions they are given. Those units that survive however, grow rapidly in their skills and combat experience, and this shows in their future missions.

Select a **DROP TROOPER SQUAD** from your Order of Battle. You may immediately replace it with a **DROP VETERAN SQUAD** if your Crusade Roster has sufficient Supply Limit to be able to do so. The new **DROP VETERAN SQUAD** retains the Experience, Rank, Battle Traits, Battle Scars and Weapon Enhancements of the unit it replaced. If any Weapon Enhancements that were previously held related to an item of wargear that a **DROP VETERAN SQUAD** cannot equip, you may immediately choose a new Weapon Enhancement that is available to that unit.

PASSED SPECIAL FORCES SELECTION 1 RP

Drop Storm Troopers are the elite heavy infantry of a Drop Regiment, wearing heavier carapace armour and carrying more powerful weapons, and tasked with the most dangerous missions. Within Drop Regiments, competition to earn a place in units are fierce, with each Regiment having different standards and entry tests for would-be Storm Troopers.

Select a **DROP TROOPER SQUAD** or **DROP VETERAN SQUAD** from your Order of Battle. You may immediately replace it with a **STORM TROOPER SQUAD** if y our Crusade Roster has sufficient Supply Limit to be able to do so. The new **STORM TROOPER SQUAD** retains the Experience, Rank, Battle Traits, Battle Scars and Weapon Enhancements of the unit it replaced. If any Weapon Enhancements that were previously held related to an item of wargear that a **STORM TROOPER SQUAD** cannot equip, you may immediately choose a new Weapon Enhancement that is available to that unit.

PDF VETERANS 1 RP

Drop Troop Regiments are often compromised of the very best of a planet's soldiers. Sometimes, those formations that are raised to serve as the planet's Imperial Tithe to the Departmento Munitorum are not raw recruits, but in fact veterans from their Planetary Defence Forces, and make have tasted battle before their transfer to the Astra Militarum.

When you add a new **INFANTRY** unit to your Crusade Force, that unit immediately gains 6 Experience Points. Add a Battle Honor for that unit as normal.

FIELD PROMOTION 1 RP

Imperial Guard Commanders have the ability to make immediate promotion decisions within their forces during campaigns, often made a requirement to replace casualties and select officers who show tactical promise and leadership potential.

Select one of the following units in your Crusade Roster. That unit may be immediately replaced with the designated senior unit, if your Crusade Roster has sufficient Supply Limit to be able to do so:

• A **DROP PLATOON COMMANDER** may be replaced by a **DROP COMPANY COMMANDER**.
• A **DROP COMMISSAR** may be replaced by a **DROP LORD COMMISSAR**.

The new unit retains all Experience, Rank, Battle Traits, Battle Scars, Weapon Enhancements and Junior Officer Training traits of the unit it has replaced. If any Weapon Enhancement relates to an item of wargear –or a Junior Officer Training trait –that the new unit cannot normally equip, you may immediately choose either a new Weapon Enhancement or Junior Officer Training trait that is available to that unit.

*Designer's Note: The **DROP PLATOON COMMANDER** datasheet allow for two character models to be added to the same unit but are deployed separately on the battlefield and act as independent units for normal rules purposes.*

For Crusade games, players should use the Split Units rule as described on page 327(Crusade Appendix)of the Warhammer: 40,000 Rulebook, so that each model has its own Crusade Card. When using this Requisition above, the player should nominate which individual Crusade Card the Requisition applies to and communicate this clearly to their opponent where possible.

TOP GUN FLIGHT SCHOOL 1 RP

Although required by Imperial Mandate to be split as separate entities, Astra Militarum Drop Troopers and their Aeronautica Imperialis cousins have to work closely together to co-ordinate combat drops under enemy fire, and provide close air support. As a result, Force Commanders often require only the very best Pilots to be selected for Airborne duties. Many will undergo specialist Imperial Navy Training before joining their new colleagues.

When you add a new **AIRCRAFT** unit to your Crusade Force, that unit immediately gains 6 Experience Points. Add a Battle Honour for that unit as normal.

BATTLE TRAITS

When a **DROP TROOPS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table, or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade Points accordingly, as described in the Warhammer 40,000 Core Book.

DROP COMMAND SQUAD

1-2 Master Vox Operator (Model with Vox-Caster only)
This Command Squad's Comms Operator is adept at getting the best out of the Company Vox, even adding in a few non-Mechanicus-approved "modifications".

If a friendly **DROP TROOPS OFFICER** is within 3" of this model when using their Voice of Command ability, you may extend the range of the order to 30" if the target unit also contains a Vox-caster.

3-4 Company Surgeon (Model with Medi-pack only)
Critical to the survival of a Drop Company, the Company Surgeon is an expert in combat medicine, keeping the soldiers under their care fit and healthy so that they may continue to fight on.

When using this model's Medi-pack ability, target models regain lost wounds on a 3+ instead of 4+, and may use the ability twice per turn instead of once. In addition, if this model was not destroyed during the battle, you may re-roll failed Out of Action tests for friendly **DROP TROOPS INFANTRY** units.

4-5 Colour Sergeant (Model with Regimental Standard only)
"That frakking lasgun is so frakking filthy it's starting to frakking remind me of you, now drop and give me 50 you ugly frakking' little frak!"

You may add 1 to that model's Attacks, Leadership and Wounds characteristics. In addition, friendly **DROP TROOPS** units within 6" of this unit may re-roll failed Morale Tests.

INFANTRY units (Excluding CHARACTER)

1 Stealth Experts
This unit has become masters of stealth insertion, blending in to the terrain around them to make surprise attacks on the enemy.

If this unit is at least 12" away from enemy models, then it gains the benefit of Light Cover.

2 Combat Jump Badge
This unit has survived multiple combat drops and have become adept at navigating their chutes accurately.

If this unit arrives on the battlefield as a result of its Aerial Drop ability, it may deploy anywhere on the battlefield that is at least 6" away from any enemy units.

3 Combat Medic
Delivering life-saving medical care in the midst of battle is difficult at best, but this unit has a trained Combat Medic who can perform triage and immediate assistance to casualties.

Select one model in this unit that is not a Sergeant, or carrying a Demolition Charge, Special Weapon on Heavy Weapon. That unit permanently equips a Medi-pack at no additional cost to its Points or Power Rating. In addition, when this unit fails an Out of Action test, re-roll that test.

4 Demolition Experts
This unit has discovered that enemies of the Emperor and High-Explosives go well together.

When this unit declares it will make an attack with Frag Grenades, Krak Grenades or Demolition Charges, add 1 to the wound roll.

5 Pyromaniacs
"I like the fire, it understands me, and I understand it. But of course, try explaining that to the frakking Arbites".

When this unit declares it will make an attack with Flamers or Heavy Flamers, you may re-roll the number of attacks for that weapon type.

6 Veteran Sergeant
Either by sheer toughness, or the will of the Emperor, this unit's Sergeant just refuses to die. Cigar optional.

Select on model in this unit (if that unit has a champion, such as a Drop Infantry Sergeant, then you must select this model). You may add 1 to that model's Attacks, Leadership and Wounds value.

OFFICER TRAINING

Command school and Battle school Training are specialist traits that can be granted to certain **DROP TROOPS OFFICER** units, representing the additional skills. Knowledge and training they acquire as they grow in experience over the course of your campaigns and the command system of Astra Militarum Drop Regiments.

When such a unit from your army would gain a Battle Honour, you can instead choose for it to gain one of the relevant Training traits below. A single model may have a maximum of one Senior Officer Training trait and one Junior Officer Training trait.

ASTRA MILITARUM COMMAND ACADEMY

Available to **DROP COMPANY COMMANDER** and **DROP LORD COMMISSAR** models only. Your Order of Battle cannot include more than one such unit from the same Drop Regiment with the same Command Academy trait. As with any Battle Honour, make a note on the unit's Crusade card when it gains a Command Academy trait, and increase its Crusade points total by 1.

STUDY: SABBAT WORLDS CRUSADE

This Officer has read widely on the campaigns of Warmaster Slaydo and Macaroth, and remembers once even reading of a certain Colonel-Commissar...

If this model is your **WARLORD**, you gain +2 Command Points if you are the Attacker.

STUDY: THIRD WAR FOR ARMAGEDDON

This Officer has studied the Imperium's defensive campaign of the planet Armageddon against the Greenskin onslaught, and has become well-versed in point defence tactics.

If this model is your **WARLORD**, you gain +2 Command Points if you are the Defender.

STUDY: ADVANCED TACTICAL STUDIES

This Officer has undertaken advanced studies in field tactics, utilizing the deployment of his squads to best confound the enemy and take the day.

If this model is your **WARLORD**, once per battle, if this unit is on the battlefield, when you use a **DROP TROOPS** Battle Tactic Stratagem, that stratagem costs 0 Command Points.

STUDY: ADVANCED STRATEGIC STUDIES

This Officer has undertaken advanced studies in understanding campaign strategy, and knows how to best use his forces to serve the Imperial effort.

If this model is your **WARLORD**, once per battle, if this unit is on the battlefield, when you use a **DROP TROOPS** Strategic Ploy Stratagem, that stratagem costs 0 Command Points.

STUDY: TACTICA IMPERIALIS

This Officer has undertaken specialist training with the Crusade's Tacticae Imperialis, learning the key role of the Crusade's special forces and covert operations.

If this unit is your **WARLORD**, you can select one additional Agendas.

STUDY: BOMBER COMMAND

This Officer has spent time on secondment with the Imperial Navy as a Force Liaison, closely learning the intricacies of aerial warfare and applying this awareness in his command skills.

If this unit is on the battlefield and is your **WARLORD**, you may use the Refuel and Rearm Stratagem twice per turn, instead of only once. In addition, halve the Command Point cost for any **AIRCRAFT** units you set up in Strategic Reserve at the start of the battle.

ASTRA MILITARUM BATTLE SCHOOL

Available to models with the **OFFICER** or **COMMISSAR** keyword. Your Order of Battle cannot include more than one such unit from the same Drop Regiment with the same Battle School trait. As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle School trait, and increase its Crusade points total by 1.

TACTICAL AIR CONTROL

"This is Romeo Foxtrot, shall we dance?" This officer has received specialist training in calling in Close Air Support missions.

TACTICAL AIR CONTROLLER only. That model can use their Air Raid Requested ability twice per battle, instead of once.

DROP SCHOOL INSTRUCTOR

"Green light, go, go, go!" This officer has undertaken specialist jump school training.

DROP TROOPS INFANTRY units that deploy via their *Aerial Drop* or *Grav-Chute Insertion* ability within 6" of this model do not count as having moved that turn during the Shooting Phase.

HAND-TO-HAND COMBAT DRILLS

"Stop tryin' to hit me, and hit me!" This officer has received specialist martial arts training.

At the start of your Command Phase, select one **DROP TROOPS CORE** or **CHARACTER** unit within 6" of this model. That unit gains -1 AP to melee attacks until the end of your next Command Phase.

SNIPER SCHOOL INSTRUCTOR

Often found at the top of Ecclesiarchy temples quoting Holy Litanies between shots, this officer has received specialist marksman training.

At the start of your Shooting Phase, select one **DROP TROOPS** unit within 6" of this model. For that phase, any Sniper Rifles or Anti-material Rifles deals a mortal wound of an unmodified wound roll of a 5 or 6, instead of a 6.

MASTER SCOUT

"Wait, did you hear something?" This officer has received specialist recon and stealth training.

Before Deployment, select this model and one **DROP TROOPS INFANTRY** unit. These units may deploy outside of their deployment zone, so long as they are more than 9" away from enemy models.

PATHFINDER

This officer has received specialist training in making HALO jumps, deploying in advance of the main force.

Before Deployment, select this model and one **DROP TROOPS INFANTRY** unit. These units are ignored for purposes of calculating the limit towards the Strategic Reserves rule when deploying via their *Aerial Drop* ability. In addition, they are immune to any enemy abilities or Stratagems that target reinforcements but may only deploy in this manner on your first turn.

COMBAT ENGINEER

"You were only supposed to blow the bloody doors off!" This officer has received advanced demolitions training.

Use this in either your Shooting phase or Fight phase. Select one **DROP TROOPS** unit within 6" of this model. When using Demolition Charges, Breacher Charges, Melta Bombs, Krak Grenades or Lascutters against **VEHICLES** or **BUILDINGS**, add 1 to the damage value.

BREVET FIELD COMMAND

Although uncommon and often resented by the Officio Prefectus, on rare occasions a Commissar may be given a temporary Astra Militarum command rank.

DROP TROOPS OFFICIO PREFECTUS unit only. That model gains the Voice of Command ability.

CLOSE QUARTERS BATTLE EXPERT

"Replace any flash-bangs you use" This officer has received specialist training in urban warfare tactics.

At the start of your Charge phase, select one **DROP TROOPS INFANTRY** unit within 6" of this model. For the remainder of that turn, that unit ignores any negative modifiers as a result of terrain or cover.

ADVANCED DRIVING SCHOOL

"I got the need, the need for speed!" This officer has undertaken advanced courses in defensive driving.

DROP TROOPS VEHICLE or **BIKER CHARACTER** only. In your Movement phase, select one **DROP TROOPS VEHICLE** or **BIKER** unit within 6" of this model. When making an Advance move, do not roll a D6. Add 6" to that unit's Movement value instead.

CRUSADE RELICS

When a **DROP REGIMENT CHARACTER** gains a Crusade Relic, you can instead select one of the Relics listed below. All the rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

When a model from your army is given a Crusade Relic, replace all instances of the **<DROP REGIMENT>** keyword on that Crusade Relic's rule (if any) with the name of the Regiment that your model is drawn from.

ARTIFICER RELICS

A **DROP TROOPS CHARACTER** model can be given one of the following Artificer Relics instead of one of-the ones presented in the Warhammer 40,000 Core Book.

Adamantine Reinforcement

This reinforced plating wrought in adamantine can be applied on any kind of armour, rendering it proof against even the mightiest blow.

Add 1 to the bearer's Wounds and Toughness characteristics.

Pumped Up Propulsor

A small marvel of engineering, this propulsor is able to boost the efficiency of any engine, allowing the bearer faster movement and better agility.

• Add 3" to the bearer Movement.
• Each time a ranged attack is made against the bearer, an unmodified hit roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making that attack may have.

ANTIQUITY RELICS

A **DROP TROOPS CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has - this is in addition to the + 1 from gaining a Battle Honour, for a total of +2.

Networked Grav Chute

An ancient piece of tech dating back to the earliest days of the Drop Troops, this grav chute has been used for generations of instructors, and its machine spirit has "learned" how to pass on proper landing procedures to nearby grav chutes. Nearby troopers find their chutes guiding them down safely, despite the harshest of conditions.

The bearer and all **<DROP REGIMENT>** models at 6" never lose a wound due to the Grav Chute insertion rule and count as if having the **JUMP PACK** key word.

LEGENDARY RELICS

A **DROP TROOPS CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has - this is in addition to the + 1 from gaining a Battle Honour, for a total of +3.

Naval Batteries Remote Controller

This legendary equipment is only given to the most competent and trained officers of a drop regiment. Highly sophisticated and made from long lost technologies. It allow the wielder to remotely control weaponry systems aboard an orbiting warship or battle station. Unleashing the wrath of the Imperial Navy on any target with a pint point accuracy.

Once per battle, in your Command phase, the bearer can unveil the Naval Batteries Remote Controller. If it does so, you can immediately use on of the orbital strikes profiles bellow:

Missile Barrage: Select one point on the battlefield and roll one D6 for each unit within 6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+, that unit suffers D3 mortal wounds.

Macro Batteries Barrage: Select one point on the battlefield and roll one D6 for each unit within D6" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+, that unit suffers 2D3 mortal wounds.

Lance Batteries Barrage: Select one point on the battlefield and roll one D6 for each unit within D3" of that point, subtracting 1 from the result if the unit being rolled for is a **CHARACTER**. On a 4+, that unit suffers 3D3 mortal wounds.

If the bearer is destroyed, then after removing it from play, replace it with an additional objective marker to represent the Naval Batteries Remote Controller (set it up as close as possible to the centre of the model's base before it is removed). You immediately gain the Recover the Relic Agenda (below), in addition to any other Agendas that are being used for this battle:

RECOVER THE RELIC

Drop Troops Agenda

The loss of one of the Navy's priceless relics is an unthinkable shame that cannot be allowed to pass. If you control the Naval Batteries Remote Controller objective marker at the end of the battle, you can select one unit that is within 3" of that objective marker; that unit gains 3 experience points. If you do not control that objective marker at the end of the battle, then you lose 10 victory points (to a minimum of 0).

CUSTOM CHARACTERS

This section allows you to create datasheets for bespoke named characters, either those of your own devising or any of the storied heroes detailed in the Warhammer 40,000 universe who do not already have a datasheet of their own.

The rules presented here allow you to create unique characters for use in your open play games. Whether designed for a one-off scenario or an epic campaign, these characters add a personal dimension to your battles. Using this system to create datasheets, either for heroes from your favourite Warhammer 40,000 story or characters of your own devising, is great fun, and can lead to a host of new modelling and painting opportunities that ultimately result in inspiring new miniatures to add to your collection.

When it comes to creating models and rules for these characters, there are broadly two different approaches. The first is to start by modelling and converting an awe-inspiring miniature, and then select the attributes and upgrades you feel are most fitting for its appearance and personality. The second is to create the rules for your character, research (or in the case of your own narrative creations, devise) its backstory, and then convert and paint a miniature to best represent them.

Creating your Characters
To create a datasheet for a named character, pick a **CHARACTER** datasheet from your army (other than a named character) and decide if you want to create a Hero, Mighty Hero or Legendary Hero. For each of these types of character, you can make a number of selections from the tables on the following pages. You can make up to 4 selections for a Hero, up to 6 selections for a Mighty Hero, and up to 8 selections for a Legendary Hero.

To make a selection, simply choose one of the following tables and either pick the result most suited to your character or, alternatively, roll the dice indicated on that table to randomly determine your selection and let destiny shape your champion! The following restrictions apply:

• No selection can be made more than once.
• You cannot select an ability that has the same effect as one your character already has, either through one of their own innate abilities or an ability gained through a Warlord Trait or relic.
• Weapon improvements cannot be applied to relics.
• Psychic enhancements are only available to **PSYKERS**.

If you are randomly generating your selections, and you roll a result that breaks any of the above restrictions or simply cannot be applied (for example, an upgrade to a ranged weapon for a character without ranged weapons), simply roll again.

<Sub-faction> Keywords Some of the results on the Additional Abilities table contain the **<SUB-FACTION>** keyword. Whenever you see this, you should substitute it for the appropriate term for the sub-faction your **CHARACTER** is taken from.

For example, if you pick a Space Marine Captain, the **<SUB-FACTION>** keyword should be substituted for **<CHAPTER>**. If your character does not have any Sub-factions, as is the case with Genestealer Cults characters, substitute the **<SUB-FACTION>** keyword for the least general Faction Keyword it has (in this example, it would be **GENESTEALER CULTS** and not **TYRANIDS**).

ADDITIONAL ABILITIES

D66	ABILITY
11	**Inspirational Fighter:** Re-roll hit rolls of 1 in the Fight phase for friendly **<SUB-FACTION>** units within 6" of this model.
12	**Beast Hunter:** You can re-roll failed wound rolls for attacks made by this model in the Fight phase if the target is a **MONSTER** unit.
13	**Heroic:** This model can perform a Heroic Intervention if, after the enemy has completed all of their charge moves, it is within 6" of any enemy units, and can move up to 6" when doing so.
14	**Duellist:** Add 1 to this model's Strength and Attacks characteristics while it is within 1" of any enemy **CHARACTER** units.
15	**Zealot:** You can re-roll failed hit rolls for this model in the Fight phase if it made a charge move, performed a Heroic Intervention, or was charged this turn.
16	**Deadly Charge:** Add 1 to the Attacks characteristic of this model in the Fight phase if it made a charge move this turn.
21	**Targeting Augury:** Enemy units do not gain the benefit of cover to their saving throws against attacks made by friendly **<SUB-FACTION>** units within 6" of this model when the attack is made.
22	**Directed Fire:** Re-roll hit rolls of 1 in the Shooting phase for friendly **<SUB-FACTION>** units within 6" of this model.
23	**Deadly Marksman:** Add 1 to the Damage characteristic of ranged weapons used by this model.
24	**Sundering Shots:** Each wound roll of 6+ made for this model's ranged attacks inflicts 1 mortal wound on the target in addition to any normal damage.
25	**Keen Eye:** This model can target enemy **CHARACTER** units in the Shooting phase even if they are not the closest enemy model.
26	**Defensive Fighter:** When this model fires Overwatch, it successfully hits on rolls of 5 or 6, instead of only 6.
31	**Grudge:** You can re-roll any hit, wound and damage rolls made for this model's attacks that target the enemy Warlord.
32	**Resilient:** Each time this model loses a wound, roll a dice; on a 5+ it does not lose that wound.
33	**Camouflage:** Add 2 instead of 1 to saving throws made for this model when it is receiving the benefit of cover.
34	**Stealth Assault:** Enemy units cannot fire Overwatch at this model.
35	**Indomitable:** All damage suffered by this model is halved (rounding up).
36	**Impervious:** This model regains 1 lost wound at the start of your turn.
41	**Infiltrator:** During deployment, you can set up this model in ambush, instead of placing it on the battlefield. At the end of any of your Movement phases it can reveal its location – set it up anywhere on the battlefield that is more than 9" from any enemy models.
42	**Stealthy:** Subtract 1 from hit rolls for attacks made with ranged weapons that target this model.
43	**Hard to Kill:** Wound rolls of 1, 2 or 3 made for attacks that target this model always fail, even if the attack has a Strength characteristic higher than this model's Toughness characteristic.
44	**Strategic Feint:** At the start of the first battle round but before the first turn begins, you can pick a friendly **<SUB-FACTION>** unit within 6" of this model and set it up again, anywhere wholly within your deployment zone. If your opponent has any units with similar abilities, roll off; starting with the winner of the roll-off, take it in turns to resolve these abilities.
45	**Swift Strike:** You can always choose this model to fight first in the Fight phase even if it did not charge. If the enemy has units that have charged, or that have a similar ability, alternate choosing units to fight with, starting with the player whose turn is taking place.
46	**Foresight:** Once per battle, if this model is on the battlefield, you can re-roll one hit roll, wound roll, damage roll or saving throw.
51	**Inspirational Leader:** Friendly **<SUB-FACTION>** units can use this model's Leadership instead of their own while they are within 6" of it.
52	**Rallying Cry:** You can re-roll failed Morale tests for friendly **<SUB-FACTION>** units while they are within 6" of this model.
53	**Icon of Retribution:** Roll a dice each time a friendly **<SUB-FACTION>** model within 6" of this model is slain in the Fight phase. On a 6, the unit that made the attack that slew the model suffers 1 mortal wound after it has finished making its attacks.
54	**Impetuous:** You can re-roll failed charge rolls for this model.
55	**Terrifying:** Subtract 1 from the Leadership characteristic of enemy units while they are within 3" of this model.
56	**Savage Riposte:** Each time you roll an unmodified saving throw of 6 for this model in the Fight phase, the enemy unit that made the attack suffers 1 mortal wound after it has resolved all of its attacks.
61	**Air Strike:** Once per battle, in your Shooting phase, you can pick an enemy unit, other than a **CHARACTER** unit, that is visible to this model and roll a D6. On a 1-4 nothing happens. On a 5+ the target unit suffers D3 mortal wounds.
62	**Swift Advance:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a D6.
63	**Reactive Tactics:** This model, and friendly **<SUB-FACTION>** units within 6" of them, can charge even if they Fell Back that turn.
64	**Strike and Fade:** After this model has fought in the Fight phase, it can immediately pile in D3+3" in any direction, not just towards the closest enemy model.
65	**Final Strike:** If this model is slain, you can select an enemy unit within 3" of it and roll a D6; on a 2+ that unit suffers D3 mortal wounds.
66	**Direct Fire:** Each time you make a wound roll of 6+ in the Shooting phase for a friendly **<SUB-FACTION>** unit within 6" of this model, the AP characteristic of that attack is improved by 1 (e.g. AP -1 becomes AP -2).

WEAPON IMPROVEMENTS

2D6	RESULT
2	**Auto-loader:** Pick one of this model's ranged weapons. Increase the number of shots this weapon makes by 1 (e.g. a Pistol 1 weapon becomes a Pistol 2 weapon).
3	**Penetrator Rounds:** Pick one of this model's ranged weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
4	**High Calibre:** Pick one of this model's ranged weapons. Add 1 to that weapon's Strength characteristic.
5	**Improved Sights:** Pick one of this model's ranged weapons. Add 6" to that weapon's Range characteristic.
6	**Inferno Round:** Pick one of this model's ranged weapons. Add the following ability to that weapon: 'Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.'
7	**Artificer Weapon:** Pick one of this model's weapons. Add 1 to that weapon's Damage characteristic.
8	**Finely Balanced:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each time the bearer fights, it can make 1 additional attack with this weapon.'
9	**Shredder:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'You can re-roll failed wound rolls for attacks made with this weapon.'
10	**Brutal:** Pick one of this model's melee weapons. Improve that weapon's Strength characteristic by 1 (e.g. User becomes +1, +1 becomes +2).
11	**Razor-edged:** Pick one of this model's melee weapons. Improve that weapon's AP characteristic by 1 (e.g. AP -1 becomes AP -2).
12	**Heirloom:** Pick one of this model's melee weapons. Add the following ability to that weapon: 'Each unmodified hit roll of 6 made for attacks with this weapon scores 2 hits instead of 1'.

Designer's Note: *If a weapon has more than one profile, the weapon improvement applies to each of that weapon's profiles.*

PSYCHIC ENHANCEMENTS

D3	RESULT
1	**Psychic Might:** Add 1 to the number of psychic powers this character can attempt to manifest in your Psychic phase.
2	**Adamantium Will:** Add 1 to the number of psychic powers this character can attempt to deny in your opponent's Psychic phase.
3	**Master of Lore:** Add 1 to the number of psychic powers this model knows from one of the psychic disciplines available to them.

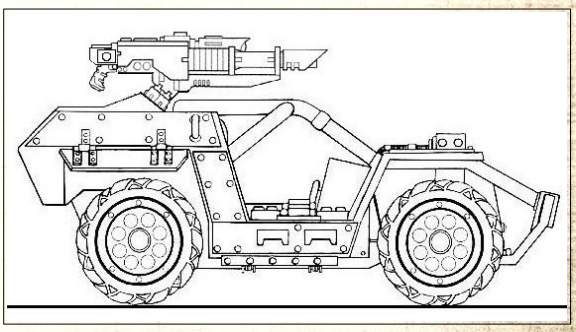
CHARACTERISTIC MODIFIER

2D6	RESULT
2	**Old War Wound:** Select a result from this table, or roll 2D6 to randomly select a result (re-roll if you get this result again). Subtract or worsen this model's characteristic by the amount described in the result you picked instead of adding or improving it (e.g. if the Ferocious Combatant result was selected, an Attacks characteristic of 3 would become 2, while if the Deadeyed result was selected, a BS of 3+ would become 4+).
3	**Courageous:** Add 1 to this model's Leadership characteristic.
4	**Ferocious Combatant:** Add 1 to this model's Attacks characteristic.
5	**Mighty:** Add 1 to this model's Strength characteristic.
6	**Dead-eyed:** Improve this model's Ballistic Skill characteristic by 1 (e.g. BS 3+ will become BS 2+), to a maximum of 2+.
7	**Fleet:** Add 2" to this model's Move characteristic.
8	**Blademaster:** Improve this model's Weapon Skill characteristic by 1 (e.g. WS 3+ will become WS 2+), to a maximum of 2+.
9	**Enhanced Physiology:** Add 1 to this model's Toughness characteristic.
10	**Toughened Armour:** Improve this model's Save characteristic by 1 (e.g. Sv 5+ will become Sv 4+), to a maximum of 2+.
11	**Divine Protection:** Improve this model's invulnerable save by 1 (e.g. an invulnerable save of 5+ will become an invulnerable save of 4+), to a maximum of 3+. If this model does not have an invulnerable save, it instead gains a 6+ invulnerable save.
12	**Heroic Constitution:** Add 1 to this model's Wounds characteristic.

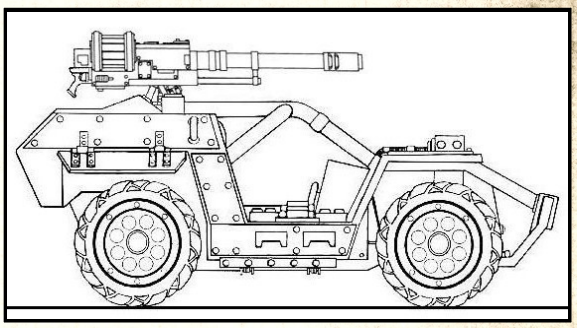
CUSTOM TAUROS

Using the table below, select one Tauros model when you add it to your army. That Tauros has the number of total Hard-points and Capacity stated. All Tauros come unequipped with any weapons.

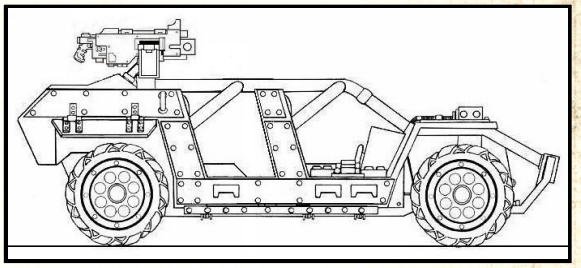
VEHICLE	HARD-POINT CAPACITY	POINTS
Captain Gerek	2	70 pts
Tauros Assault Vehicle	1	30 pts
Tauros Command Vehicle	2	50 pts
Tauros Venator	2	35 pts
EQUIPMENTS	**HARD-POINT SIZE**	**POINTS**
Autocannon	1	15 pts
CASEVAC bay	2	10 pts
Heavy bolter	1	10 pts
Heavy flamer	1	10 pts
Large transport bay	2	5 pts
Lascannon	1	20 pts
Master vox relay	1	10 pts
Missile launcher	1	20 pts
Multi-laser	1	5 pts
Quad heavy stubber	2	20 pts
Small transport bay	1	5 pts
Tauros grenade launcher	1	10 pts
Twin autocannon	1	30 pts
Twin heavy bolter	2	20 pts
Twin heavy stubber	2	10 pts
Twin heavy flamer	2	20 pts
Twin lascannon	2	40 pts
Twin missile launcher	2	40 pts
Twin multi-laser	2	10 pts
Twin multiple rocket launcher	2	10 pts
Twin Tauros grenade launcher	2	20 pts



Tauros Assault Vehicle with lascannon



Tauros Assault Vehicle with Aurocannon



Tauros Venator with small transport bay and heavy bolter

EQUIPMENT, ABILITIES & UPGRADES

CASEVAC: At the end of any of your Movement phases, a model with this rule can attempt to heal one unit. Select a friendly **<DROP REGIMENT> INFANTRY** unit within 3” and roll 3D6. For each 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wound characteristic of 1, one model slain earlier in the battle is returned to the unit instead). On a 3 or less, this model cannot shoot, charge or fight this turn as it recovers the severely wounded troopers for evacuation. Each unit can only be provided medical attention once per turn.

Small transport bay: This model can transport 2 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three.

Large transport bay: This model can transport 6 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three.

Master vox relay: DROP TROOPS OFFICER unit embarked on this vehicle may issue orders using its Voice of Command ability as if it were not in a transport. In addition, extend the range of **OFFICER** orders ability to 18”.

CUSTOM AIRCRAFT

Aircraft	Hard-points	Capacity	Points	PL
Aquila Lander	1 Nose, 2 Upgrades	10	90 pts	5
Arvus Lighter	1 Wings, 2 Upgrade	10	85 pts	5
Avenger Heavy Fighter	2 Nose, 1 Wings, 1 Fuselage, 3 Upgrades	25	80 pts	9
Lightning Strike Fighter	1 Nose, 2 Wings, 2 Upgrades	20	90 pts	7
Marauder Bomber	1 Nose, 2 Turrets, 1 Wings, 2 Fuselage, 3 Upgrades	48	190 pts	16
Marauder Destroyer	1 Nose, 2 Turrets, 2 Wings, 1 Fuselage, 3 Upgrades	50	223 pts	18
Valkyrie Assault Carrier	1 Nose, 2 Wings, 2 Doors, 1 Fuselage, 3 Upgrades	30	85 pts	7
Valkyrie Sky Talon	1 Nose, 2 Wings, 3 Upgrades	20	90 pts	6
Vendetta Gunship	1 Nose, 2 Wings, 2 Doors, 1 Fuselage, 4 Upgrades	38	105 pts	12
Vulture Gunship	1 Nose, 2 Wings, 4 Upgrades	20	130 pts	10
Thunderbolt	2 Nose, 2 Wings, 3 Upgrades	30	110 pts	11
Thunderbolt Fury	2 Nose, 2 Wings, 3 Upgrades	40	110 pts	13

Using the table above, select one Aircraft model when you add it to your army. That aircraft has the number of total Hardpoints and Capacity stated. All Aircraft come unequipped with any weapons.
Hardpoints are categorised between Nose, Wing, Door, Turret and Fuselage, and each has a Capacity value. An Aircraft may equip Hardpoints provided it has Hardpoints available and does not exceed its total Capacity. Hard-point options are listed on the table below:

HARDPOINT OPTIONS

Nose Mount
- None
- Assault Cannon (3)
- Autocannon (3)
- Heavy Bolter (3)
- Lascannon (4)
- Multilaser (2)
- Quad Heavy Stubbers (4)
- Twin Assault Cannons (6)
- Twin Heavy Bolter (6)
- Twin Heavy Stubbers (2)
- Twin Lascannons (8)
- Twin Multilasers (4)

Nose Mount (Avenger, Thunderbolt and Marauder Only)
- Avenger Gatling Cannon (10)
- Hex Autocannons (18)
- Quad Autocannons (12)
- Twin Avenger Gatling Cannon (20)

Turret Mount
- None
- Quad Heavy Stubbers (4)
- Twin Assault Cannons (6)
- Twin Autocannons (6)
- Twin Heavy Bolters (6)
- Twin Multilasers (4)

Fuselage (Marauder Only)
- None
- Colossus Bomb* (30)
- Four Tactical Bombs (8)
- Heavy Bomb (10)
- Inferno Bomb (10)
- Large Transport Bay* (20)
- Vigilant Auspex Suite* (20)

Fuselage (Valkyrie and Vendetta Only – must equip one)
- Large Transport Bay (10)
- Small Transport Bay & Master Vox Relay (10)

Fuselage (Avenger only – must equip one)
- Defensive Heavy Stubber (1)

Door Mount
- None
- Assault Cannon (3)
- Heavy Bolter (3)
- Heavy Stubber (1)
- Twin Heavy Stubber (2)

Wing Mount
- None
- Fuel Pods (6)
- Hellfury Missile Rack** (6)
- Hellstrike Missile Rack** (6)
- Marker Flares (2)
- Quad Heavy Stubbers (4)
- Skystrike Missile Rack** (6)
- Two Autocannons (6)
- Two Lascannons (8)
- Two Missile launchers (8)
- Two Multiple Rocket Pods** (6)
- Two Punisher Gatling Cannons** (14)
- Two Tactical Bomb** (4)

Upgrades
- Armoured Engine (2)
- Armoured Fuselage (8)
- Infra-red Targeting (2)
- Trained Gunners (2)

*Takes the space of 2 Hard-points.
**Takes the space of 2 Hard-points on non Super Heavy Aircraft.

CUSTOM AIRCRAFT EQUIPMENT, ABILITIES & UPGRADES

Armoured Fuselage: If a model is equipped with an Armoured Fuselage, add +1 to its Toughness characteristic.

Fuel Pods: During deployment, if the bearer is declared as setting up in Strategic Reserves instead of on the battlefield, do not count this models Power Rating toward the Command Point cost of declaring Strategic Reserves. In addition, when rolling to determine if this model explodes, add 2 to the score.

Marauder Colossus Bomb: A model armed with a Marauder Colossus Bomb must start the game in strategic reserve. Once a turn, if the bearer has a Colossus Bomb, it can drop it. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6" of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units), and adding 1 if that unit has the **VEHICLE**, **MONSTER, TITANIC** or **FORTIFICATION** keywords. On an unmodified 1 no damage is taken; on a 2-3 that unit suffers D3 mortal wounds; on a 4-5 that unit suffers D6 mortal wounds; on a 6 that unit suffers 2D6 mortal wounds. Each Colossus Bomb can only be dropped once per battle.

Marauder Vigilant Auspex Suite: Once per turn, if the bearer has a Marauder Vigilant Auspex Suite, it can use it. Immediately after the bearer has moved, you can select one enemy unit the bearer moved across this phase. That unit may never benefit from negative hit modifiers or bonuses from cover until the end of your turn. In addition, if a friendly model with this ability is on the battlefield at the start of your Command Phase, roll a D6. On a 2-5, you gain 1 Command Point. On a 6, you gain 2 Command Points.

Marker Flares: Once per battle, if the bearer has Marker Flares, it can drop them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. At the Reinforcements step of that Movement Phase, **DROP TROOPS** units not yet set up on the battlefield may use their Aerial Drop ability to deploy within 6" of that point. Note that if they deploy in this manner, they may be set up more than 6" away from enemy models. In addition, for that turn only, if a friendly **DROP TROOPS AIRCRAFT** unit uses any Bomb within 6" of that point, it must add 1 to the roll for that ability. Note that an **AIRCRAFT** with this ability may never use both Marker Flares and Bombs in the same turn. Marker Flares may only be dropped once per battle.

Large Transport Bay: If a model has a Transport Bay, it gains the Grav-Chute Insertion ability as described on the Valkyrie Assault Carrier datasheet. This model can transport 12 **DROP TROOPS INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three.

Small Transport Bay & Master Vox Relay: If a model has a Small Transport Bay & Master Vox Relay, it gains the Grav-Chute Insertion ability as described on the Valkyrie Assault Carrier datasheet. This model can transport 6 **DROP TROOPS INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three. In addition **DROP TROOPS OFFICER** unit embarked on this vehicle may issue orders using its Voice of Command ability as if it were not in a transport. Extend the range of its orders ability to 24".

Trained Gunners: Marauder only. A model with this ability may add 1 to any hit rolls when targeting enemy **AIRCRAFT** units with its Nose or Turret weapons. Note that Autocannons and Avenger Gatling Cannons may never benefit from this ability.

HARDPOINTS COSTS

• Assault Cannons	21 pts	• Marker Flares	5 pts
• Armoured Engine	5 pts	• Missile launcher	20 pts
• Armoured Fuselage	15 pts	• Multilaser	5 pts
• Avenger Gatling Cannon	40 pts	• Quad Heavy Stubbers	20 pts
• Chaff Launchers	5 pts	• Quad Autocannons	60 pts
• Colossus Bomb	60 pts	• Small Transport Bay & Master Vox Relay	20 pts
• Defensive Heavy Stubber	5 pts	• Twin Punisher Gatling Cannons	70 pts
• Fuel Pods	40 pts	• Twin Multiple Rocket Pods	10 pts
• Heavy Bomb	15 pts	• Skystrike Missile Rack	15 pts
• Heavy Bolter	15 pts	• Tactical Bomb	10 pts
• Heavy Stubber	10 pts	• Trained Gunners	10 pts
• Hellfury Missile Rack	15 pts	• Twin Assault Cannons	42 pts
• Hellstrike Missile Rack	90 pts	• Twin Avenger Gatling Cannon	80 pts
• Hex Autocannons	40 pts	• Twin Heavy Bolters	30 pts
• Inferno Bomb	15 pts	• Twin Heavy Stubber	10 pts
• Infra-red Targeting	10 pts	• Twin Lascannons	40 pts
• Large Transport Bay	20 pts	• Twin Multilasers	10 pts
• Lascannon	10 pts	• Vigilant Auspex Suite	40 pts

CRUSADE ARMY

This Strike Force of Elysian Drop Troops belongs to Craig (clemon flash), one of the lead designers of the Fandex.

The Elysian 501st is recruited from PDF veterans in a similar vein to most Elysian units, but has a higher percentage of combat drop veterans folded in to provide some much needed expertise to the regiment.

Many of these served under regiments that have been disbanded due to high casualties, and as a sign of respect for their fallen comrades, as well as a sign of their Veteran status, these Troopers are allowed to wear the coveted "Crimson Beret".

Strike Force Blackout is led by Colonel Averius Johnstone, a PDF Veteran on his first Active Duty command. A true "lead by example" officer, he is armed with a shotgun and mighty powerfist.

Supporting him is the much more cool and collected Veteran Lieutenant Shane Arquart, and the calculating and ever-vigilant eyes of Commissar Lyco Pictor, who won't hesitate to use his plasma pistol to show the rest of the troops what happens to cowards.

The mobile force is comprised of the drop troopers squads, B-3 and B-5, who comprise the bulk of the battle-line while the veterans of squad V-3 offer heavy fire power with their plasma guns. All squads are equipped with a demolition charge to face heavier threats and fortifications.

To deal with enemy armour the strike force rely on its heavy weapon team, H-5. Armed with missile launchers, they can reliably destroy tanks and infantry alike while the Tauros Venator "Reliable" offers rapid response long range fire with its twin
lascannons and hunter killer missiles.

Finally, the Valkyrie "Outlaw 2-1" is the strike forces' eyes in the sky. Acting as an air superiority craft and a transport for the ground forces, it is a central unit for any respectable Drop Troops force.

Elysian 501st Strike Force

HQ

Colonel Averius Johnstone
Company Commander 2PL
Shotgun, Power Fist

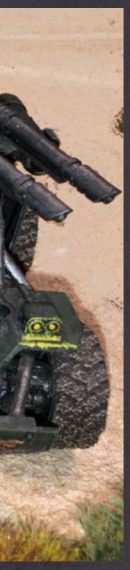
Lieutenant Shane Arquart
Company Commander 2PL
Lasgun W/UGL, Power Sword

Commissar Lyco Pictor
Drop Commissar 2PL
Plasma Pistol, Power Sword

TROOPS

Infantry Squad B-3
Drop Trooper Squad 3PL
Sgt Hale; Lasgun W/UGL
Trooper with Vox
Trooper with Demolition Charge
7x Trooper with Lasgun

Infantry Squad B-5
Drop Trooper Squad 3PL
Sgt Damon; Lasgun W/UGL
Trooper with Vox
Trooper with Demolition Charge
7x Trooper with Lasgun



ELITES
Veteran Squad V-3
Drop Veterans Squad 5PL
Veteran Sgt Foxx, Lasgun W/UGL
Veteran with Vox
Veteran with Demolition Charge
3x Veteran with Plasma Gun
4x Veteran with Lasgun

FAST ATTACK
Venator "Reliable"
Tauros Venator 3PL
Twin Lascannons, 2x Hunter-Killer Missiles

HEAVY SUPPORT
AT Section H-5
Drop Heavy Weapons Team 3PL
3x Heavy Weapons Team with Missile Launcher

DEDICATED TRANSPORT
Outlaw 2-1
Valkyrie 7PL
Multilaser, 2x Rocket Pods 2x Heavy Bolters

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Astra Militarum miniatures, as well as an explanation of the selectable keywords found on those datasheets and details of any army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core book.

THE <DROP REGIMENT> KEYWORD

Every datasheet in this section has the <**DROP REGIMENT**> keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below. All **DROP TROOPS** units are drawn from a Drop Regiment. When you include such a unit in your army, you must nominate which Drop Regiment it is from and then replace the **<DROP REGIMENT>** keyword in every instance on its datasheet with the name of your chosen Drop Regiment. This could be one of the Drop Regiment detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a Company Commander in your army, and you decide he is from the 2nd Xierst Harpy Drop Regiment, his <**DROP REGIMENT**> keyword becomes **2nd XIERST HARPY** and his Iron Discipline ability reads 'Any friendly **2nd XIERST HARPY** units within 6" of this model may re-roll failed Morale tests'.*

If your army is Battle-forged, you cannot include units from two different Drop Regiment in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

Non-organizational compliant Regiment

You cannot select D-99 when nominating which Regiment a unit is from and must fallow the special rules stated page 152-156

WARGEAR & WEAPON LISTS

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 58-60. In addition, some datasheets reference one or more weapon lists (e.g. Melee Weapons list); these can be found on page 57.

DEPLOYMENT ABILITIES

The following abilities, which are used during deployment, are common to many **DROP TROOPS** units.

Aerial drop

When Drop regiments go to war, the sky is darken by the mass of troopers flying down to deliver the emperor's will.

During Deployment, you can set up this unit in a high-altitude transport, ready to deploy via Grav-Chute, instead of placing it on the battlefield. At the end of any of your Movement phases the unit can make an aerial drop – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

Outflank

When necessary, Drop Troops units can operate behind enemy lines indefinitely, awaiting the perfect opportunity to appear on the enemy's flank and wreak havoc.

During deployment, if every model in this unit has this ability, then you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

Concealed Positions

Recon forces often infiltrate the battlefield ahead of the main advance, taking up forward positions to ambush the foe.

During deployment, when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Scout vehicle

Recon vehicles are deployed as vanguard to the main army, finding fire position and weak points in the enemy formations.

At the start of the first battle round but before the first turn begins, you can move this unit up to 9”. It cannot end this move within 9” of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first, alternating between units with this rule.

VOICE OF COMMAND

Each time a **<DROP REGIMENT>** unit with the Voice of Command ability issues one of the following orders to a **<DROP REGIMENT> INFANTRY** unit, that same order can be issued to one or more other friendly **<DROP REGIMENT> INFANTRY** units (excluding **Officer** units) that are within 6" of the unit that order was originally issued to: Take Aim!; First Rank, Fire! Second Rank, Fire!; Bring it Down!; Move and FIre!; Get Back in the Fight!; Hold the Line!

Bring it Down!

Guided by the experienced eye of their leader, a squad is able to pinpoint an enemy's weakest point, and in doing so fell the most terrifying enemies of the Imperium.

Re-roll wound rolls of 1 for all models in the ordered unit until the end of the phase.

First Rank, Fire! Second Rank, Fire!

By sheer weight of fire, the mortal soldiers of the Astra Militarum can annihilate whole armies of enemies. A good officer is quick to take advantage of this.

All lasguns and hot-shot lasguns in the ordered unit change their Type to Rapid Fire 2 until the end of the phase.

Get Back in the Fight!

To retreat is not always to concede defeat, and a tactical withdrawal can open up new opportunities for troops to showcase their firing skills.

The ordered unit can shoot this phase even if it Fell Back in its Movement phase.

Hold the Line!

When holding a position, courage, training and faith in the emperor are the only thing to protect the Drop Troops.

The ordered unit ignores models killed during the Shooting phase or Fight phase when taking Morale tests until the start of the next Movement phase.

Move and Fire!

Manoeuvre battle are a speciality of Drop Regiments, moving from cover to cover while throwing a hail of fire and grenades at the enemy until there are non left alive.

All **INFANTRY** models in the ordered unit count one of their weapons as being Assault weapons until the end of the turn.

Move! Move! Move!

When the needs of the battle dictate, soldiers can be ordered to march double-time, moving quickly to close range with the enemy or to secure an open flank.

Instead of shooting this phase, the ordered unit immediately moves as if it were the Movement phase. it must Advance as part of this move, and cannot declare a charge during this turn.

Take Aim!

Even amid the clangorous din of battle, the bellowed instructions of an officer recall the countless days each soldier spent conducting targeted fire drills.

Re-roll hit rolls of 1 for all models in the ordered unit until the end of the phase.

REGIMENT ADDITIONAL ORDERS

Elysia (Vehicle order)

Unleash Hell!

Elysian rapid vehicle formations work like the finest death machine and their suppressing fire can take down even the mightiest war machines.

Models in the ordered unit can shoot twice this phase, but they can only make attacks that target the same enemy unit (and only if that enemy unit is an eligible target for those attacks). Additionally, the extra attacks are resolved with a -1 to hit.

Harakon

Short range burst!

As heavy infantry, Harakon soldier tend to get into close range and devastate their enemy with overwhelming firepower.

The targeted unit gets +1 Ballistic skill (up to 3+) if it targets a unit at half or less than half the range of its weapons until the end of the shooting phase.

Phantine

Redeployment!

The Phantine Airborne are trained to deploy, eliminate any threat, then move to the next target as fast as the planes that rain death down to their enemies.

Until the end of the phase, the ordered unit can shoot and then immediately embark within a friendly hovering **PHANTINE TRANSPORT AIRCRAFT**, as long as all models in the unit are within 3" of the aircraft. This order may not be issued to a unit which disembarked in the preceding Movement phase.

Cascadia

Hunt them down!

Cascadian Grenadiers are trained to fight every enemy of the Imperium, but they excel against Xenos that offer challenge in the high-intensity combat of air drop/assault combat in mountains and forests.

Until the end of the Shooting phase, the targeted unit can re-roll failed to hit against a unit that is not **CHAOS**, **IMPERIUM** or **UNALIGNED**.

Hell Harlots

Draw the knife!

The Hell Harlots are fanatical believers of the imperial creed. And don't hesitate to bring his judgment directly to their foes.

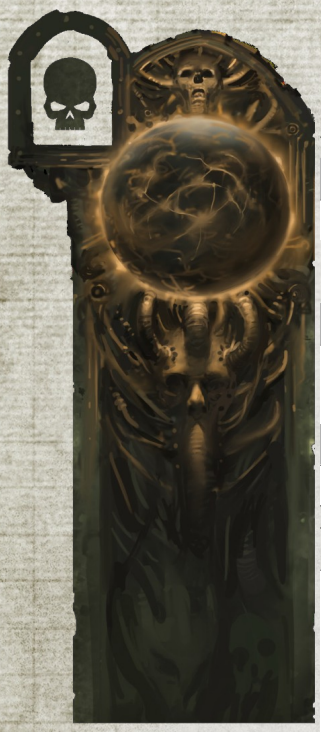
Until the end of the player turn, the ordered unit can reroll all failed to hit rolls during the fight phase.

Arnheim

Repel the Enemy!

Arnheim regiments are drawn from those who have learned to fight in the cramped ruins and alleys of their home world.

Until the end of the phase, the ordered unit can fire any of its weapons while it is within 1" of the enemy, regardless of the weapon's type. If they do so, they must target enemy units within 1", even if friendly units are within 1" of these units.



GENERAL SYCKAVA

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	General Syckava	6”	3+	3+	3	3	4	3	10	4+

General Syckava is a single model armed with a Laspistol, Power sword, a Refractor field, frag and krak grenades. Your army can include only one **GENERAL SYCKAVA** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-
Power sword	Melee	Melee	+1	-3	1	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

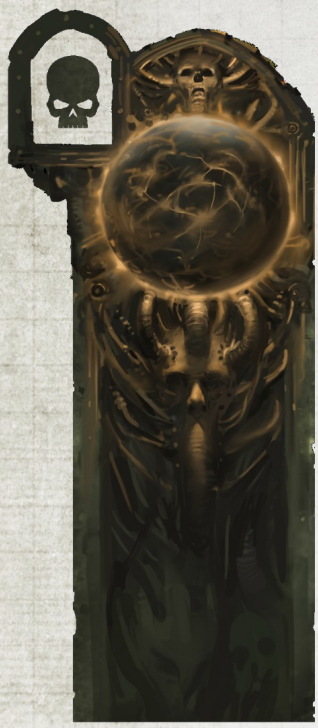
Iron Discipline: Any friendly **ELYSIA** units within 6" of a model with this ability may re-roll failed Morale tests.

Supreme Commander: General Syckava's Voice of Command ability has a range of 12", and he may use this ability three times in each of your turns. Resolve the effects of the first order before issuing the second order, and so on.

Strategic Redeployer: After both sides have finished deploying their units, you may choose up to one of your **ELYSIA** infantry units to be redeployed. This unit gains *Concealed Positions*, but otherwise must deploy as per the rules of the scenario. This unit may be one of your units allocated to your reserves, but may not be from a unit embarked within a transport.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ELYSIA
KEYWORDS: CHARACTER, INFANTRY, OFFICER, GENERAL SYCKAVA



CAPTAIN THANSTADT

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain Thanstadt	6”	3+	3+	3	3	4	3	9	5+

Captain Thanstadt is a single model armed with a laspistol, lasgun with auxiliary grenade launcher, refractor field, frag and krak grenades. Your army can include only one **CAPTAIN THANSTADT** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-
Lasgun with auxiliary grenade launcher	24”	Rapid Fire 1	3	0	1	A model with an auxiliary grenade launcher increases the range of any frag grenades and krak grenades they use to 24”

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

Inspirational Leader: All **ELYSIA** units within 12” of this model may re-roll any unmodified rolls of 1 when taking a Combat Attrition test as a result of a failed Morale test.

Field Commander: Any friendly **ELYSIA** units within 12" of this model may re-roll failed Morale tests.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Legendary Officer: Voice of command can be issued to any **ELYSIA** infantry units within 12”.

Lightning War: Any **ELYSIA** units issued an order by **CAPTAIN THANSTADT** may move up to 3". This does not count as a move for any other purpose (such as remaining stationary)

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ELYSIA
KEYWORDS: CHARACTER, INFANTRY, OFFICER, CAPTAIN THANSTADT

CAPTAIN XHYST

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain Xhyst	6”	3+	3+	3	3	4	3	9	5+

Captain Xhyst is a single model armed with a laspistol, a lasgun with auxiliary grenade launcher, refractor field, frag and krak grenades. Your army can only include one **CAPTAIN XHYST** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-
Lasgun with auxiliary grenade launcher	24”	Rapid Fire 1	3	0	1	A model with an auxiliary grenade launcher increases the range of any frag grenades and krak grenades they use to 24”

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

Aggressive tactician: Friendly **ELYSIA** infantry units within 6" of this model may re-roll 1's to wound when attacking an enemy **INFANTRY** unit within 6"

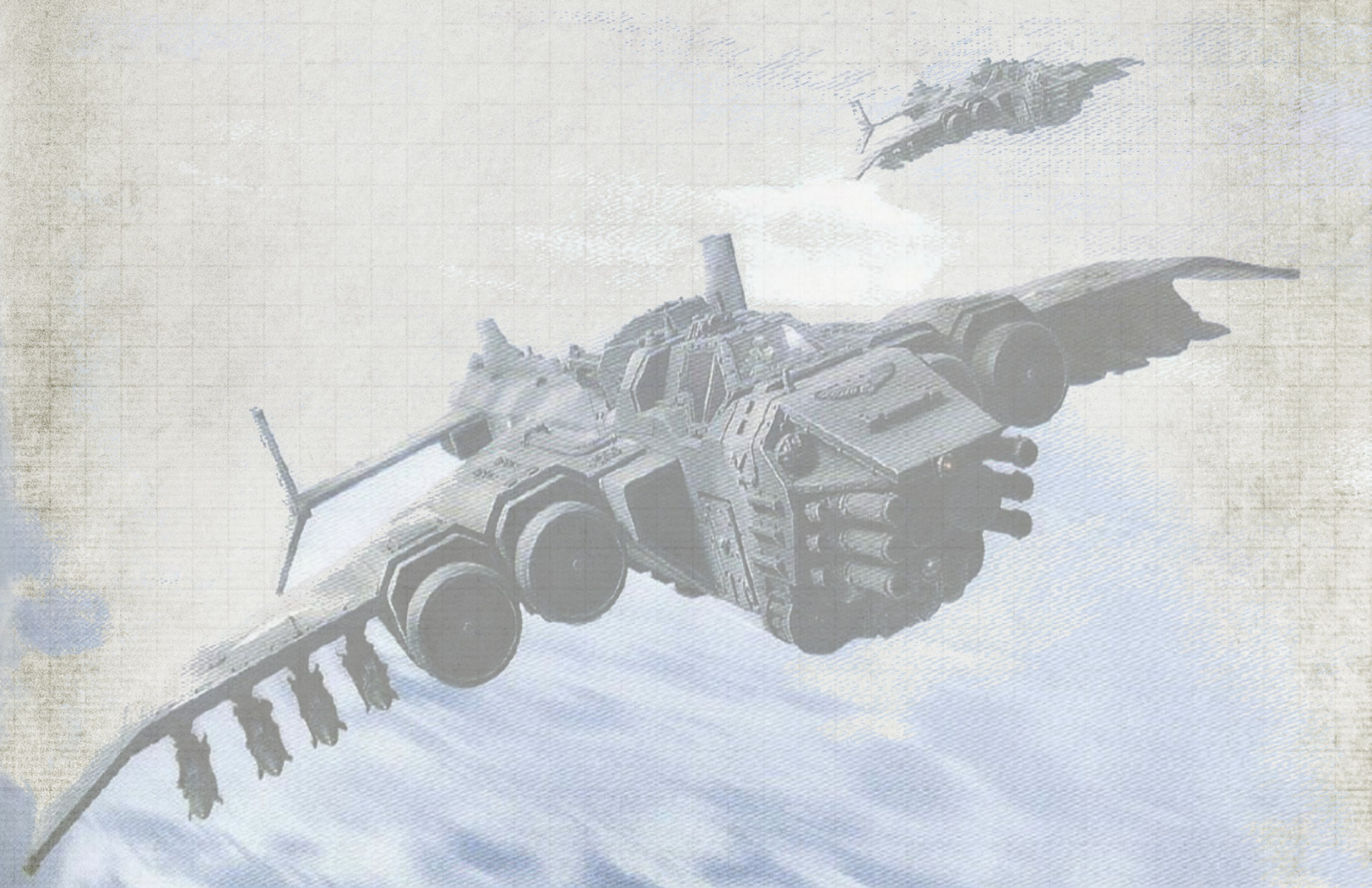
Iron Discipline: Any friendly **ELYSIA** units within 6" of a model with this ability may re-roll failed Morale tests.

Gung-ho: All friendly **ELYSIA** units within 3” from this model ignore any Morale test.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ELYSIA
KEYWORDS: CHARACTER, INFANTRY, OFFICER, CAPTAIN XHYST



CAPTAIN GEREK

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain Gerek	15”	3+	3+	4	5	9	2	9	4+

Captain Gerek is a single model armed with a Tauros grenade launcher. Your army can only include one **CAPTAIN GEREK** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tauros grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24”	Assault 2D6	3	0	1	Blast
- Krak grenade	24”	Assault 2	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its Tauros grenade launcher for a heavy flamer.
- This model may take up to two hunter-killer missiles.
- This model may be upgraded to a Tauros Venator. If it do so, it must exchange its Tauros grenade launcher for a twin multi-laser or a twin-lascannon.

ABILITIES

Outflank: See page 121.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit with 3" suffers 1 mortal wound.

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

Venator Targeting Array (Tauros Venator only): This model can shoot its Las weapons in a turn in which it has advanced. It does not suffer the -1 penalty to hit if it does so.

Tauros Lead: You can add +1 to hit rolls for shooting attacks made by non **OFFICER ELYSIA TAUROS** units within 6" of **CAPTAIN GEREK**.

Mounted Commander: At the start of the shooting phase, Captain Gerek may issue two orders per turn to the Drop Vehicles under his command. Orders may only be issued to an **ELYSIA VEHICLE** (except **AIRCRAFT** units) units within 6” of this model. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Full Throttle!	*Sometime, repositioning has a greater impact than shooting in a bad position.* Instead of Shooting this phase, the ordered unit immediately moves as if it were its movement phase. It must Advance as part of this move and cannot declare a charge during this turn.
Trigger Happy	*“High yield of fire, high area damage, why be so conservative with all those ammo lying around ?”* During the ordered unit’s shooting phase, when rolling to determine the number of attacks the unit can make with Heavy Flamers or Tauros Grenade Launchers, you can re-roll one of the dice.
Make it Count!:	*When the ammo count is low, every shot must be calculated to do the maximum amount of damage.* During the ordered unit’s shooting phase, when making an attack with a Hunter Killer Missile, you can re-roll a wound roll of 1 for that weapon.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ELYSIA
KEYWORDS: CHARACTER, VEHICLE, TAUROS, OFFICER, SMOKESCREEN, CAPTAIN GEREK

COLONEL JOHANNA VAN MEER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Colonel Johanna Van Meer	6”	3+	3+	3	3	4	3	9	5+

Colonel Johanna Van Meer is a single model armed with a laspistol, lasgun with auxiliary grenade launcher, refractor field, frag and krak grenades. Your army can only include one **COLONEL JOHANNA VAN MEER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-
Lasgun with auxiliary grenade launcher	24”	Rapid Fire 1	3	0	1	A model with an auxiliary grenade launcher increases the range of any frag grenades and krak grenades they use to 24”

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

Iron Discipline: Any friendly **ELYSIA** units within 6" of a model with this ability may re-roll failed Morale tests.

Lucky as Hell: Any **ELYSIA** units within 6” of this model gain a 5+ Invulnerable save.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Legendary Officer: Voice of command can be issued to any **ELYSIA** infantry units within 12”.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ELYSIA
KEYWORDS: CHARACTER, INFANTRY, OFFICER, COLONEL JOHANNA VAN MEER

COLONEL YRIS AKINO

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Colonel Yris Akino	6”	3+	3+	3	3	4	3	9	4+

Colonel Yris Aikino is a single model armed with a hot-shot laspistol, hot-shot lasgun, refractor field, frag and krak grenades. Your army can only include one **COLONEL YRIS AKINO** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hot-shot laspistol	6”	Pistol 1	3	-2	1	-
Hot-shot lasgun	18”	Rapid Fire 1	3	-2	1	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Accomplished Street-fighter: Friendly **HARAKON** units within 9" of this unit gain the *Combat engineer* ability, when shooting at an enemy unit within 6" (Units do not receive the benefit of cover to their saving throws for attacks made by this unit.).

Aerial Drop: See page 121.

Iron Discipline: Any friendly **HARAKON** units within 6" of a model with this ability may re-roll failed Morale tests.

Retalla Mire Allek: This model may re-roll all failed to wound rolls.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Legendary Officer: Voice of command can be issued to any **HARAKONI** infantry units within 12”.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, HARAKON
KEYWORDS: CHARACTER, INFANTRY, OFFICER, COLONEL YRIS AKINO

CAPTAIN JONUS REMAUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Captain Jonus Remaus	6”	3+	3+	4	3	5	4	9	5+

Captain Jonus Remaus is a single model armed with a lasgun, Power sword “Liberus”, refractor field, frag and krak grenades. Your army can include only one **CAPTAIN JONUS REMAUS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-
Power sword “Liberus”	Melee	Melee	+1	-3	D3	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

Intuitive Tactics: Whenever this unit issues an order, roll a d6. On a 5+ you may immediately issue an order to another eligible unit in range and line of sight, as long as this unit has not been issued an order this turn.

Iron Discipline: Any friendly **PHANTINE SKYBORNE** units within 6" of a model with this ability may re-roll failed Morale tests.

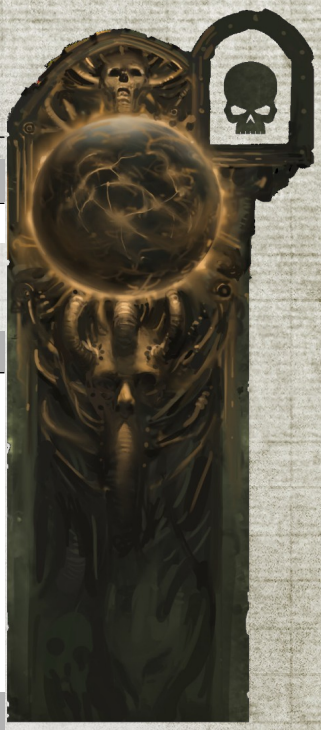
Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, PHANTINE SKYBORNE
KEYWORDS: CHARACTER, INFANTRY, OFFICER, CAPTAIN JONUS REMAUS

MAJOR “MAD JACK” KURCHKILL

4 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Major “Mad Jack” Kurchkill	6”	3+	3+	3	3	5	3	9	5+

Major “Mad Jack” Kurchkill is a single model equipped with Family claymore, Longbow, Plasma pistol, refractor field, Bagpipes, frag and krak grenades. Your army can include only one **MAJOR “MAD JACK” KURCHKILL** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Family claymore	Melee	Melee	+2	-1	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Longbow	24”	Heavy 1	3	-3	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12”	Pistol 1	7	-3	1	-
- Supercharged	12”	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

ABILITIES

Aerial Drop: See page 121.

Iron Discipline: Any friendly **ARNHEIM** units within 6" of a model with this ability may re-roll failed Morale tests.

March of the Arnheimer Men (Aura): In your Command Phase, Major “Mad Jack” Kurchkill can choose to play his bagpipes. If he does so, he may not shoot or perform an action that turn. You may re-roll one of the dice when making an Advance or Charge roll for friendly **ARNHEIM** units within 6” of this model. In addition, any enemy models within 6” of this model must subtract 1 to any Leadership tests.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

The Mad Jack: Each time this model loses a wound, roll a D6. On a 6 that wound is not lost.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, ARNHEIM
KEYWORDS: CHARACTER, INFANTRY, OFFICER, MAJOR “MAD JACK” KURCHKILL

MAJOR MARKUS DURAS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Major Markus Durras	6”	2+	3+	3	3	4	4	9	4+

Major Markus Durras is a single model armed with a shotgun, laspistol, heavy chainsword, refractor field, geno-surgical Enhancement, frag and krak grenades. Your army can include only one **MAJOR MARKUS DURAS** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun	12”	Assault 2	3	0	0	If this target is within half range, add 1 to this weapon's Strength.
Laspistol	12”	Pistol 1	3	0	1	-
Heavy chainsword	Melee	Melee	+2	-1	2	Each time the bearer fights, it can make 1 additional attack with this weapon. When attacking with this weapon, you must subtract 1 from the hit roll.

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.
Geno-surgical Enhancement	Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+ for non **CHARACTER** models).

ABILITIES

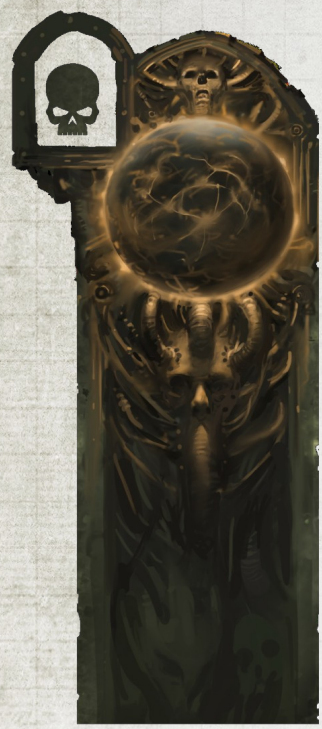
Aerial Drop: See page 121.

Contagious Stubbornness: All **<D-99>** units within 6” of this model ignore any Morale tests.

Voice of Command: See page 122.

Tyrannic War Veteran: While a friendly **<D-99> INFANTRY** unit is within 6" of this model, each time a model in that unit makes an attack against **TYRANIDS** units, re-roll a failed wound roll.

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS, <D-99>**
KEYWORDS: **CHARACTER, INFANTRY, OFFICER, MAJOR MARKUS DURRAS**



NAMED ACE

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Named Ace	6”	4+	3+	3	3	4	1	8	5+

A Named Ace is a single model armed with a laspistol. You can only include one **NAMED ACE** in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

ABILITIES

Navy Pilot: Instead of being set up on the battlefield during deployment, this model must begin the battle commanding an aircraft. When mustering your army, select one **DROP TROOPS AIRCRAFT** model from your army for the Named Ace to command.

Whilst an **AIRCRAFT** model is being commander by the Named Ace, it has a Ballistic Skill of 3+ (even when it has suffered damage) and gains the **CHARACTER** and **NAMED ACE** keyword. In addition, that model gains one Ace Pilot Ability. Whilst commanding an Aircraft, the Named Ace cannot attack with its laspistol. A Named Ace cannot be selected as a Warlord and cannot be given a Warlord Trait.

If a **AIRCRAFT** model being commanded by a Named Pilot is destroyed, set up this model within 6" of that **AIRCRAFT** model in the same manner as a model disembarking from a transport.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **CHARACTER, INFANTRY, NAMED ACE**

DROP COMPANY COMMANDER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Drop Company Commander	6”	3+	3+	3	3	4	3	9	5+

A Drop Company Commander is a single model armed with a laspistol, refractor field, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

WARGEAR OPTIONS

- This model may take an option from the Drop Troops *Melee Weapons* list.
- This model may replace its laspistol with one option from the Drop Troops *Ranged Weapons* list.

ABILITIES

Aerial Drop: See page 121.

Iron Discipline: Any friendly **<DROP REGIMENT>** units within 6" of a model with this ability may re-roll failed Morale tests.

Senior Officer: This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before attempting the second order.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, INFANTRY, OFFICER, DROP COMPANY COMMANDER

DROP LORD COMMISSAR

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Drop Lord Commissar	6”	2+	2+	3	3	4	3	9	4+

A Drop Lord Commissar is a single model armed with a bolt pistol, refractor field, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

WARGEAR OPTIONS

- This model may take an option from the Drop Troops *Melee Weapons* list.
- This model may replace its Bolt pistol with one option from the Drop Troops *Ranged Weapons list*.

ABILITIES

Aura of Discipline: All friendly **ASTRA MILITARUM** units within 6" of a **COMMISSAR** can use the Commissar's Leadership instead of their own.

Aerial Drop: See page 121.

Iron Discipline: Any friendly **<DROP REGIMENT>** units within 6" of a model with this ability may re-roll failed Morale tests.

Summary Execution: The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **COMMISSAR**, one model of your choice in that unit is slain and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, OFFICIO PREFECTUS
KEYWORDS: CHARACTER, INFANTRY, COMMISSAR, DROP LORD COMMISSAR

DROP PLATOON COMMANDER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-2	Drop Platoon Commander	6”	3+	3+	3	3	3	3	8	5+

A Drop Platoon Commander is a single model armed with a laspistol, refractor field, frag and krak grenades. One additional Drop Platoon Commander model may be added **(+2 Power Level).**

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

OTHER WARGEAR	ABILITIES
Refractor field	A model equipped with a Refractor field has a 5+ invulnerable save.

WARGEAR OPTIONS

- This model may take an option from the Drop Troops *Melee Weapons* list.
- This model may replace its laspistol with one option from the Drop Troops *Ranged Weapons list*.

ABILITIES

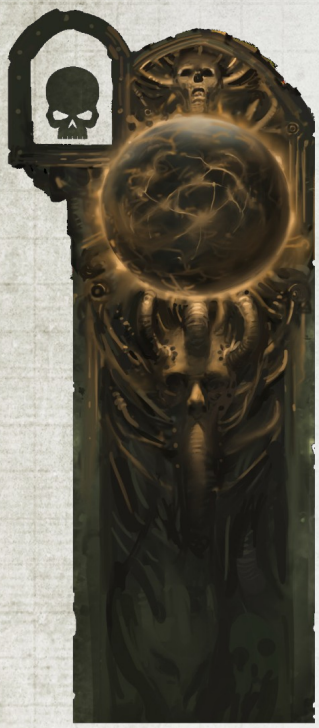
Aerial Drop: See page 121.

Iron Discipline: Any friendly **<DROP REGIMENT>** units within 6" of a model with this ability may re-roll failed Morale tests.

Chain of Command: During Deployment, all models in this unit must be set up at the same time, though they do not need to be set up in unit coherency. From that point onwards, each Drop Platoon Commander is treated as a separate unit. This unit may not be chosen as the Warlord.

Voice of Command: See page 122.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, INFANTRY, OFFICER, DROP PLATOON COMMANDER



GROUND SCANNER OFFICER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ground Scanner Officer	6”	4+	4+	3	3	3	2	8	5+

A Ground Scanner Officer is a single model armed with a laspistol, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

ABILITIES

Aerial Drop: See page 121.

Auspex Sweep: Enemy units may not deploy as Reinforcements within 12” of this model. This rule takes precedence even if the reinforcing unit has an ability which ignores this limitation.

Signals Intercept: Whilst this model is on the battlefield, each time your opponent uses a stratagem and spends at least 1 Command point, roll a D6. On a 5+, you gain a Command point. You cannot gain more than 1 Command point per turn using this ability.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, INFANTRY, OFFICER, GROUND SCANNER OFFICER

RECON PLATOON LEADER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Recon Platoon Leader	14”	3+	2+	3	4	5	3	8	5+

A Recon Platoon Leader is a single model equipped with an anti-material rifle, laspistol, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-material rifle	36”	Heavy 1	4	-2	D3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Laspistol	12”	Pistol 1	3	0	1	-

ABILITIES

Concealed Positions: See page 121.

Skilled Outrider: Subtract 1 from hit rolls that target this unit in the Shooting phase.

High Value Target Sighted: At the start of your Shooting phase, select an enemy unit that is visible to and within 36" of this model. Until the end of the phase, add 1 to hit rolls for attacks made by friendly **<DROP REGIMENT> INFANTRY** units that target that enemy unit whilst they are within 6" of this model (or within 12" if they are a friendly **<DROP REGIMENT> BIKER** unit). An enemy unit can only be selected as the target of this ability once per phase.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, BIKER, OFFICER, RECON PLATOON LEADER

SENTINEL COMMAND VEHICLE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sentinel Command Vehicle	9”	3+	3+	5	5	8	3	9	4+

A Sentinel Command Vehicle is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-

WARGEAR OPTIONS

- This model may replace its heavy bolter with a heavy flamer or a multi-melta.
- This model may take a hunter-killer missile.
- Each model may take a sentinel chainsword.

ABILITIES

Aerial Drop, Scout Vehicle: See page 121.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit with 3" suffers 1 mortal wound.

Command Vehicle: At the start of the shooting phase, this model may issue one order to the Drop Vehicles under its command. Orders may only be issued to a **<DROP REGIMENT> VEHICLE** (except **AIRCRAFT** units) units within 6” of this model. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Full Throttle!	*Sometime, repositioning has a greater impact than shooting in a bad position.* Instead of Shooting this phase, the ordered unit immediately moves as if it were its movement phase. It must Advance as part of this move and cannot declare a charge during this turn.
Trigger Happy	*“High yield of fire, high area damage, why be so conservative with all those ammo lying around?”* During the ordered unit’s shooting phase, when rolling to determine the number of attacks the unit can make with Heavy Flamers or Tauros Grenade Launchers, you can re-roll one of the dice.
Make it Count!:	*When the ammo count is low, every shot must be calculated to do the maximum amount of damage.* During the ordered unit’s shooting phase, when making an attack with a Hunter Killer Missile, you can re-roll a wound roll of 1 for that weapon.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **CHARACTER, VEHICLE, OFFICER, SMOKESCREEN, SENTINEL COMMAND VEHICLE**

TAUROS COMMAND VEHICLE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tauros Command Vehicle	15”	3+	3+	4	5	8	2	9	4+

A Tauros Command Vehicle is a single model equipped with a Tauros grenade launcher

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tauros grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24”	Assault 2D6	3	0	1	Blast
- Krak grenade	24”	Assault 2	6	-1	D3	-

WARGEAR OPTIONS

- This model may replace its Tauros grenade launcher for a heavy flamer.
- This model may take up to two hunter-killer missiles.
- This model may be upgraded to a Tauros Venator. If it do so, it must exchange its Tauros grenade launcher for a twin multi-laser or a twin-lascannon.

ABILITIES

Outflank: See page 121.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit with 3" suffers 1 mortal wound.

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

Venator Targeting Array (Tauros Venator only): This model can shoot its Las weapons in a turn in which it has advanced. It does not suffer the -1 penalty to hit if it does so.

Command Vehicle: At the start of the shooting phase, this model may issue one order to the Drop Vehicles under its command. Orders may only be issued to a **<DROP REGIMENT> VEHICLE** (except **AIRCRAFT** units) units within 6” of this model. To issue an order, pick a target unit and choose which order you wish to issue from the table below. A unit may only be affected by one order per turn.

Full Throttle!	*Sometime, repositioning has a greater impact than shooting in a bad position.* Instead of Shooting this phase, the ordered unit immediately moves as if it were its movement phase. It must Advance as part of this move and cannot declare a charge during this turn.
Trigger Happy	*“High yield of fire, high area damage, why be so conservative with all those ammo lying around ?”* During the ordered unit’s shooting phase, when rolling to determine the number of attacks the unit can make with Heavy Flamers or Tauros Grenade Launchers, you can re-roll one of the dice.
Make it Count!:	*When the ammo count is low, every shot must be calculated to do the maximum amount of damage.* During the ordered unit’s shooting phase, when making an attack with a Hunter Killer Missile, you can re-roll a wound roll of 1 for that weapon.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, VEHICLE, OFFICER, SMOKESCREEN, TAUROS COMMAND VEHICLE

D-99 VETERAN SQUAD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-12	Veteran	6”	3+	3+	3	3	1	1	7	5+
1	Veteran Sergeant	6”	3+	3+	3	3	1	2	8	5+
0-1	Veteran Heavy Weapons Team	6”	3+	3+	3	3	2	2	7	5+

Each model in this unit is equipped with a lasgun, geno-surgical enhancement, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

OTHER WARGEAR	ABILITIES
Geno-surgical Enhancement	Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+ for non **CHARACTER** models).

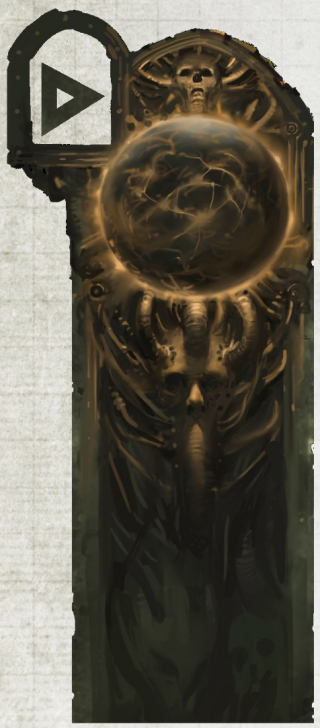
WARGEAR OPTIONS

- Any Veterans may replace their lasgun with a shotgun.
- One Veteran may take a vox-caster.
- One other Veteran may take a demolition charge.
- One other Veteran may take a Heavy flamer.
- Up to three other Veterans may replace their lasgun with an option from the *Special Weapons list*.
- Two other Veterans may form a Veteran Heavy Weapons Team, which must take an item from the *Heavy Weapons list*.
- The Veteran Sergeant may take an item from the *Melee Weapons list*.
- The Veteran Sergeant may replace their laspistol with an item from the *Ranged Weapons list*.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS, <D-99>**
KEYWORDS: **INFANTRY, D-99 VETERAN SQUAD**



DROP TROOPER SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Drop Trooper	6”	4+	4+	3	3	1	1	7	5+
1	Drop Trooper Sergeant	6”	4+	4+	3	3	1	2	8	5+

Each model in this unit is equipped with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- One Drop Trooper may take a vox-caster.
- One other Drop Trooper may replace their lasgun with an option from the Drop Troops *Special Weapons list*.
- One other Drop Trooper may take a Demolition Charge.
- The Drop Trooper Sergeant may take an item from the Drop Troops *Melee Weapons list*.
- The Drop Trooper Sergeant may replace their lasgun with an item from the Drop Troopers *Ranged Weapons list*.
- If the Drop Trooper Sergeant does not take a lasgun with auxiliary grenade launcher, One other Drop Trooper may replace their lasgun with a lasgun with auxiliary grenade launcher.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **INFANTRY, DROP TROOPER SQUAD**

FORWARD RECON SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Recon Trooper	6”	4+	4+	3	3	1	1	7	5+
1	Recon Sergeant	6”	4+	4+	3	3	1	2	8	5+

Each model in this unit is equipped with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- One Recon Trooper may take a vox-caster.
- One other Recon Trooper may take a demolition charge.
- One other Recon Trooper may exchange its lasgun with an option from the Drop Troops *Special Weapons list*.
- The entire unit may take Camo-cloaks.
- The Recon Sergeant may take a single item from the *Melee Weapons list.*
- The Recon Sergeant may replace their lasgun for a single weapon from the *Ranged Weapons list*.
- If the Recon Sergeant does not take a lasgun with auxiliary grenade launcher, One other Drop Trooper may replace their lasgun with a lasgun with auxiliary grenade launcher.
- This unit may take a tracking beacon.

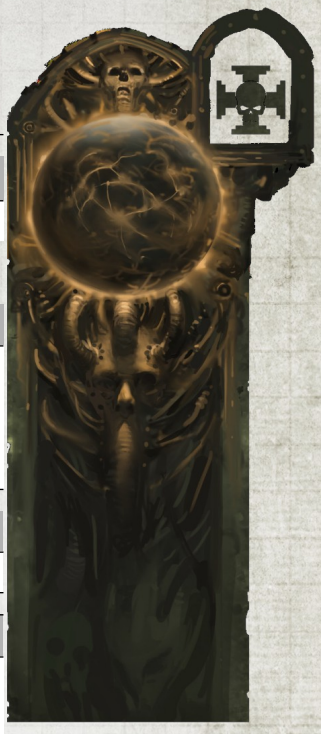
ABILITIES

Concealed Positions: See page 121.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, FORWARD RECON SQUAD

LAVINA FISHER

6 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lavina Fisher	12”	3+	3+	5	5	9	4	8	4+

Lavina Fisher is a single model armed with a heavy bolter, a hunter-killer missile and a sentinel chainsword. Your army can include only one **LAVINA FISHER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-
Hunter-killer missile	48”	Heavy 1	8	-2	D6	Each hunter-killer missile can only be fired once per battle.
Sentinel chainsword	Melee	Melee	User	-1	1	-

WARGEAR OPTIONS

- This model may replace its heavy bolter with a heavy flamer or a multi-melta.

ABILITIES

Aerial Drop, Scout Vehicle: See page 121.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 3” suffers 1 mortal wound.

At knife range: This model can re-roll failed wound rolls of 1 whilst an enemy model is within 1”.

Contagious Frenzy: Friendly **<HELL HARLOT> SENTINEL** may re-roll failed hit roll in close combat while within 6” of this model.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, HELL HARLOT
KEYWORDS: VEHICLE, CHARACTER, FLY, JUMP PACK, SENTINEL, SMOKESCREEN, LAVINA FISHER

THOMAS PEGAHMAGABOW

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thomas Pegahmagabow	6”	3+	2+	3	3	4	3	8	5+

Thomas Pegahmagabow is a single model armed with an Anti-material rifle, a Vox caster, frag and krak grenades. Your army can include only one **THOMAS PEGAHMAGABOW** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-material rifle	36”	Heavy 1	4	-2	D3	This weapon can target an enemy **CHARACTER** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts 1 mortal wound in addition to its normal damage.

OTHER WARGEAR	ABILITIES
Vox caster	If a friendly **OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

ABILITIES

Aerial Drop, Concealed Positions: See page 121.

Sending Coordinates: Once per battle, in your Shooting phase you can pick an enemy unit, other than a **CHARACTER**, which is visible to this model anywhere on the battlefield, and then roll a D6. On a roll of 2-5 the target unit suffers D6 mortal wounds. On a roll of 6, the target unit suffers 6 mortal wounds.

Pinpointing: At the start of the Shooting phase, pick an enemy unit, within 18" of this model. For the duration of the phase, you can re-roll hit rolls of 1 for any friendly **CASCADIA** that target the unit you picked.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, CASCADIA
KEYWORDS: CHARACTER, INFANTRY, THOMAS PEGAHMAGABOW

‘DECIMATOR’ SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	D-99 Veteran Sniper Team	6”	3+	3+	3	3	2	2	7	5+

If this unit contains 2 or more models, it has a power rating of 3. Each model in this unit is equipped with a lasgun, sniper rifle, geno-surgical enhancement, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire1	3	0	1	-
Sniper rifle	36”	Heavy 1	4	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

OTHER WARGEAR	ABILITIES
Geno-surgical Enhancement	Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+ for non **CHARACTER** models).

WARGEAR OPTIONS

- Each model may take one of the following options: spotter's magnoculars, demolition charge
- One model may take a vox-caster.
- The entire unit may take camo-cloaks.
- Every model may replace its sniper riffle with an Anti-material riffle.

ABILITIES

Aerial Drop: See page 121.

Weapons Team: For the purposes of embarking within a **TRANSPORT**, models in this unit are considered to be Heavy Weapons Team models.

FACTION KEYWORDS: IMPERIUM, INQUISITION, ORDO XENOS, <D-99>
KEYWORDS: INFANTRY, ‘DECIMATOR’ SQUAD, SILENCED WEAPONS

‘EXECUTIONER’ SQUAD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	D-99 Veteran	6”	3+	3+	3	3	1	1	7	5+
1	D-99 Veteran Sergeant	6”	3+	3+	3	3	1	2	8	5+

If this unit contains 6 or more models, it has a power rating of 10. Each model in this unit is equipped with a shotgun, geno-surgical enhancement, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun	12”	Assault 2	3	0	0	If this target is within half range, add 1 to this weapon's Strength.

OTHER WARGEAR	ABILITIES
Geno-surgical Enhancement	Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+ for non **CHARACTER** models).

WARGEAR OPTIONS

- Any D-99 Veterans may replace their shotguns for a plasma gun or a meltagun.
- One D-99 Veteran may take a vox-caster.
- The D-99 Veteran Sergeant may exchange their laspistol with an option from the *Ranged Weapons list*.
- The D-99 Veteran Sergeant may take one option from the *Melee Weapons list*.

ABILITIES

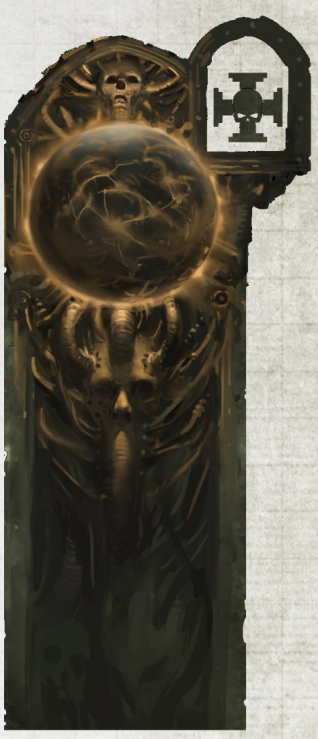
Aerial Drop: See page 121.

Monster Hunter: Units with this rule may re-roll failed wound rolls against **MONSTER**.

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS, <D-99>**
KEYWORDS: **INFANTRY, ‘EXECUTIONER’ SQUAD**

‘EXTERMINATION’ SQUAD

4 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	D-99 Veteran	6”	3+	3+	3	3	1	1	7	5+
1	D-99 Veteran Sergeant	6”	3+	3+	3	3	1	2	8	5+

If this unit contains 6 or more models, it has a power rating of 8. Each D-99 ‘Exterminator’ Veteran is equipped with geno-surgical enhancement, frag and krak grenades. The D-99 ‘Exterminator’ Veteran Sergeant is equipped with a laspistol, geno-surgical enhancement, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

OTHER WARGEAR	ABILITIES
Geno-surgical Enhancement	Units equipped with this equipment add +1 to their Ballistic skill and Weapon skill (For a maximum of 3+ for non **CHARACTER** models).

WARGEAR OPTIONS

- Any D-99 Veterans must take a flamer, a heavy flamer or a grenade launcher.
- One D-99 Veteran may take a vox-caster.
- Up to two D-99 Veterans may take a demolition charge.
- The D-99 Veteran Sergeant may exchange their laspistol with an option from the *Ranged Weapons list*.
- The D-99 Veteran Sergeant may take one option from the *Melee Weapons list*.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: **IMPERIUM, INQUISITION, ORDO XENOS, <D-99>**
KEYWORDS: **INFANTRY, ‘EXTERMINATION’ SQUAD**

COMMAND SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Veteran	6”	4+	3+	3	3	1	1	7	5+
0-1	Veteran Heavy Weapons Team	6”	4+	3+	3	3	2	2	7	5+

Each model in this unit is equipped with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- Any model may replace their lasgun with a laspistol and chainsword.
- One other Veteran may take a vox-caster.
- One other Veteran may take a medi-pack.
- One other Veteran may take a regimental standard or a platoon standard.
- One other Veteran may take a heavy flamer.
- Two other Veterans may form a Veteran Heavy Weapons Team, which must take an item from the *Heavy Weapons list*.
- Any other Veterans may replace their lasgun with an option from the *Special Weapons list.*

ABILITIES

Aerial Drop: See page 121.

Command Squad: For each **DROP TROOPS OFFICER** in a Detachment, you can include one **DROP TROOPS COMMAND SQUAD** without that unit taking up a battlefield role slot. No more than one **COMMAND SQUAD** unit can be included per **OFFICER** unit in the same detachment.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **INFANTRY, COMMAND SQUAD**

DROP COMMISSAR

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commissar	6”	3+	3+	3	3	3	1	8	5+

A Commissar is equipped with a bolt pistol, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-

WARGEAR OPTIONS

- This model may take an option from the *Melee Weapons list*.
- This model may replace its Bolt pistol with one option from the *Ranged Weapons list*.

ABILITIES

Aura of Discipline: All friendly **ASTRA MILITARUM** units within 6" of a **COMMISSAR** can use the Commissar's Leadership instead of their own.

Aerial Drop: See page 121.

Summary Execution: The first time an **ASTRA MILITARUM** unit fails a Morale test during the Morale phase whilst it is within 6" of any friendly **COMMISSAR**, one model of your choice in that unit is slain, and the Morale test is re-rolled (do not include this slain model when re-rolling the Morale test).

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, OFFICIO PREFECTUS**
KEYWORDS: **CHARACTER, INFANTRY, DROP COMMISSAR**

SAPPERS SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Sapper	6”	4+	4+	3	3	1	1	7	5+
1	Sapper Sergeant	6”	4+	4+	3	3	1	2	8	5+

Each model in this unit is equipped with a shotgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shotgun	12”	Assault 2	3	0	1	

WARGEAR OPTIONS

- Any model may replace their Shotgun with a lasgun.
- Up to two Sapper may replace their Shotgun with a Flamer, Heavy flamer, Melta Gun, Grenade Launcher or Las-cutter.
- One other Sapper may take a Demolition Charge or a Ballistic Shield.
- One Sapper may take a vox-caster.
- One other Sapper may take a repair kit.
- The Sapper Sergeant may take a single item from the *Melee Weapons list*.
- The Sapper Sergeant may replace their shotgun for a single weapon from the *Ranged Weapons list*.

ABILITIES

Aerial Drop: See page 121.

Heavy Buster: When this unit resolves an attack against a **VEHICLE** or **BUILDING** unit with a weapon that has a damage characteristic of greater than 1, add 1 to the Damage characteristic of that weapon for that attack.

Combat Engineers: Units do not receive the benefit of cover to their saving throws for attacks made by this unit.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, SAPPERS SQUAD, MELTA BOMB

SPECIAL WEAPONS SQUAD

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
6	Drop Trooper	6”	4+	4+	3	3	1	1	7	5+

Each model in this unit is equipped with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- Three models must take one option from the *Special Weapons* list, or a demolition charge.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, SPECIAL WEAPONS SQUAD

STORMTROOPER SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Stormtroopers	6”	4+	3+	3	3	1	1	7	4+
1	Stormtrooper Sergeant	6”	4+	3+	3	3	1	2	8	4+

If this unit contains 6 or more models, it has a power rating of 8. Each model is equipped with a hot-shot lasgun, hot-shot laspistol, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hot-shot lasgun	18”	Rapid Fire 1	3	-2	1	-
Hot shot laspistol	6”	Pistol 1	3	-2	1	-

WARGEAR OPTIONS

- One Stormtrooper may take a Vox-caster and Hot-shot laspistol.
- For every five models in this unit, up to two Stormtroopers may replace their hot-shot lasgun with an item from the *Special Weapons list or a hotshot volley gun* .
- One other Stormtrooper may take a Demolition Charge.
- One other Stormtrooper may become a squad medic.
- Any other Stormtrooper may exchange their hot-shot lasgun with a ballistic *shield and hotshot laspistol.*
- The Stormtrooper Sergeant may take an item from the *Melee Weapons list*.
- The Stormtrooper Sergeant may replace their Hot-shot lasgun with an item from the *Ranged Weapons list.*

ABILITIES

Aerial Drop: See page 121.

Squad Medic: Once per turn, the first time a saving throw is failed for the bearer's unit, the Damage characteristic of that attack is changed to 0.

Special Operations. Before deployment, declare to your opponent which mission each Stormtrooper squad in your army is following.

Reconnaissance: The reconnaissance mission grants the *Concealed position* special rule. In addition each time this unit makes a Normal Move or Advance, until that move is finished, it can move horizontally and vertically through models and terrain features (it cannot finish a move on top of another model, or its base)

Airborne Assault: The airborne assault mission allows the Stormtrooper squad to be deployed at more than 5” from enemy units when using the Aerial Drop ability but cannot declare a charge. At the end of the player turn this unit was deployed, if it is holding an objective, gain 1 CP.

Behind Enemy Lines: The behind enemy line mission grants the *Outflank* special rule. In addition, the first time this units shoot its weapons, the targeted enemy reduce its Movement by half and suffers a -1 to its ballistic skill until your next shooting phase.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, STORMTROOPER SQUAD, MELTA BOMB

TACTICAL AIR CONTROLLER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tactical Air Controller	6”	3+	3+	3	3	3	2	7	5+

A Tactical Air Controller is a single model armed with a laspistol, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-

ABILITIES

Aerial Drop: See page 121.

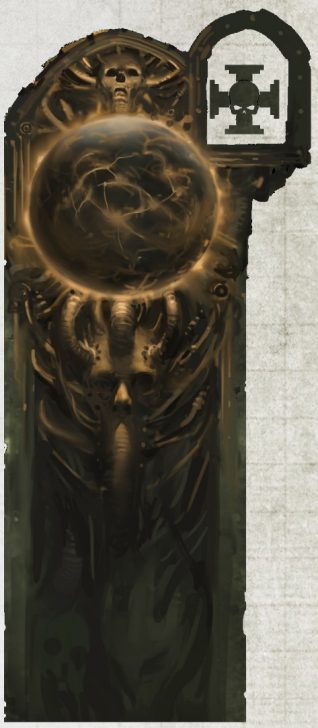
Air Raid Requested: Once per battle, in your Shooting phase you can pick an enemy unit, other than a **CHARACTER**, which is visible to this model anywhere on the battlefield, and then roll a D6. On a roll of 1-3, nothing happens. On a roll of 4-5 the target unit suffers D3 mortal wounds. On a roll of 6, the target unit suffers 3 mortal wounds. You may only call in one air raid per turn, regardless of the number of Tactical Air Controllers or Officer of the fleet.

Strafing Coordinates: At the start of the Shooting phase, pick an enemy unit, other than one which can **FLY**, within 18" of this model. For the duration of the phase, you can re-roll hit rolls of 1 for any friendly **<DROP REGIMENT> AIRCRAFT** that target the unit you picked.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: CHARACTER, INFANTRY, OFFICER, TACTICAL AIR CONTROLLER

VETERAN SQUAD

5 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Veteran	6”	4+	3+	3	3	1	1	7	5+
1	Veteran Sergeant	6”	4+	3+	3	3	1	2	8	5+
0-1	Veteran Heavy Weapons Team	6”	4+	3+	3	3	2	2	7	5+

Each model in this unit is equipped with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- Any Veterans may replace their lasgun with a shotgun.
- One Veteran may take a vox-caster.
- One other Veteran may take a demolition charge.
- One other Veteran may take a Heavy flamer.
- Up to three other Veterans may replace their lasgun with an option from the *Special Weapons list*.
- Two other Veterans may form a Veteran Heavy Weapons Team, which must take an item from the *Heavy Weapons list*.
- The Veteran Sergeant may take an item from the *Melee Weapons list*.
- The Veteran Sergeant may replace its lasgun with an item from the *Ranged Weapons list*.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, VETERAN SQUAD

OGRYNS BODYGUARD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ogryn Bodyguard	6”	3+	4+	5	5	6	4	8	5+

An Ogryn Bodyguard is armed with a ripper gun, a huge knife and frag bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ripper gun (Shooting)	12”	Assault 3	5	0	1	-
Ripper gun (Melee)	Melee	Melee	User	-1	1	-
Huge knife	Melee	Melee	User	-1	2	-
Frag bombs	6”	Grenade D6	4	0	1	-

WARGEAR OPTIONS

- This model may replace its ripper gun with a grenade gauntlet or Bullgryn maul.
- This model may replace its huge knife with a slab-shield or brute shield.
- This model may take Bullgryn plate.

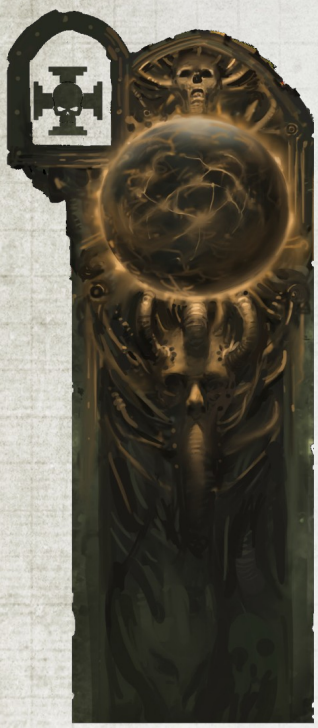
ABILITIES

Aerial Drop: See page 121.

Avalanche of Muscle: You can add 1 to the Attacks characteristic of this unit in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this unit fights each turn.

Bodyguard: Roll a D6 each time a friendly **DROP REGIMENT INFANTRY CHARACTER** (excluding **OGRYNS**) loses a wound whilst they are within 3” of any models with this ability; on a 3+ the Drop Regiment character does not lose a wound but one model with this ability suffers a mortal wound. In addition, this model may not be selected as your Warlord, and may not be given a Warlord Trait.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, MILITARUM AUXILLA
KEYWORDS: CHARACTER, INFANTRY, OGRYN, OGRYN BODYGUARD



DROP OGRYNS SQUAD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-8	Ogryn	6”	3+	4+	5	5	3	3	7	5+
1	Ogryn Bone ‘ead	6”	3+	4+	5	5	3	4	8	5+

If this unit contains 4 to 6 models it has a power rating of 8, if it contains 7 to 9 models it has a power rating of 12. Each model is equipped with a ripper gun, huge knife and frag bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ripper gun (Shooting)	12”	Assault 3	5	0	1	-
Ripper gun (Melee)	Melee	Melee	User	-1	1	-
Huge knife	Melee	Melee	User	-1	2	-
Frag bombs	6”	Grenade D6	4	0	1	-

WARGEAR OPTIONS

- For every three models in this unit, one Ogryn may take a demolition charge.

ABILITIES

Aerial Drop: See page 121.

Avalanche of Muscle: You can add 1 to the Attacks characteristic of this unit in the Fight phase on any turn in which it made a successful charge. This ability may only be used the first time this unit fights each turn.

It beep 'sir: Roll a D6 each time an Ogryn uses a demolition charge, on a 1 the attack fails, the bearer is slain, and the unit suffers D3 mortal wounds.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, MILITARUM AUXILLA
KEYWORDS: INFANTRY, OGRYN, DROP OGRYN SQUAD

DROP SENTINEL

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Drop Sentinel	9”	4+	4+	5	5	6	1	7	4+

If this unit contains 2 models it has a power rating of 6, if it contains 3 models, it has a power rating of 9. Each model is equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-

WARGEAR OPTIONS

- Any model may replace its heavy bolter with a heavy flamer or a multi-melta.
- Any model may take a hunter-killer missile.
- Each model may take a sentinel chainsaw.

ABILITIES

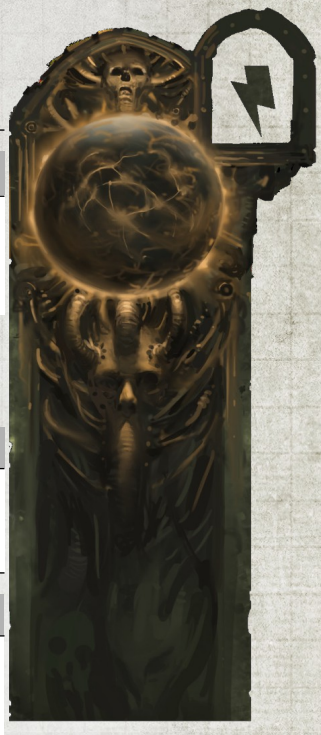
Aerial Drop, Scout Vehicle: See page 121.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 3” suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, SMOKESCREEN, DROP SENTINEL

RECON BIKE SQUAD

3 POWER



No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
0-2	Recon ATV	14”	4+	4+	3	4	4	1	7	5+
3-7	Recon Bike Trooper	14”	4+	4+	3	4	2	1	7	5+
1	Recon Bike Sergeant	14”	4+	4+	3	4	2	2	8	5+

If this unit contains 1 Recon Bike Sergeant and 3 Recon Bike troopers it has a power rating of 3, if it contains 4 Recon Bike Trooper or more it has a power rating of 6. For every 4 Recon Bike Trooper and/or Recon Bike Sergeant, it can include one Recon ATV (+2 power rating). Each model in this unit is equipped with a laspistol, shotgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Laspistol	12”	Pistol 1	3	0	1	-
Shotgun	12”	Assault 2	3	0	1	If this target is within half range, add 1 to this weapon's Strength.

WARGEAR OPTIONS

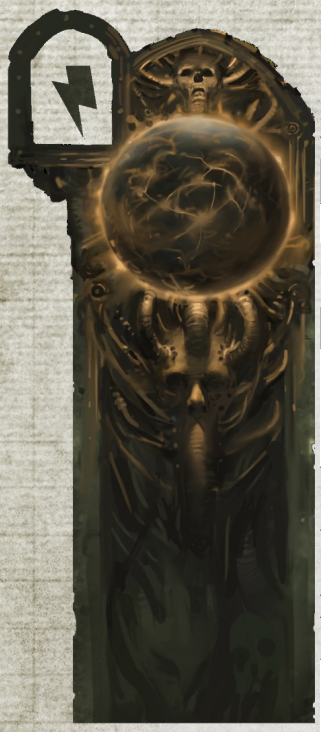
- Any model may replace its shotgun with a lasgun.
- One Recon Biker model may replace its shotgun with a grenade launcher.
- One other Recon Bike Trooper may take a demolition charge.
- One other Recon Biker model may take a vox-caster.
- A Recon Bike Sergeant may take a weapon from the Melee Weapons List.
- A Recon Bike Sergeant may replace its laspistol with one weapon from the Ranged Weapons List.
- A Recon ATV model may take one of the following: short-barrel lascannon, heavy flamer, heavy stubber or a missile launcher.

ABILITIES

Concealed Positions: See page 121.

Skilled Outriders: Subtract 1 from hit rolls for attacks that target this unit in the Shooting phase.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: BIKER, RECON BIKE SQUAD



TAUROS ASSAULT VEHICLE

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tauros Assault Vehicle	15”	4+	4+	4	5	6	2	7	4+

If this unit contains 2 Tauros Assault Vehicles it has a power rating of 6, if it contains 3 Tauros Assault Vehicles it has a power rating of 9. Each model is equipped with a Tauros grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tauros grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24”	Assault 2D6	3	0	1	Blast
- Krak grenade	24”	Assault 2	6	-1	D3	-

WARGEAR OPTIONS

- Any model may replace its Tauros grenade launcher for a heavy flamer.
- Any model may take up to 2 hunter-killer missiles.

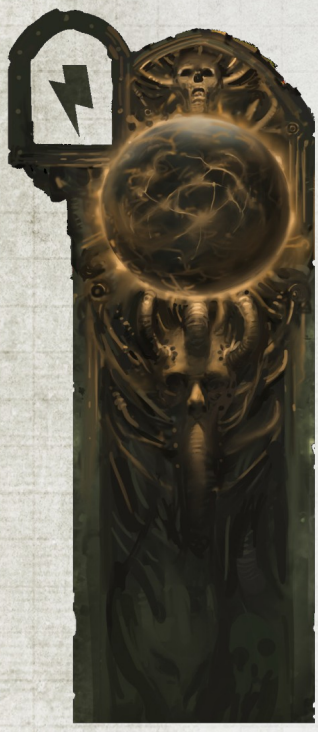
ABILITIES

Outflank: See page 121.

Explodes: Each time a model in this unit is destroyed, roll a D6 before removing it from play. On a 6 it explodes, and each unit within 3” suffers 1 mortal wound.

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, TAUROS, SMOKESCREEN, TAUROS ASSAULT VEHICLE



TAUROS MEDICAE

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tauros Medicae	15”	4+	4+	4	5	6	2	7	4+

WARGEAR OPTIONS

- This model may take up to 2 hunter-killer missiles.

ABILITIES

Outflank: See page 121.

CASEVAC: At the end of your Movement phase, this model can provide *CASEVAC* to one friendly **<DROP REGIMENT> INFANTRY** or **BIKER** unit within 3". One model in that unit regains up to D3 lost wounds. If the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead, placed within 3" of this model and in unit coherency. **<DROP REGIMENT> INFANTRY** or **BIKER** unit is within 3" of this model, each time a model in that unit would lose a wound, roll one D6: on a 6, that wound is not lost.

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6+ it explodes, and each unit with 6" suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, TAUROS, SMOKESCREEN, TAUROS MEDICAE

TAUROS VENATOR

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tauros Venator	15”	4+	4+	4	5	6	2	7	4+

If this unit contains 2 Tauros Venators it has a power rating of 6, if it contains 3 Tauros Venators it has a power rating of 9. Each model is equipped with a twin multi-laser.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin multi-laser	36”	Heavy 6	6	0	1	-

WARGEAR OPTIONS

- Any model may replace its twin multi-lasers for a twin lascannon.
- Any model may take up to 2 hunter-killer missiles.

ABILITIES

Outflank: See page 121.

Explodes: Each time a model in this unit is destroyed, roll a D6 before removing it from play. On a 6 it explodes, and each unit within 3” suffers 1 mortal wound.

Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

Venator Targeting Array: This model may fire its las weapons in a turn in which it has advanced. It does not suffer the -1 penalty to hit if it does so.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, TAUROS, SMOKESCREEN, TAUROS VENATOR

CYCLOPS DEMOLITION VEHICLE

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cyclops Demolition Vehicle	15”	6+	4+	4	6	4	1	10	3+

This unit contains 1 Cyclops Demolition Vehicle. It can include 1 additional Cyclops Demolition Vehicle (**Power Rating +3**) or 2 additional Cyclops Demolition Vehicles (**Power Rating +6**). Each Cyclops Demolition Vehicle is equipped with a Cyclops demolition charge.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cyclops demolition charge	6”	Heavy 2D6	9	-2	D3	Blast

ABILITIES

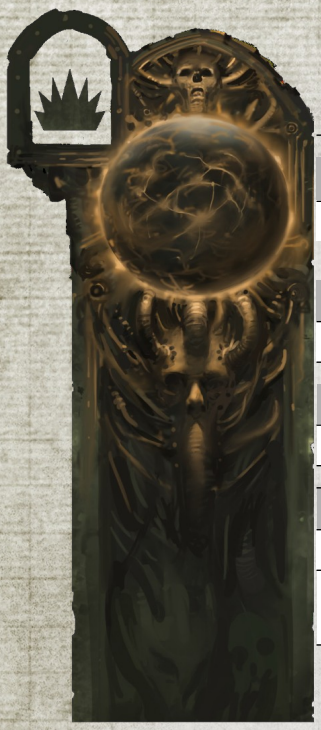
Demolition Vehicle: The bearer can be selected to shoot with if it is within Engagement Range of any enemy units and can make attacks with its Cyclops demolition charge when doing so. When this unit is selected to shoot with its Cyclops demolition charge, you must target and resolve attacks against every other visible unit within range (friendly and enemy), even if those units are within Engagement Range of models from a unit from the opposing side. After this unit shoots with its Cyclops demolition charge, it is destroyed. In addition, this model cannot control objective markers or perform actions.

Explodes: When this model is destroyed (except if it is destroyed after shooting its Cyclops demolition charge), roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit with 6'' suffers D3 mortal wound.

Compact: This model can embark into and disembark from **ASTRA MILITARUM TRANSPORT** models as if it were an **INFANTRY** model. It takes the space of 6 models. This model cannot shoot in a turn in which it disembarks.

Vehicle Squadron: The first time this unit is set up, all models in this unit must be placed within 6'' of each other. From that point onwards, each operates independently and is treated as a separate unit for all rules purposes.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, CYCLOPS DEMOLITION VEHICLE



HEAVY WEAPONS SQUAD

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Heavy Weapons Team	6”	4+	4+	3	3	2	2	7	5+

This unit contains 3 Heavy Weapons Teams. Each model is armed with a lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- Each model must take an option from the Heavy Weapons list.

ABILITIES

Aerial Drop: See page 121.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, HEAVY WEAPONS SQUAD

SENTINEL POWERLIFTER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Sentinel Powerlifter	9”	4+	4+	5	5	3	3	7	4+

If this unit contains 2 Sentinel Powerlifters it has a power rating of 6, if it contains 3 Sentinel Powerlifters it has a power rating of 9. Each model in this unit is equipped with a Powerlifter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Powerlifter	Melee	Melee	X2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS

- Any model may take a hunter-killer missile.

ABILITIES

Explodes: Each time a model in this unit is destroyed, roll a D6 before removing it from play. On a 6+ it explodes, and each unit within 3” suffers 1 mortal wound.

Scout Vehicle: See page 121.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, SMOKESCREEN, SENTINEL POWERLIFTER

SNIPER SQUAD

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3	Sniper Team	6”	4+	3+	3	3	2	2	7	5+

Each model in this unit is equipped with a sniper rifle, lasgun, frag and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Sniper rifle	36”	Heavy 1	4	0	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Lasgun	24”	Rapid Fire 1	3	0	1	-

WARGEAR OPTIONS

- Each model may take a spotter's magnoculars.
- The entire unit may take camo-cloaks.
- Each model may replace its sniper rifle for an anti-material riffle.

ABILITIES

Aerial Drop: See page 121.

Weapons Team: For the purposes of embarking within a **TRANSPORT**, models in this unit are considered to be Heavy Weapons Team models.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: INFANTRY, SNIPER SQUAD

SUPPORT SENTINEL

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Support Sentinel	9”	4+	4+	5	5	6	1	7	4+

If this unit contains 2 Support Sentinels it has a power rating of 6, if it contains 3 Support Sentinels it has a power rating of 9. Each model in this unit is equipped with a Multiple rocket pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multiple rocket pod	36”	Assault D6	5	-1	1	Blast

WARGEAR OPTIONS

- Each model may replace its Multiple rocket pod with a missile launcher.
- Any model may take a hunter-killer missile.
- Each model may take a sentinel chainsword.

ABILITIES

Scout Vehicle: See page 121.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 3” suffers 1 mortal wound.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, SMOKESCREEN, SUPPORT SENTINEL

AQUILA LANDER

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aquila Lander (5+ wounds)	20”-45”	6+	4+	6	7	12	2	7	3+
	Aquila Lander (3-4 wounds)	20”-30”	6+	5+	6	7	N/A	2	7	3+
	Aquila Lander (1-2 wounds)	20”	6+	6+	6	7	N/A	2	7	3+

An Aquila Lander is a single model equipped with a heavy bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-

WARGEAR OPTIONS

- This model may replace its heavy bolter with an autocannon or a multi-laser.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

TRANSPORT

This model can transport 7 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. This model cannot transport **OGRYN**.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **AIRCRAFT, TRANSPORT, VEHICLE, FLY, FLARE LAUNCHER, AQUILA LANDER**

ARVUS LIGHTER

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Arvus Lighter	20”-30”	6+	4+	5	6	8	1	7	3+

WARGEAR OPTIONS

- This model may take one of the following: Twin multi-laser, twin autocannon, two twin heavy stubbers or one hellstrike missile racks.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

Repair: At the end of each of this model Shooting phases, it may immediately regains a single wound lost earlier in the battle.

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. This model cannot transport **OGRYN**.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **AIRCRAFT, TRANSPORT, VEHICLE, FLY, FLARE LAUNCHER, ARVUS LIGHTER**

TAUROS MAXIMUS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tauros Maximus	15”	4+	4+	4	5	6	2	7	4+

WARGEAR OPTIONS

- This model may take up to 2 hunter-killer missiles.

ABILITIES

Outflank: See page 121.

Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6+ it explodes, and each unit with 6" suffers 1 mortal wound.

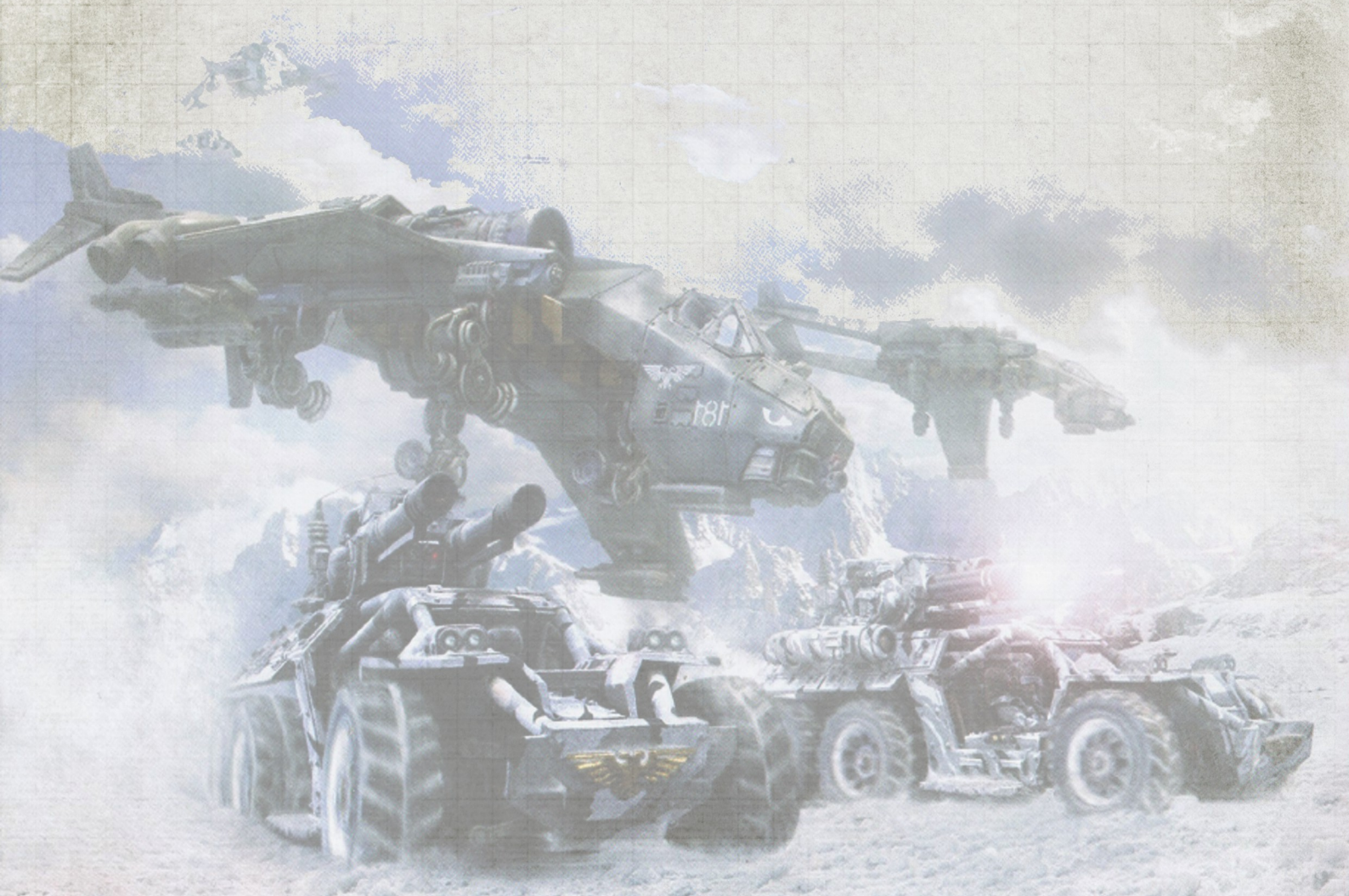
Galvanic Motor: Each time this unit Advances, until the start of your next Movement phase, models in this unit gain a 5+ invulnerable save; in addition it may fire any Hunter-Killer missiles it has, but suffers -1 to hit with them.

Open-topped: Models embarked on this model can attack in their Shooting phase. Measure the range and draw line of sight from any point on this model. When they do so, any restrictions or modifiers that apply to this model also apply to its passengers; for example, the passengers cannot shoot if this model has Fallen Back in the same turn, cannot shoot (except with Pistols) if this model is within 1" of an enemy unit, and so on.

TRANSPORT

This model can transport 6 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three. This model cannot transport a **CYCLOPS DEMOLITION VEHICLE**.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, TAUROS, SMOKESCREEN, TAUROS MAXIMUS



VALKYRIE AIRBORNE ASSAULT CARRIER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Valkyrie (7+ wounds)	20”-45”	6+	4+	7	7	14	3	7	3+
	Valkyrie (4-7 wounds)	20”-35”	6+	5+	7	7	N/A	3	7	3+
	Valkyrie (1-3 wounds)	20”-25”	6+	6+	7	7	N/A	3	7	3+

A Valkyrie Airborne Assault Carrier is equipped with a multilaser and a hellstrike missile racks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Multilaser	36”	Heavy 3	6	0	1	-
Hellstrike missile racks	72”	Heavy 2	8	-2	D6+2	-

WARGEAR OPTIONS

- This model may replace its multilaser for a lascannon.
- This model may replace its hellstrike missile racks for two multiple rocket pods.
- This model may take two heavy bolters
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Air cavalry: This model may start the battle set up high in the skies (see Aerial Drop above, page 119) but neither it, nor any units embarked within it (if it can transport any), are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If units embarked within this model (if it can transport any) disembark after it has been set up on the battlefield, they must be set up more than 9" away from any enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Grav-chute Insertion: Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Roving Gunship: If this model hovers in its Movement phase, add 1 to all hit rolls made for it in the following Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. Each **OGRYN** takes the place of three.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, TRANSPORT, VEHICLE, FLY, FLARE LAUNCHER, VALKYRIE

AVENGER STRIKE FIGHTER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Avenger Strike Fighter (7+ wounds)	20”-45”	6+	4+	6	6	14	3	7	3+
	Avenger Strike Fighter (4-7 wounds)	20”-35”	6+	5+	6	6	N/A	D3	7	3+
	Avenger Strike Fighter (1-3 wounds)	20”-25”	6+	6+	6	6	N/A	1	7	3+

An Avenger Strike Fighter is equipped with an Avenger bolt cannon, a defensive heavy stubber and 2 lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger bolt cannon	36”	Heavy 10	6	-2	2	-
Defensive heavy stubber	8”	Heavy 3	4	0	1	Add 2 to all hit rolls made for this weapon against targets that can **FLY**.
Lascannon	48”	Heavy 1	9	-3	D6	-

WARGEAR OPTIONS

- This model may take one of the following options: two tactical bombs, hellstrike missile racks, hellfury missile racks, two missile launcher, two autocannon or two multilaser
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, FLY, FIGHTER, FLARE LAUNCHER, AVENGER STRIKE FIGHTER

LIGHTNING STRIKE FIGHTER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lightning (7+ wounds)	20”-45”	6+	4+	6	6	14	3	7	3+
	Lightning (4-7 wounds)	20”-35”	6+	5+	6	6	N/A	D3	7	3+
	Lightning (1-3 wounds)	20”-25”	6+	6+	6	6	N/A	1	7	3+

A Lightning Strike Fighter is equipped with twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48”	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

・ This model may take one of the following options: two tactical bombs, hellstrike missile racks, hellfury missile racks or skystrike missile racks.
・ This model may take a long-barrelled autocannon.
This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, FLY, FIGHTER, FLARE LAUNCHER, LIGHTNING STRIKE FIGHTER

THUNDERBOLT HEAVY FIGHTER

11 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thunderbolt (7+ wounds)	20”-45”	6+	4+	6	7	15	3	7	3+
	Thunderbolt (4-7 wounds)	20”-35”	6+	5+	6	7	N/A	D3	7	3+
	Thunderbolt (1-3 wounds)	20”-25”	6+	6+	6	7	N/A	1	7	3+

A Thunderbolt is equipped with two twin autocannons and a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin autocannon	48”	Heavy 4	7	-1	2	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take one of the following options: two tactical bombs, hellstrike missile racks, skystrike missile racks.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

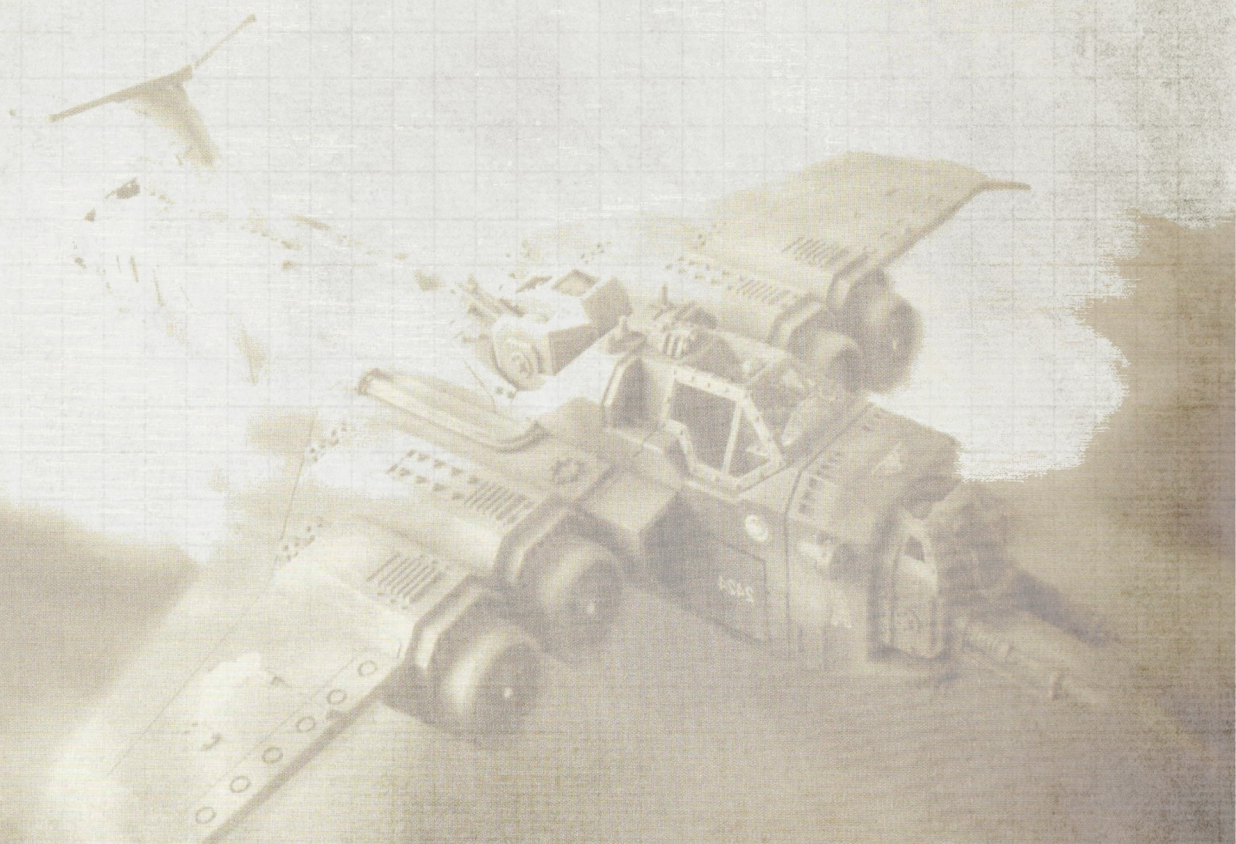
Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

Repair: At the end of each of this model Shooting phases, it may immediately regains a single wound lost earlier in the battle.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, FLY, FIGHTER, FLARE LAUNCHER, THUNDERBOLT



THUNDERBOLT FURY HEAVY FIGHTER

13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Thunderbolt Fury (7+ wounds)	20”-45”	6+	4+	6	7	15	3	7	3+
	Thunderbolt Fury (4-7 wounds)	20”-35”	6+	5+	6	7	N/A	D3	7	3+
	Thunderbolt Fury (1-3 wounds)	20”-25”	6+	6+	6	7	N/A	1	7	3+

A Thunderbolt Fury is equipped with a twin avenger bolt cannon and a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin avenger bolt cannon	36”	Heavy 20	6	-2	2	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may take one of the following options: two tactical bombs, hellstrike missile racks, skystrike missile racks.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Ammo Hungry: The twin avenger bolt cannon can only be fired 3 times per game.

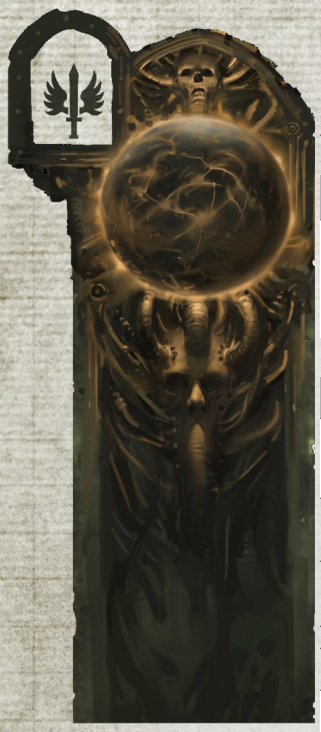
Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

Repair: At the end of each of this model Shooting phases, it may immediately regains a single wound lost earlier in the battle.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, FLY, FIGHTER, FLARE LAUNCHER, THUNDERBOLT FURY



VALKYRIE SKY TALON

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Valkyrie Sky Talon (7+ wounds)	20”-45”	6+	4+	7	7	14	3	7	3+
	Valkyrie Sky Talon (4-6 wounds)	20”-35”	6+	5+	7	7	N/A	3	7	3+
	Valkyrie Sky Talon (1-3 wounds)	20”-25”	6+	6+	7	7	N/A	3	7	3+

A Valkyrie Sky Talon is equipped with a heavy bolter and a hellstrike missile racks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-
Hellstrike missile racks	72”	Heavy 2	8	-2	D6+2	-

WARGEAR OPTIONS

- This model may replace its hellstrike missile racks for two multiple rocket pods.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Air Bridge: For each Drop Troops **TAUROS**, **SENTINEL** or **DROP WEAPONS PLATFORM** in a Detachment, you can include one Drop Troops **VALKYRIE SKY TALON** without that unit taking up a battlefield role slot.

Air cavalry: This model may start the battle set up high in the skies (see Aerial Drop above, page 119) but neither it, nor any units embarked within it (if it can transport any), are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If units embarked within this model (if it can transport any) disembark after it has been set up on the battlefield, they must be set up more than 9" away from any enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Grav-chute Insertion: Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Roving Gunship: If this model hovers in its Movement phase, add 1 to all hit rolls made for it in the following Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

TRANSPORT

This model can transport 1 **ASTRA MILITARUM TAUROS,** 2 **ASTRA MILITARUM SENTINELS** or 2 **DROP TROOPS DROP WEAPON PLATFORM**.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **AIRCRAFT, TRANSPORT, VEHICLE, FLY, FLARE LAUNCHER, VALKYRIE SKY TALON**

VENDETTA GUNSHIP

12 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vendetta Gunship (7+ wounds)	20”-45”	6+	4+	7	7	14	3	7	3+
	Vendetta Gunship (4-7 wounds)	20”-35”	6+	5+	7	7	N/A	D3	7	3+
	Vendetta Gunship (1-3 wounds)	20”-25”	6+	6+	7	7	N/A	1	7	3+

A Vendetta Gunship is equipped with three twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin lascannon	48”	Heavy 2	9	-3	D6	-

WARGEAR OPTIONS

- This model may replace two twin lascannons for hellfury missile racks.
- This model may take two heavy bolters.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Air cavalry: This model may start the battle set up high in the skies (see Aerial Drop above, page 119) but neither it, nor any units embarked within it (if it can transport any), are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If units embarked within this model (if it can transport any) disembark after it has been set up on the battlefield, they must be set up more than 9" away from any enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Grav-chute Insertion: Models may disembark from this vehicle at any point during its move, but if they do they cannot move further during this phase; if the Valkyrie moves 20" or more, you must roll a D6 for each model disembarking. On a 1, that model is slain. Models that disembark in this manner must be set up more than 9" from any enemy models.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Roving Gunship: If this model hovers in its Movement phase, add 1 to all hit rolls made for it in the following Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

TRANSPORT

This model can transport 12 **ASTRA MILITARUM INFANTRY** models. Each Heavy Weapon Team or Veteran Heavy Weapon Team takes the space of two models. This model cannot transport **OGRYN**.

FACTION KEYWORDS: **IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>**
KEYWORDS: **AIRCRAFT, TRANSPORT, VEHICLE, FLY, FLARE LAUNCHER, VENDETTA GUNSHIP**

VULTURE GUNSHIP

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vulture Gunship (7+ wounds)	20”-45”	6+	4+	7	7	14	3	7	3+
	Vulture Gunship (4-7 wounds)	20”-35”	6+	5+	7	7	N/A	D3	7	3+
	Vulture Gunship (1-3 wounds)	20”-25”	6+	6+	7	7	N/A	1	7	3+

A Vulture Gunship is equipped with a heavy bolter, Two multi-laser and a hellstrike missile racks.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36”	Heavy 3	5	-1	2	-
Multilaser	36”	Heavy 6	6	0	1	-
Hellstrike missile racks	72”	Heavy 2	8	-2	D6+2	-

WARGEAR OPTIONS

- This model may replace its hellstrike missile racks with one of the following: two tactical bombs, hellfury missile racks, skystrike missile racks, hunter-killer missile racks or two multiple rocket pods.
- This model may replace its twin multi-laser with one of the following: twin autocannon, twin lascannon or two multiple rocket pods.
- This model may replace its twin multi-laser and hellstrike missile racks for two punisher gatling cannon.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Air cavalry: This model may start the battle set up high in the skies (see Aerial Drop above, page 119) but neither it, nor any units embarked within it (if it can transport any), are counted towards any limits that the mission you are playing places on the maximum number of Reinforcement units you can have in your army. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. If units embarked within this model (if it can transport any) disembark after it has been set up on the battlefield, they must be set up more than 9" away from any enemy models.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hover Jet: Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20” until the end of the phase, and it loses the Airborne, Hard to hit and Supersonic abilities until the beginning of your next Movement phase.

Strafing Run: Add 1 to hit rolls against units that do not have the **FLY** keyword.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, FLY, FLARE LAUNCHER, VULTURE GUNSHIP

MARAUDER BOMBER

16 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Marauder Bomber (11+ wounds)	20”-45”	6+	4+	7	7	20	3	8	3+
	Marauder Bomber (6-10 wounds)	20”-35”	6+	5+	7	7	N/A	D3	8	3+
	Marauder Bomber (1-5 wounds)	20”-25”	6+	6+	7	7	N/A	1	8	3+

A Marauder Bomber is equipped with 2 heavy bombs, 2 twin heavy bolters and a twin lascannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36”	Heavy 6	5	-1	2	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-

OTHER WARGEAR	ABILITIES
Heavy bomb	Once per turn, if the bearer has any heavy bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6” of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units): on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each heavy bomb can only be dropped once per battle.

WARGEAR OPTIONS

- This model’s 2 heavy bombs can be replaced with 2 inferno bombs.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, TITANIC, FLY, FLARE LAUNCHER, MARAUDER BOMBER

MARAUDER DESTROYER

18 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Marauder Bomber (11+ wounds)	20”-45”	6+	4+	7	7	20	3	8	3+
	Marauder Bomber (6-10 wounds)	20”-45”	6+	5+	7	7	NA	D3	8	3+
	Marauder Bomber (1-5 wounds)	20”-45”	6+	6+	7	7	NA	1	8	3+

A Marauder Destroyer is equipped with Marauder nose autocannons, twin assault cannons, twin heavy bolter and a heavy bomb.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36”	Heavy 6	5	-1	2	-
Twin assault cannon	24”	Heavy 12	6	-1	1	-
Marauder nose autocannons	48”	Heavy 12	7	-1	2	-

OTHER WARGEAR	ABILITIES
Heavy bomb	Once per turn, if the bearer has any heavy bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6” of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units): on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each heavy bomb can only be dropped once per battle.

WARGEAR OPTIONS

- This model can take up to two hellstrike missile racks.
- This model may take equipment from the *Aircraft equipment* list.

ABILITIES

Aerial Drop: See page 121.

Airborne: This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. One a 6 it crashes in a fiery explosion and each unit within 6” suffer D3 mortal wounds.

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Supersonic: Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves) and then move the model straight forward. Note that it cannot pivot again after the initial pivot. When this model Advance, increase its Move characteristic by 20” until the end of the phase – do not roll a dice.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: AIRCRAFT, VEHICLE, TITANIC, FLY, FLARE LAUNCHER, MARAUDER DESTROYER

DROP WEAPONS PLATFORM

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Drop Weapons Platform	-	4+	4+	5	6	6	1	7	4+

If this unit contains 2 Drop Weapon Platforms it has a power rating of 6, if it contains 3 Drop Weapon Platforms it has a power rating of 9. Each model is equipped with a Quad heavy stubber.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad heavy stubber	36”	Heavy 12	4	0	1	-

WARGEAR OPTIONS

- Each model may replace its Quad heavy stubber with a plasma cannon, a twin autocannon, a punisher gatling cannon, a twin stormshard mortar, a vanquisher battle cannon or a defence searchlight.

ABILITIES

Artillery Battery: The first time this unit is set up on the battlefield, each model must be placed within 6" of each other. After this unit has been set up, each model is treated as a separate unit.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3” suffers 1 mortal wound.

Skyfire: If a model is equipped with a Quad Heavy Stubber or Twin Autocannon, add 2 to hit rolls if this weapon targets an enemy **AIRCRAFT** unit.

Anti-tank Gun: If this model is equipped with a Vanquisher Battle Cannon, add 1 to wound rolls when targeting an enemy **VEHICLE** that is not an **AIRCRAFT**.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, ARTILLERY, DROP WEAPONS PLATFORM

TARANTULA BATTERY

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Tarantula Sentry Gun	-	-	4+	4	5	4	-	7	3+

If this unit contains 2 Tarantula Batteries, it has Power Rating 6, if this unit contains 3 Tarantula Batteries, it has Power Rating 9. Each model is equipped with twin heavy bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin heavy bolter	36”	Heavy 6	5	-1	2	-

WARGEAR OPTIONS

- Any model can replace its twin heavy bolters for twin lascannons.

ABILITIES

Aerial Drop: See page 121.

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6+ it explodes, and each unit within 3” suffers 1 mortal wound.

Automated Emplacement: Each time a model in this unit shoots, select one of the following keywords: **INFANTRY**; **VEHICLE**. Until those shots are resolved, when selecting targets for that model’s attacks, you must select the closest eligible enemy unit with that keyword. If there are no eligible units with either keyword, that model must target the closest eligible unit instead. This unit is never eligible to charge or Heroically Intervene, and cannot make pile-in or consolidation moves.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, DROP TROOPS, <DROP REGIMENT>
KEYWORDS: VEHICLE, ARTILLERY, TARANTULA BATTERY

A tall man in a tan uniform of a drop trooper regiment enters the building and heads towards the Tactical Operations centre. Remaus stood out with his Mohawk shaved brown hair and his drop trooper gear hanging on his belt. His features had been used in the recent Phantine recruitment billets for the Skyborne.

Tall, Brown haired, Striking brown eyes, and with the inspiring words "From the skies!" on the poster had seen recruitment training for the unit tripled. With such small numbers in only around 200 troops and no land to speak of, the planet didn't have many ground forces to raise for the Imperial Guard. Instead, most units came in the form of aviators in squadrons.

Jonus decided to stop by the cafeteria and pick up some recaf for himself. No use going into a jump tired he told himself as he poured a glass and looked around for a table to sit at. Finally spotting an open table, he headed over and sat down before opening his data slat to look over his squads gear and load out.

His back hurt and his muscles twitched as he remember his last jump on the brewery world of Distilleri, Then he had been under the command of a Major Tuesday. After the jump, his grav chute had failed to fully function and he had had to use what power he could draw to land. It hadn't been a pretty landing but he had survived...If you could call blacking out from the pain survival. He had woken up days later in a field hospital with a Medicae nurse looking after him. By then the news of the invasion on Distilleri was but a distance memory. His officer promotion had come through later that year. In retrospect, Lt's bars looked good on him, it beat the hell out of being enlisted.
His reassignment had seen him pulled from the 40th corps to the Detachment under his old boss Inq Umarus. D-44 had been formed shortly there after and with his squad had seen the Detachment shifted across the galaxy to a new war zone. Umarus kept Jonus up to date on his brother Litilus but otherwise Umarus's promise of Jonus seeing his brother again were still that....just promises...

"Sir"

Jonus looked up to see one of his troopers coming over holding a sword

"It just came in sir"

Jonus smiled and nodded his thanks taking the power sword and attaching it to his belt "Liberus?" he said to his attendant

"Aye sir, she's sharpened and ready for action just as the Inquisitor swore it would be"

"Good work, return to the squad and see them ready"

"Aye sir" said his attendant before saluting and hurrying off

Feeling tired, Jonus got up and headed out into the hallway before walking over to one of the empty bunks laying about. he laid his drop trooper gear on the floor and laid down on the bed, closing his eyes and remembering that final time he had seen his older brother back on Phantine, back before his world had been turned upside down....

There was fire and there was smoke and God-Emperor....oh God-Emperor the smell! Looking to his right , he saw his buddy Rowland screaming as the enemy fire tore into his jetpack and then his body tearing off limbs before the body fell towards the ground below. Using his training Jonus hit the grav chute and prayed, hoping that those las shots coming towards him wouldn't hit him as Lightings and Valkyries around him blew up from the traitors fire. He remember his family, His mother Ophelia, His Father whom had died serving the Phantine Liberation and most of all his brother Litilus, These thoughts kept him sane as he dropped towards the enemy and the hell awaiting him below, the wind shaking him harder and harder.....
It was only a dream, It was only a dream he kept telling himself as he got up shaking but he knew it wasn't and that that last drop on Distilleri has been one of the worst of his career.....

The Heavies from II (Drop Assault) Squadron conduct an overhead assault on the crash site of a Naval Aquila Lander. Their mission is to secure secret codes, communications equipment and documents from the wreckage and hold off the enemy who, it seems, have exactly the same idea.

WEAPON PROFILES

On page 166-168 you will find the profiles for all weapons that Drop Regiment models can be equipped with. Note some weapons have the Blast ability; this ability is detailed in full in the Warhammer 40,000 Core Book.

WEAPON LISTS

The wargear options section of some datasheets in this Codex refer to one of more weapon lists. These lists can be found below:

RANGED WEAPONS
- Boltgun
- Lasgun
- Lasgun with auxiliary grenade launcher
- Hotshot Lasgun
- Shotgun
- Laspistol
- Two Laspistols*
- Hotshot Laspistol
- Two Hotshot Laspistol*
- Bolt pistol
- Two bolt pistols*
- Plasma pistol
- Two plasma pistols*
- Sniper Rifle

SPECIAL WEAPONS
- Flamer
- Grenade launcher (with frag and krak grenades)
- Meltagun
- Plasma gun
- Sniper Rifle
- Las-cutter

HEAVY WEAPONS
- Heavy bolter
- Missile launcher (with frag and krak missiles)
- Mortar

MELEE WEAPONS
- Chainsword
- Power Sword
- Power Fist

AIRCRAFT EQUIPMENT
- Armoured Engines
- Infra-red Targeting

OTHER EQUIPMENT
- Carapace Armour**
- Geno-surgical Enhancement***

* A model that takes one of these options cannot take an item from the Melee Weapons list
** **<HARAKON>** and “Heavy Infantry” regiment trait only
*** **<D-99>** only

WEAPON DEFINITIONS

Some rules refer to ‘bolt weapons’, ‘flame weapons’, ‘melta weapons’ or ‘plasma weapons’. The definitions of these weapons for the purpose of such rules can be found below:

Las Weapons
A las weapon is any weapon whose profile includes the prefix 'las' (laspistol, lasgun, etc),the word 'laser (multilaser)' and any Relics that replace a las weapon.

Bolt Weapons
A bolt weapon is any weapon whose profile includes the word 'bolt' (boltgun, storm bolter etc.), and any Relic that replace a bolt weapon (e.g. Emperors Justice, page 103).

Flame Weapons
A flame weapon is any weapon whose profile includes the word 'flame' (flamer, heavy flamer etc.), any Relic that replace a flame weapon, and any inferno bombs.

Bomb Weapons
A bomb weapon is any weapon whose profile includes the word ‘bomb’ (inferno bomb, tactical bomb, etc.), and any Relic that replace a bomb weapon.

Melta Weapons
A melta weapon is any weapon whose profile includes the word 'melta' (meltagun, multi-melta etc.), and Relic that replace a melta weapon.

Plasma Weapons
A plasma weapon is any weapon whose profile includes the word 'plasma' (plasma gun, plasma pistol, plasma cannon etc.), and any Relic that replace a plasma weapon.

Missile Weapons
A missile weapon is any weapon whose profile includes the word ‘missile’ (hellstrike missile racks, skystrike missile racks, etc.), and any Relic that replace a missile weapon.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anti-material rifle	36”	Heavy 1	4	-2	D3	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Autocannon	48”	Heavy 2	7	-1	2	-
Avenger bolt cannon	36"	Heavy 10	6	-2	2	–
Bolt pistol	12”	Pistol 1	4	0	1	-
Boltgun	24”	Rapid Fire 1	4	0	1	-
Cyclops demolition charge	6”	Heavy 2D6	9	-2	D3	Blast
Defensive heavy stubber	8”	Heavy 3	4	0	1	Add 2 to all hit rolls made for this weapon against targets that can **FLY**.
Demolition charge	6”	Grenade D6	8	-4	D6	Blast. One use only.
Flamer	8”	Assault D6	4	0	1	This weapon automatically hits its target.
Frag bomb	6”	Grenade D6	4	0	1	-
Frag grenade	6”	Grenade D6	3	0	1	Blast
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24”	Assault D6	3	0	1	Blast
- Krak grenade	24”	Assault 1	6	-1	D3	-
Grenadier gauntlet	12”	Assault D6	4	0	1	-
Heavy bolter	36”	Heavy 3	5	-1	2	-
Heavy flamer	8”	Heavy D6	5	-1	1	This weapon automatically hits its target.
Heavy stubber	36”	Heavy 3	4	0	1	-
Hellfury missile racks	72”	Heavy 4D6	4	0	1	Blast
Hellstrike missile racks	72”	Heavy 2	8	-2	D6+2	-
Hot-shot lasgun	18”	Rapid Fire 1	3	-2	1	-
Hot-shot laspistol	6”	Pistol 1	3	-2	1	-
Hotshot volley gun	24”	Heavy 4	4	-2	1	-
Hunter-killer missile	48”	Heavy 1	10	-2	D6	Each hunter-killer missile can only be fired once per battle.
Hunter-killer missile racks	48”	Heavy 2	10	-2	D6	-
Krak grenade	6”	Grenade 1	6	-1	D3	-
Lascannon	48”	Heavy 1	9	-3	D6	-
Lasgun	24”	Rapid Fire 1	3	0	1	-
Lasgun with auxiliary grenade launcher	24”	Rapid Fire 1	3	0	1	A model with an auxiliary grenade launcher increases the range of any frag grenades and krak grenades they use to 24”
Laspistol	12”	Pistol 1	3	0	1	-
Long-barrelled autocannon	72”	Heavy 2	7	-1	D3	-
Longbow	24”	Heavy 1	3	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.
Marauder nose autocannon	48”	Heavy 12	7	-1	2	-
Melta bomb	4”	Grenade 1	8	-4	D6	-
Meltagun	12”	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a damage characteristic of D6+2.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48”	Heavy D6	4	0	1	Blast
- Krak missile	48”	Heavy 1	8	-2	D6	-
Mortar	48”	Heavy D6	4	0	1	Blast. This weapon can target units that are not visible to the bearer.
Multi-laser	36”	Heavy 3	6	0	1	-
Multi-melta	24”	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a damage characteristic of D6+2.
Multiple rocket pod	36”	Assault D6	5	-1	1	Blast
Plasma Cannon	When attacking with this weapon, choose one of the profiles below.					
- Standard	36”	Heavy D3	7	-3	1	Blast
- Supercharged	36”	Heavy D3	8	-3	2	Blast. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma Gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24”	Rapid Fire 1	7	-3	1	-
- Supercharged	24”	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12”	Pistol 1	7	-3	1	-
- Supercharged	12”	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Punisher gatling cannon	24”	Heavy 20	5	0	1	-
Quad heavy stubber	36”	Heavy 12	4	0	1	-
Ripper gun (shooting)	12”	Assault 3	5	0	1	-
Short barreled las cannon	24”	Heavy 1	9	-3	D6	-
Shotgun	12”	Assault 2	3	0	1	If this target is within half range, add 1 to this weapon's Strength.
Skystrike missile racks	60”	Heavy 2	7	-2	D3	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Sniper rifle	36”	Heavy 1	4	0	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Storm bolter	24”	Rapid Fire 2	4	0	1	-
Tauros grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	24”	Assault 2D6	3	0	1	Blast
- Krak grenade	24”	Assault 2	6	-1	D3	-
Twin assault cannon	24”	Heavy 12	6	-1	1	-
Twin autocannon	48”	Heavy 4	7	-1	2	-
Twin avenger bolt cannon	36"	Heavy 20	6	-2	2	-
Twin heavy bolter	36”	Heavy 6	5	-1	2	-
Twin heavy stubber	36”	Heavy 3	4	0	1	-
Twin lascannon	48”	Heavy 2	9	-3	D6	-
Twin multi-laser	36”	Heavy 6	6	0	1	-
Twin punisher gatling cannons	24”	Heavy 40	5	0	1	-
Twin stormshard mortar	48”	Heavy 2D6	4	0	1	Blast. This weapon can target units that are not visible to the bearer. You can re-roll failed wounds roll for this weapon.
Vanquisher battle cannon	72”	Heavy 1	8	-3	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bullgryn maul	Melee	Melee	+2	-1	2	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Family Claymore	Melee	Melee	+2	-1	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Heavy chainsword	Melee	Melee	+2	-1	2	Each time the bearer fights, it can make 1 additional attack with this weapon. When attacking with this weapon, you must subtract 1 from the hit roll.
Huge knife	Melee	Melee	User	-1	2	-
Las-cutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	+1	-3	1	-
Power sword ‘Liberus’	Melee	Melee	+1	-3	D3	-
Ripper gun (melee)	Melee	Melee	User	-1	1	-
Sentinel chainsword	Melee	Melee	User	-1	1	-
Powerlifter	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

OTHER WARGEAR

Ballistic shield	A model equipped with a Ballistic shield improves its armour to 2+.
Brute Shield	A model equipped with a brute shield has a 4+ invulnerable save.
Bullgryn Plate	A model in Bullgryn plate has a Save characteristic of 4+.
Camo-cloaks	Each time a ranged attack is allocated to the bearer while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.
Defence searchlight	Each time this model is selected to shoot with, select one enemy unit within 48" of and visible to this model, then select one friendly **<DROP REGIMENT>** Infantry unit or one friendly Drop Weapons Platform unit that has not been selected for this ability this turn. Until the end of the phase, each time a model in that unit makes a ranged attack against that enemy unit, add 1 to that attack's hit roll.
Medi-pack	At the end of any of your Movement phases, a model with a medi-pack can attempt to heal a single model. Select a friendly **ASTRA MILITARUM INFANTRY** unit within 3" and roll a D6. On a roll of 4+, one model in the unit recovers a wound it lost earlier in the battle (if the unit has a Wounds characteristic of 1, one model slain earlier in the battle is returned to the unit instead). A unit can only be the target of this ability once in each turn.
Platoon standard	All **<DROP REGIMENT>** units within 6" of any friendly units with a platoon standard may add 1 to their Leadership when taking Morale tests.
Refractor Field	A model equipped with a Refractor field has a 5+ invulnerable save.
Regimental standard	All friendly **<DROP REGIMENT>** units add 1 to their Leadership whilst they are within 6" of any **<DROP REGIMENT>** Veteran with a regimental standard.
Repair kit	At the end of your Movement phase, this model can repair one friendly non **AIRCRAFT <DROP REGIMENT> VEHICLE** model within 3" of it. That **VEHICLE** model regains 1D3 lost wounds.
Slabshield	Add 2 to armour saving throws for a model equipped with a slab-shield (invulnerable saving throws are not affected).
Spotter's magnocular	A model equipped with a spotter's magnoculars extend the sniper rifle range to 60"
Tracking beacon	If a unit has a Tracking beacon, place it anywhere within 3" of the unit when you deploy it. If an enemy model is ever within 9" of the tracking beacon, it is deactivated and removed from the battlefield. Whilst there are any friendly **<DROP REGIMENT>** tracking beacon on the battlefield, a unit can perform a Pinpointed Drop instead of an Aerial Drop. At the end of the Movement phase, one unit arriving from Aerial Drop may be set it up with all models within 6" of a friendly Tracking Beacon but more than 1" from any enemy model. That tracking beacon then shorts out and is removed from the battlefield.
Vox caster	If a friendly **OFFICER** is within 3" of a unit with a vox-caster when using their Voice of Command ability, you may extend the range of the order to 18" if the target unit also contains a vox-caster.

AIRCRAFT EQUIPMENT

Armoured Engine	An aircraft with Armoured Engine always counts as having its starting number of Wounds when determining its Move characteristic (i.e. its Move characteristic does not decrease as it suffers wounds).
Heavy bomb	Once per turn, if the bearer has any heavy bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 6" of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units): on an unmodified 1 no damage is taken; on a 4-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D6 mortal wounds. Each heavy bomb can only be dropped once per battle.
Inferno bomb	Once per turn, if the bearer has any inferno bombs remaining, it can drop one of them. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 9" of that point, subtracting 1 if that unit is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units): on an unmodified 1 no damage is taken; on a 4+, that unit suffers D3 mortal wounds. Each inferno bomb can only be dropped once per battle.
Infra-red Targeting	Units do not receive any benefit of cover to their saving throws for attacks made by a model with Infra-red Targeting.
Tactical bomb	Once per turn, if the bearer has a Tactical Bomb, it can drop it. Immediately after the bearer has moved, you can select one point on the battlefield the bearer moved across this phase. Roll one D6 for each unit within 3" of that point, subtracting 1 if that model is a **CHARACTER** (excluding **VEHICLE** and **MONSTER** units). On an unmodified 1 no damage is taken; on a 4+ that unit suffers D3 mortal wounds. Each tactical bomb can only be dropped once per battle.

POINTS VALUE

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item or wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

POINTS

HQ

General Syckava page 123
Unit size....1 model
Unit cost....60 pts

Captain Thanstadt page 123
Unit size....1 model
Unit cost....60 pts

Captain Xhyst page 124
Unit size....1 model
Unit cost....50 pts

Captain Gerek page 125
Unit size....1 model
Unit cost....70 pts
• Heavy flamer....15 pts
• Hunter-killer missile....5 pts
• Tauros grenade launcher....10 pts
• Twin-multilaser....10 pts
• Twin-lascannon....40 pts
• Venator Upgrade....5 pts

Colonel Johanna Van Meer page 126
Unit size....1 model
Unit cost....50 pts

Colonel Yris Akino page 127
Unit size....1 model
Unit cost....55 pts

Captain Jonus Remaus page 127
Unit size....1 model
Unit cost....55 pts

Major "Mad JaCk" Kurchkill page 128
Unit size....1 model
Unit cost....55 pts

Major Markus Duras page 129
Unit size....1 model
Unit cost....55 pts

Named Ace page 129
Unit size....1 model
Unit cost....35 pts

Drop Company Commander page 130
Unit size....1 model
Unit cost....40 pts
• Bolt pistol....1 pts
• Boltgun....2 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol....5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts

Drop Lord Commissar page 130
Unit size....1 model
Unit cost....40 pts
• Bolt pistol....1 pts
• Boltgun....2 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol....5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts

Drop Platoon Commander page 131
Unit size....1-2 models
Unit cost....30 pts/model
• Bolt pistol....1 pts
• Boltgun....2 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol....5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts

Ground Scanner Officer page 131
Unit size....1 model
Unit cost....30 pts

Recon Platoon Leader page 132
Unit size....1 model
Unit cost....75 pts

Sentinel Command Vehicle page 133
Unit size....1 model
Unit cost....55 pts
• Heavy bolter....10 pts
• Heavy flamer....10 pts
• Hunter-killer missile....5 pts
• Multi melta....25 pts
• Sentinel chainsaw....2 pts

Tauros Command Vehicle page 134
Unit size....1 model
Unit cost....50 pts
• Heavy flamer....10 pts
• Hunter-killer missile....5 pts
• Tauros grenade launcher....10 pts
• Twin-multilaser....10 pts
• Twin-lascannon....40 pts
• Venator Upgrade....5 pts

* A model that takes one of these options cannot take an item from the Melee Weapons list.

TROOPS

D-99 Veteran Squad page 135
Unit size....5-13 models
Unit cost....12 pts/model
• Bolt pistol....1 pts
• Boltgun....2 pts
• Demolition charge....5 pts
• Flamer....5 pts
• Grenade launcher (with frag and krak grenades)....5 pts
• Heavy bolter....10 pts
• Heavy flamer....10 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Las-cutter....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun....10 pts
• Missile launcher (with frag and krak missiles)....15 pts
• Mortar....10 pts
• Plasma gun....10 pts
• Plasma pistol....5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

Drop Trooper Squad page 135
Unit size....10 models
Unit cost....60 pts
• Bolt pistol....1 pts
• Boltgun....2 pts
• Demolition charge....5 pts
• Flamer....5 pts
• Grenade launcher (with frag and krak grenades)....5 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Las-cutter....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun....5 pts
• Plasma gun....5 pts
• Plasma pistol....5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

Forward Recon Squad page 136
Unit size....10 models
Unit cost....70 pts
• Bolt pistol....1 pts
• Boltgun....2 pts
• Camo-cloak....1 pts
• Demolition charge....5 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lascutter....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

ELITES

Lavina Fisher page 136
Unit size....1 model
Unit cost....55 pts
• Heavy bolter....10 pts
• Heavy flamer....10 pts
• Hunter-killer missile.... 5 pts
• Multi melta....25 pts
• Sentinel chainsaw....2 pts

Thomas Pegahmagabow page 137
Unit size....1 model
Unit cost....45 pts

'Decimator' Squad page 137
Unit size.... 1-3 models
Unit cost.... 15 pts/model
• Camo-cloak.... 2 pts
• Demolition charge....5 pts
• Sniper Rifle....2 pts
• Spotter's magnoculars....2 pts
• Vox caster....5 pts

'Executioner' Squad page 138
Unit size.... 5-10 models
Unit cost....12 pts/model
• Bolt pistol.... 1 pts
• Boltgun.... 2 pts
• Demolition charge.... 5 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun....10 pts
• Plasma gun.... 10 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

* A model that takes one of these options cannot take an item from the Melee Weapons list.

'Extermination' Squad page 138
Unit size....5-10 models
Unit cost....12 pts/model
• Bolt pistol.... 1 pts
• Boltgun.... 2 pts
• Demolition charge.... 5 pts
• Flamer....5 pts
• Grenade launcher
(with frag and krak grenades)....5 pts
• Heavy flamer....10 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

Command Squad page 139
Unit size....4 model
Unit cost....29 pts
• Flamer....5 pts
• Grenade launcher
(with frag and krak grenades)....5 pts
• Heavy bolter....10 pts
• Heavy flamer....10 pts
• Lascutter....5 pts
• Medi-pack....5 pts
• Meltagun....10 pts
• Missile launcher
(with frag and krak missiles)....15 pts
• Mortar....10 pts
• Platoon standard....5 pts
• Plasma gun.... 10 pts
• Regimental standard.... 5 pts
• Sniper Rifle....2 pts
• Vox caster....5 pts

Drop Commissar page 139
Unit size....1 model
Unit cost....20 pts
• Bolt pistol.... 1 pts
• Boltgun.... 2 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts

Sappers Squad page 140
Unit size....5 models
Unit cost....40 pts
• Ballistic shield....5 pts
• Bolt pistol....1 pts
• Boltgun....2 pts
• Demolition charge....5 pts
• Flamer....5 pts
• Grenade launcher
(with frag and krak grenades)....5 pts
• Heavy flamer....15 pts
• Hotshot Lasgun....1 pts
• Hotshot Laspistol....1 pts
• Las-cutter....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun....5 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Repair kit....10 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

Special Weapons Squad page 140
Unit size.... 6 models
Unit cost....40 pts
• Demolition charge.... 5 pts
• Flamer....5 pts
• Grenade launcher
(with frag and krak grenades)....5 pts
• Las-cutter....5 pts
• Meltagun....5 pts
• Plasma gun.... 5 pts
• Sniper Rifle....2 pts

Stormtrooper Squad page 141
Unit size....5-10 models
Unit cost....11 pts/model
• Bolt pistol.... 1 pts
• Boltgun.... 2 pts
• Demolition charge.... 5 pts
• Flamer....5 pts
• Grenade launcher
(with frag and krak grenades)....5 pts
• Hotshot Laspistol and ballistic shield.....5 pts
• Hotshot Volley-gun....5 pts
• Las-cutter....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun....10 pts
• Plasma gun.... 10 pts
• Plasma pistol.... 5 pts
• Power Fist....10 pts
• Power Sword....5 pts
• Squad medic....10 pts
• Sniper Rifle....2 pts
• Two bolt pistols*....2 pts
• Two Hotshot Laspistol*....2 pts
• Two plasma pistols*....10 pts
• Vox caster....5 pts

Tactical Air Controller page 142
Unit size....1 model
Unit cost....30 mod

Veteran Squad page 142
Unit size..... 10 model
Unit cost.....75 pts
• Bolt pistol..... 1 pts
• Boltgun..... 2 pts
• Demolition charge..... 5 pts
• Flamer.....5 pts
• Grenade launcher
(with frag and krak grenades).....5 pts
• Heavy bolter.....10 pts
• Heavy flamer.....10 pts
• Hotshot Lasgun.....1 pts
• Hotshot Laspistol.....1 pts
• Lascutter.....5 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Meltagun.....10 pts
• Missile launcher
(with frag and krak missiles).....15 pts
• Mortar.....10 pts
• Plasma gun..... 10 pts
• Plasma pistol..... 5 pts
• Power Fist.....10 pts
• Power Sword.....5 pts
• Sniper Rifle.....2 pts
• Two bolt pistols*.....2 pts
• Two Hotshot Laspistol*.....2 pts
• Two plasma pistols*.....10 pts
• Vox caster.....5 pts

Ogryn Bodyguard page 143
Unit size.....1 model
Unit cost.....55 pts
• Bullgryn maul.....5 pts
• Grenadier gauntlet.....5 pts

Drop Ogryn Squad page 143
Unit size..... 3-9 models
Unit cost.....27 pts
• Demolition charge..... 5 pts

FAST ATTACK

Drop Sentinel page 144
Unit size.....1-3 models
Unit cost.....40 pts/model
• Heavy bolter.....10 pts
• Heavy flamer.....10 pts
• Hunter-killer missile..... 5 pts
• Multi melta.....25 pts
• Sentinel chainsaw.....2 pts

Recon Bike Squad page 144
Unit size..... 4-8 models
Unit cost.....12 pts/model
• Recon ATV.....25 pts
• Bolt pistol..... 1 pts
• Boltgun..... 2 pts
• Demolition charge..... 5 pts
• Grenade launcher
(with frag and krak grenades).....5 pts
• Heavy flamer.....10 pts
• heavy stubber.....5 pts
• Hotshot Lasgun.....1 pts
• Hotshot Laspistol.....1 pts
• Lasgun and auxiliary grenade launcher...3 pts
• Missile launcher
(with frag and krak missiles).....15 pts
• Plasma pistol..... 5 pts
• Power Fist.....10 pts
• Power Sword.....5 pts
• Short-barrel lascannon.....15 pts
• Sniper Rifle.....2 pts
• Two bolt pistols*.....2 pts
• Two Hotshot Laspistol*.....2 pts
• Two plasma pistols*.....10 pts
• Vox caster.....5 pts

Tauros Assault Vehicle page 145
Unit size..... 1-3 models
Unit cost.....30 pts/model
• Heavy flamer.....10 pts
• Hunter-killer missile.....5 pts
• Tauros grenade launcher.....10 pts

Tauros Medicae page 145
Unit size..... 1 model
Unit cost.....40 pts
• Hunter-killer missile.....5 pts

Tauros Venator page 146
Unit size..... 1-3 models
Unit cost.....35 pts/model
• Hunter-killer missile.....5 pts
• Twin-multilaser.....10 pts
• Twin-lascannon.....40 pts

HEAVY SUPPORT

Cyclops Demolition Vehicle page 146
Unit size.....1 model
Unit cost.....50 pts

Heavy Weapons Squad page 147
Unit size.....3 model
Unit cost.....40 pts
• Heavy bolter.....10 pts
• Missile launcher
(with frag and krak missiles).....15 pts
• Mortar.....10 pts

Sentinel Powerlifter page 147
Unit size.....1-3 models
Unit cost.....50 pts/model
• Hunter-killer missile.....5 pts

Sniper Squad page 148
Unit size.....3 model
Unit cost.....24 pts
• Anti-material riffle..... 5 pts
• Camo-cloak..... 2 pts
• Sniper Rifle.....2 pts
• Spotter's magnoculars.....2 pts

Support Sentinel page 148
Unit size..... 1-3 models
Unit cost.....35 pts/model
• Hunter-killer missile.....5 pts
• Multiple rocket pod.....5 pts
• Missile launcher
(with frag and krak missiles)..... 20 pts
• Sentinel chainsaw.....2 pts

DEDICATED TRANSPORT

Aquila Lander page 149
Unit size.....1 model
Unit cost.....90 pts
• Armoured Engines.....5 pts
• Autocannon..... 15 pts
• Heavy bolter..... 15 pts
• Infra-red Targeting..... 10 pts
• Multilaser.....5 pts

Arvus Lighter page 150
Unit size.....1 model
Unit cost.....85 pts
• Armoured Engines..... 5 pts
• Autocannon..... 15 pts
• Hellstrike missile racks..... 15 pts
• Infra-red Targeting.....10 pts
• Multilaser.....5 pts
• Twin autocannon.....30 pts
• Twin multi-laser.....10 pts
• Twin heavy stubbers.....10 pts

Tauros Maximus page 151
Unit size.....1 models
Unit cost.....30 pts
• Hunter-killer missile.....5 pts

Valkyrie page 152
Unit size.....1 model
Unit cost.....105 pts
• Armoured Engines..... 5 pts
• Heavy bolter..... 15 pts
• Hellstrike missile racks..... 15 pts
• Infra-red Targeting.....10 pts
• Lascannon.....20 pts
• Multilaser.....5 pts
• Multiple rocket pod.....5 pts

AIR SUPPORT

Avenger Strike Fighter page 153
Unit size.....1 model
Unit cost.....165 pts
• Autocannon..... 15 pts
• Armoured Engines..... 5 pts
• Hellfury missile racks..... 10 pts
• Hellstrike missile racks.....15 pts
• Infra-red Targeting.....10 pts
• Missile launcher..... 20 pts
• Multilaser..... 5 pts
• Tactical bombs.....10 pts

Lightning Strike Fighter page 154
Unit size.....1 model
Unit cost.....130 pts
• Armoured Engines..... 5 pts
• Hellfury missile racks.....10 pts
• Hellstrike missile racks.....15 pts
• Infra-red Targeting.....10 pts
• Long-barrelled autocannon.....15 pts
• Skystrike missile racks.....20 pts
• Tactical bombs.....10 pts

Thunderbolt page 155
Unit size.....1 model
Unit cost.....210 pts
• Armoured Engines..... 5 pts
• Hellstrike missile racks.....15 pts
• Infra-red Targeting.....10 pts
• Skystrike missile racks.....20 pts
• Tactical bombs.....10 pts

Thunderbolt Fury page 156
Unit size.....1 model
Unit cost.....230 pts
• Armoured Engines..... 5 pts
• Hellstrike missile racks.....15 pts
• Infra-red Targeting.....20 pts
• Skystrike missile racks.....10 pts
• Tactical bombs.....10 pts

Valkyrie Sky Talon page 157
Unit size.....1 model
Unit cost.....90 pts
• Armoured Engines..... 5 pts
• Heavy bolter..... 15 pts
• Hellstrike missile racks..... 15 pts
• Infra-red Targeting.....10 pts
• Multiple rocket pod.....5 pts

Vendetta Gunship page 158
Unit size.....1 model
Unit cost.....100 pts
• Armoured Engines..... 5 pts
• Heavy bolter..... 15 pts
• Hellfury missile racks..... 10 pts
• Infra-red Targeting.....10 pts
• Twin-lascannon.....40 pts

* A model that takes one of these options cannot take an item from the Melee Weapons list.

Vulture Gunship page 159
Unit size.....1 model
Unit cost.....130 pts/model
• Armoured Engines..... 5 pts
• Heavy bolter..... 15 pts
• Hellfury missile racks.....10 pts
• Hellstrike missile racks.....15 pts
• Hunter-killer missile racks.....15 pts
• Infra-red Targeting.....10 pts
• Skystrike missile racks.....20 pts
• Tactical bombs.....10 pts
• Two autocannon.....30 pts
• Two lascannon..... 40 pts
• Two multilaser.....10 pts
• Two multiple rocket pod.....10 pts
• Two punisher gatling cannon.....70 pts

LORD OF WAR

Marauder Bomber page 160
Unit size.....1 model
Unit cost.....320 pts
• Armoured Engines..... 5 pts
• Infra-red Targeting.....10 pts

Marauder Destroyer page 161
Unit size.....1 model
Unit cost.....350 pts
• Armoured Engines..... 5 pts
• Hellstrike missile racks.....15 pts
• Infra-red Targeting.....10 pts

FORTIFICATION

Drop Weapons Platform page 162
Unit size..... 1-3 models
Unit cost.....35 pts/model
• Defence searchlight.....20 pts
• Plasma cannon..... 20 pts
• Punisher gatling cannon..... 35 pts
• Quad heavy stubber..... 20 pts
• Twin autocannon.....30 pts
• Twin stormshard mortar.....20 pts
• Vanquisher battle cannon.....15 pts

Tarantula Battery page 162
Unit size.....1-3 models
Unit cost.....25 pts/model
• Twin heavy bolters.....20 pts
• Twin lascannons.....40 pts

GLOSSARY

On this page you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise definitions to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorize this list. This section also includes a bullet-pointed summary of several Space Marine rules. In most games, you may find referencing this summary is all you need to resolve a rule, but if not, follow the page reference to read the entirety of the rule.

Ace Pilot (pg 97): An upgrade that can be applied to **DROP TROOPS AIRCRAFT** models (excluding named characters).

All of the models in the unit can have their Weapon A replaced with 1 Weapon B each: When this wargear option is selected for a unit, every single model in that unit that is equipped with Weapon A must have its weapon replaced with Weapon B. It is not possible for only some of the models in that unit to have their weapon replaced and for others not to.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Bolt weapon (pg 165): A ranged weapon whose profile includes the word 'bolt', or a Relic that replaces a bolt weapon. The weapons listed under Bolt Weapons on page 165 are also a bolt weapon.

Bomb weapon (pg 165): A special weapon whose profile includes the word 'bomb', or a Relic that replaces a bomb weapon.

Custom Drop Regiments (pg 95): Detachment ability for **DROP TROOPS** Detachments whose units are all drawn from the same custom Regiment. A custom Regiment Doctrine typically consists of two different custom Doctrines.

Drawn from (pg 121): The Drop Regiment that a unit belongs to is the Drop Regiment they are drawn from. A unit is drawn from a certain Drop Regiment if they have that Drop Regiment's name listed on its Faction keyword line.

DROP TROOPS Detachment (pg 89): A Detachment in a Battle-forged army where every model has the **DROP TROOPS** keyword [excluding models with the **AGENT OF THE IMPERIUM** or **UNALIGNED** keywords].

Drop Troops secondary objectives (pg 105): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **DROP TROOPS** Detachment.

Flame weapon (pg 165): A ranged weapon whose profile includes the word 'flame', or a Relic that replaces a flame weapon. Inferno Bomb is also a flame weapon, as are the weapons listed under Flame Weapons on page 165.

Las Weapons (pg 165): A ranged weapon whose profile includes the word 'las', or a Relic that replaces a Las weapon. A weapon including Laser in it profile is also a Las weapon, as are the weapons listed under Las Weapons on page 165.

Maximum number of models: A unit contains the maximum number of models if it includes every model it possibly can, as described on its datasheet.

Melta weapon (pg 165): A ranged weapon whose profile includes the word 'melta', or a Relic that replaces a melta weapon. The weapons listed under Melta Weapons on page 165 are also Melta weapons.

Missile weapon (pg 165): A ranged weapon whose profile includes the word 'missile', or a Relic that replaces a missile weapon. The weapons listed under Missile Weapons on page 165 are also Missile weapons.

Non-organization compliant Regiment (pg 121): A special type of Regiment following special rules and restrictions.

Officer Training (pg 110): A Crusade Battle Honour category that can only be taken by **OFFICER**.

Orders: A special buff that can be granted by some model with the Voice of Command special rule to units from the same **DROP REGIMENT**.

Plasma weapon (pg 166): A ranged weapon whose profile includes the word 'plasma', or a Relic that replaces a plasma weapon. The weapons listed under Plasma Weapons on page 165 are also a plasma weapon.

Regimental Orders: A special buff that can be granted by some model with the Voice of Command special rule to units from the same Regiment Of Renown.

Regimental Doctrines (pg 89): Detachment ability for **DROP TROOPS** Detachments. An ability gained by **DROP TROOPS** models (excluding **MILITARUM AUXILIA** and **OFFICIO PREFECTUS** models) based on the Drop Regiment they are drawn from, if all models in that Detachment are drawn from the same Drop Regiment.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Drop Troops; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'Drop Troops - Wargear Stratagem' has both the Drop Troops and Wargear labels.

REFERENCE

D-99 DETACHMENT (pg 93)
- **DROP TROOPS** units replace the **ASTRA MILITARUM** keyword by **INQUISITION** and **ORDO XENOS** faction keywords.
- **D-99** Detachments must take the Surgical Enhancement Doctrine.
- **D-99** units must be upgraded with the Geno-surgical enhancement .
- **D-99** Detachments may only include datasheets listed page 94.

ACE PILOT (pg 97)
- Your army must be battle forged.
- Before the battle begins, instead of a Warlord Trait for your Warlord, select one Ace pilot ability.
- **<DROP REGIMENT> AIRCRAFT** only.
- Named characters cannot be given an Ace Pilot ability
- No model can have more than one Ace Pilot ability.

AERIAL DROP (pg 120)
- During Deployment, you can set up this unit in a high-altitude transport, ready to deploy via Grav-Chute, instead of placing it on the battlefield.
- At the end of any of your Movement phases the unit can make an aerial drop
- Set it up anywhere on the battlefield that is more than 9" away from any enemy models.

CONCEALED POSITIONS (pg 120)
- During deployment, when you set up this unit, if every model in this unit has this ability then it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

CUSTOM CHARACTER (pg 113)
- Pick a **CHARACTER** datasheet from your army (other than a named character)
- Decide if you want to create a Hero, Mighty Hero or Legendary Hero.
- You can make up to 4 selections for a Hero, up to 6 selections for a Mighty Hero, and up to 8 selections for a Legendary Hero.
- No selection can be made more than once.
- You cannot select an ability that has the same effect as one your character already has, either through one of their own innate abilities or an ability gained through a Warlord Trait or relic.
- Weapon improvements cannot be applied to relics.
- Psychic enhancements are only available to **PSYKERS**.
- If you are randomly generating your selection, roll again for any impossible combination.
- Substitute **<SUB-FACTION>** for the appropriate term for the sub-faction your **CHARACTER** is taken from.

CUSTOM DROP REGIMENT (pg 95)
- Use the list page 91-92 to create your regiment.
- Unless otherwise stated, you must take two Regiment Doctrines.

DETACHMENT ABILITIES (pg 89)
- **DROP TROOPS** Detachments gain the Regimental Doctrines ability.
- Troops units and **STORMTROOPERS SQUAD** in a **DROP TROOPS** Detachments gain the Objective Secured ability.

OFFICER TRAINING (pg 110)
- **OFFICER** can have a single Honorific instead of gaining a Battle Trait.
- Increases model's Crusade points by 1.
- Cannot have two OFFICER in your Order of Battle drawn from the same Drop Regiment with the same Honorific.

OUTFLANK (pg 120)
- During deployment, if every model in this unit has this ability, then you can set up this unit behind enemy lines instead of setting it up on the battlefield.
- In the Reinforcements step of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

REGIMENTAL DOCTRINES (pg 89)
- **DROP REGIMENT** units (other than **MILITARUM AUXILLA** and **OFFICIO PREFECTUS** units) with this ability, and all the models in them, gain a Regimental Doctrine.
- Every unit in the Detachment must be from the same Drop Regiment.
- The doctrine gained depends upon which Drop Regiment they are from.

SCOUT VEHICLE (pg 120)
- At the start of the first battle round but before the first turn begins, you can move this unit up to 9”.
- It cannot end this move within 9” of any enemy models.
- If both players have units that can do this, the player who is taking the first turn moves their units first, alternating between units with this rule.

VOICE OF COMMAND (pg 121)
- This unit may issue one order per turn to the soldiers under their command at the start of their Shooting phase.
- Orders may only be issued to **INFANTRY** units within 6” of this unit that have the same **<DROP REGIMENT>** keyword as this unit.
- To issue an order, pick a target unit and choose which order you wish to issue from the table below.
- A unit may only be affected by one order per turn.
- Each time an order is made, the same order can be given to one or more units that are within 6" of the unit that order was originally issued to.

Frequently Asked Questions

Q. Why did you make a full standalone Codex. Why not make this a supplement to Codex: Astra Militarum, like with Space Marines?	A. This is the most common question we've had. Honestly? Because we can. We chose to go full-homebrew and create a huge Codex full of custom rules, rather than limit ourselves to a handful of stratagems, traits and a few new units like Blood Angels etc get. Critically, we also would have had a harder time trying to add in our faction special rules such as Air Cavalry if we went with the supplement route, and we wanted to make room for all our different regiments too rather than limit ourselves to a single DROP TROOP sub-faction.
Q. Why do Aircraft get Regimental Doctrines? The Imperial Navy is separate to the Guard.	A. Yes, they are. But it is also well established in lore that Imperial Navy units, such as Valkyries, that get seconded to Drop Regiments are often there for the long-term and develop shared tactics, strategies and regimental culture. We have deliberately added the DROP TROOPS sub-faction keyword so that our units have an over-arching keyword that works for the rules, whilst also retaining their respective ASTRA MILITARUM and AERONAUTICA IMPERIALIS keywords.
Q. How does Air Cavalry and Aerial Drop work? Is this balanced and in line with other 40k factions?	These are the most important rules for how our army's work. A Drop Troop force relies on rapid aerial assaults to quickly position around the board and seize objectives; the trade-off being that as an army we also lack durability. To balance this, we've copied the Space Marine rule for Drop Pods, enabling Valkyries and variants to deep-strike on Turn 1 without counting to the usual 50% army reserve cap. This means as a faction we have a very strong "alpha-strike" potential, and unlike Drop Pods our Valkyries are well-armed and their points cost don't work as a "tax". This is our army's special ability in lieu of the other army-wide faction bonuses (i.e. Contagions, Canticles, Doctrines). Having so many units be able to Deep Strike on Turn 1 is a powerful ability, but we feel it is balanced since Deep Strike is really only useful to us for board positioning, not getting heavy melee units into charge range. As the Valkyrie will deploy from Reserves it cannot Hover on the turn it deploys, so any high-threat/short-range infantry such as plasma Command Squads will still need to roll off to see if they die because of Grav-Chute insertion. Aerial Drop however has not been changed and is still subject to the core 50% army cap rule. So if you want to deploy an entire army in Deep Strike, at least half of your force must be embarked in Valkyries. We've also removed it from some available 8th edition units such as the Cyclops. Sure, deep-striking half a dozen of them 9" away from the enemy was fun, but even we aren't *that* cheesy. This rule in particular will need to see a lot of playtesting, especially in different-sized games, to see if it needs refining.
Q. What's happened with Valkyries?	Valkyries have been moved from the Aircraft slot to Dedicated Transports. This means it is possible to take more of them within a detachment, however as a trade-off they have lost their Vehicle Squadrons rule. They are a core unit to a thematic Drop Troops force.
Q. This is 9th edition, why do none of your units have the CORE keyword?	We did discuss using this, but we decided to wait to see what the 9th edition Codex: Astra Militarum would have in store for us. Currently, Imperial Guard don't have a lot of aura abilities anyway, instead relying on the Orders system, so we decided it was simpler to leave it out.
Q. What's the deal with Aircraft Aces?	This is a copy of Sergeant Chronus's rule from the Ultramarines Codex Supplement. It allows an Aircraft to have an upgraded BS and ability, and if destroyed the pilot can eject.

Q. How do the custom aircraft/vehicles work?	These are very much “experimental” rules and are our copy of the 2017 Chapter Approved rules for Custom Land Raiders and Ork Looted Vehicles. They are not recommended for competitive Matched Play and are more for friendly games.
Q. How have you built the Crusade rules?	With as much fun and fluff as possible. We love Crusade and we expect precisely zero of it is balanced, but we can’t wait to see how people use our Codex for their Crusade games.
Q. What’s going on with Stormtroopers?	Originally, Stormtroopers were a copy of Tempestus Scions but were part of the same Drop Troops regiment. We decided however that they became too much of a Scion copy and lost their elite special forces character, so we redesigned them as a limited spec-ops unit with more bespoke mission abilities. Stormtroopers are effectively our answer to Kasrkin.
Q. Why do you have both Command Tauros and Command Sentinels? Why not just one?	Because we can, some people prefer the Tauros or the Sentinel, and we wanted to keep the fluff of having a light vehicle assault force in the spirit of the Long Range Desert Group or US Marine Force Recon.
Q. Why do you still have Command Squads as four-man plasma/melta teams, Special Weapons Squads and Sappers Squads? Don’t they all basically do the same thing?	This subject provoked a lot of discussion, and ultimately comes down to the philosophy of not trying to change existing Codex: Astra Militarum units. Yes, it’s hypocritical to keep the 4-man Plasma BS3+ Command Squad spam but change everything else, and we’re greatly hoping that GW will make Command Squads *proper Command Squads* in their 9th edition release. Meanwhile we wanted to create *actual* special weapons / combat engineer squads.
Q. Why not call your Sapper Squads Combat Engineers? Or Forward Recon Squads Pathfinders? Wouldn’t that be more thematic?	Oh trust us, we agree. But we didn’t want to copy the names of existing datasheets from other factions, such as T’au Pathfinders or Krieg Engineers.
Q. Why do you have Sentinel Power-lifters in the Codex? Why isn’t the Support Sentinel just another war gear option in the Sentinel datasheet?	Because what is more metal than having the Hell Harlots drop humanity’s answer to a Killa-Kan from the sky, and melee the frak out of something with a powerlifter? That’s why. Consolidating the Sentinel and Tauros variants into single datasheets is something we are looking in to, but currently we feel their variants make them distinctly different choices.