



TALONS OF THE EMPEROR
Elysian Drop Troops Regiment codex

Mark-Paul Severn

v.2.05

Chester
2012

IT IS THE 41 MILLENNIUM.

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is a master of Mankind by the will of gods, and master of million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from Dark Age of Technology.

He is a Carrion Lord of the Imperium for whom a thousand souls are sacrificed each day so that he could never die. To be a man in such times is to be one of untold billions. It is to live under cruelest and most bloody regime possible.

To fight in these times, is to face untold horrors of the galaxy on uncounted worlds, is to wage desperate battles against all odds and treachery, is to live a life where is only war.

Emperor's vigilance is secured by vast armies of Imperium, might of Imperial Navy, Chapters of Adeptus Astartes and guided by undying light of Astronomican. Loyalty to Him is secured by ever vigilant Inquisition and enemies are met by countless planetary defense forces while technology is kept and sanctified by tech-priests of Adeptus Mechanicus.

Among countless regiments of Imperial Guard very few stand out as an elite force, superseded by skill and ferocity only by bio-engineered Space Marines. They are commonly known as Drop Troops, airborne units, they assault from the skies and landing crafts to spearhead path to Imperial victory. Drop troops are cunning, highly skilled and motivated soldiers. Those who faced them in battle rightfully fear their well deserved name.

for they are

TALONS OF THE EMPEROR.



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Designer's notes:

Thank you my friend for finding some time to look at this book. I sincerely hope that you'll find it entertaining and may be even interesting. Talon's of the Emperor: Elysian Drop Troops codex is my third project in Warhammer 40000 universe. Though its completely unofficial and stand alone project, great effort is put into making it as much as possible "Games-workshop friendly" in terms of rules and playability. Whether this has been achieved or not I leave this decision to my readers.

Drop Troops has fascinated me from the moment I have started playing Warhammer 40000. Light, brave and skilled, almost a Space Marines, but with distinct human touch and vulnerability, they are something easy to relate to for Imperial Guard player. But after having several attempts to create a specialised Drop Troop army using current Imperial Guard codex I found it lacking exclusivity and aura of heroism so much enjoyed by paratroopers and special forces in other game systems and Forgeworld books. So, after some research I decided to give it a go and try making my own version.

The result is this book, which takes a different approach on Drop Troops, gives them set of core rules and values based on real world paratroopers, their methods of training and fighting. In addition players have a chance to create their own unique regiment reflecting their style of play or background idea using Combat doctrines. The idea originally came from current Imperial Guard codex with veteran's doctrines, only to be re-written using doctrines from previous edition as a base form sixteen new and unique doctrines.

Codex (or fandex if you like) offers some unique HQ, Elites, Troops, Fast Attack and Dedicated Transport choices as well as unique system of orders for officers. From a perspective of design I found it much easier to create than a Space Marine codex (my first project), due to huge amount of references to modern armies and well established Imperial Guard literature. Huge inspiration for the project was given by Warseer forum user "Bungaroo" and his "Red 1" project. Majority of pictures used in the codex are his work, for which I'm eternally grateful.

Project's address is:

<http://www.warseer.com/forums/showthread.php?91442-RED-ONE%E2%80%9D-Imperial-Airborne-Assault-Force>.

In conclusion, I hope you enjoy this book as much as I have enjoyed writing it. Should you feel that this book might use some changes or simply you would like to share your opinion about feel free to write me or leave a message in my blog: <http://MP7RN.BLOGSPOT.CO.UK>

Sincerely, yours
Mark-Paul Severn.

MP7VRN@GMAIL.COM
Chester 2012

P.S.

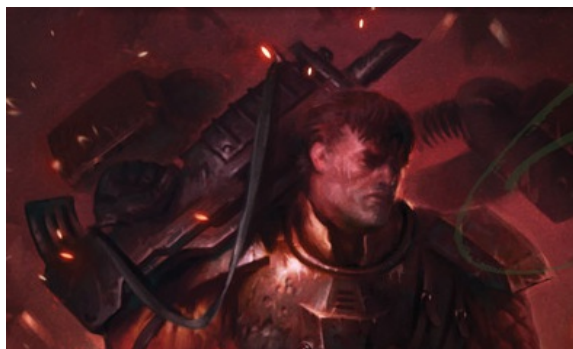
Last minute note for version 2.05 of Talons of the Emperor codex. Primaris Psyker and Ministorum Priest may be taken as part of the army exactly as they are described in Imperial Guard codex. Both have "Talons Lead the way!" and "Talons all the way!" special rules.

Talons of the Emperor:

Imperial Guard is the largest military force known to humanity. None knows exact number of regiments and number of billions of men under arms so vast and complicated this organization is. But in universe engulfed by endless war numbers alone do not guarantee victory and even survival. Luckily Imperium is capable of producing specialised forces of any type. Drop Troops are one of the elite formations: air-mobile shock troops whose skill is surpassed only by Adeptus Astartes. However, Drop Troops fulfil battlefield role usually less important to be trusted to Space Marines, forward reconnaissance, raids on objectives in enemy rear, counter-insurgency operations and dire assaults against overwhelming numbers.

Drop Troopers are commonly known as "talons", for sheer ferocity, bravery and combat prowess produced by their regimental training. Few men are able to adjust to being a Guardsmen, even less are able to jump from the speeding Valkyrie knowing that below is waiting death.

As a result Talons, unlike most regiments which rely on a draft, are reinforced by selection and mostly comprised of volunteers from various Guard regiments. Recruit must pass rigorous training regime, Commissariat's test of loyalty and medical approval of being fit to operate grav-chute. After passing initial selection troopers constantly train in cross terrain movement with full combat gear and live ammo. Training is little different from actual combat itself. This makes even common trooper of Drop Troops regiments to stand out from his brothers in arms.



Regiments' organization:

Elysia has a long and proud tradition of supplying Imperial Guard with highly trained Drop Troops. In fact their methods has been accepted as template for majority of other Drop Troops Regiments. Here is typical chart of Regiment's organization. However during combat deployment and due to resources availability to regiments this structure may change.

Regiment HQ:

- ✧ Commander
- ✧ Regiments HQ selection
- ✧ Storm Talons Company
- ✧ Storm Pioneers Platoon
- ✧ Recon platoon
- ✧ Engineering Company
- ✧ Regimental Commissariat
- ✧ Medical Company
- ✧ Signal Platoon

Company: (3-12 companies)

- ✧ Colonel:
- ✧ Company HQ squad
- ✧ Spotter squad
- ✧ Sentry battery
- ✧ Cyclop squad

Assault Infantry Platoons

- ✧ Lieutenant
- ✧ Platoon command squad
- ✧ 6 Talons squads
- ✧ 2 Heavy weapon squads
- ✧ 3 Special Weapons squads

Fire Support Platoons

- ✧ Lieutenant
- ✧ Platoon command squad
- ✧ 5 Heavy weapon squads
- ✧ 2 Talon squads
- ✧ 2 Spotter squads
- ✧ 2 Special Weapons squads

Mechanized Recon platoon

- ✧ Lieutenant
- ✧ Platoon command squad
- ✧ 2 Talon squad with Diamond Rhino APC
- ✧ 3 Spade Talons with Diamond Rhino APC
- ✧ 2 Hawkeye bikes
- ✧ 8 Valkyries

Drop Sentinel platoon

- ✧ Platoon command section
- ✧ 2-4 Drop Sentinels per squadron

Transport Company

- ✧ Platoon command section
- ✧ Support section
- ✧ 12 Valkyries
- ✧ 12 Sky Talons [heavy lifters]

Air support Company:

- ✧ Platoon command section
- ✧ Support section
- ✧ 4 Vulture Squadrons (4 aircraft each)

Drop Troopers equipment:

Talons are commonly equipped with high quality wargear, specifically designed to work well in both high altitudes, harsh conditions on the ground, be light and durable. Here is a typical example of Talons equipment:

- **Mk. XII flak battle suits:** Elysia is rich due to being a central hub for trade and make well sure that the skills of their drop regiments are protected behind the best armour they can afford.
- **Weapons:** The weapons used by the drop regiments don't come from any one place, but rather many places (mainly due to the high proportion of goods passing through Elysia from all over the Imperium). The Regiments standard-issue weapon is the Accatran Pattern Mk.IV Lasgun, a lightweight bullpup design that is ideal for Elysian combat doctrine. Many other troopers prefer Kantrael pattern lasguns for their compatibility with almost any lasgun power packs. Some troopers would rather have a Mars pattern assault shotgun or venerable Hellgun. Those who prefer heavier firepower choose either portable multi-lasers or Accatran Pattern Mk.Vd Heavy Bolter.
- **Type 5 pressure helmets:** The Type 5 pressure helmets are used for high altitude drops or hostile environments such as asteroids or poisonous wastelands. The helmet draws air from containers in the trooper's backpack and also serves to protect the soldier's head from injury as well as housing night vision and targeting devices. The type 5 pressure helmets are one of the few pieces of equipment not imported from other planets for use by the Elysian drop troops.
- **Mk. IV combat backpack:** The Mk. IV combat backpack is rugged and made of tough metal composites and contains the soldier's air supply, point to point vox caster, and any other vital supplies (such as food) as well. This piece of equipment was designed to be used with the type 5 pressure helmets, so there for must be made on Elysia.

10 commandments of Imperial Guard Drop Trooper:

Most important weapon in Drop Trooper arsenal is his morale embedded in 10 simple commandments.

1. **Everyone jumps – none quits! Thus you shall conquer fear and inflict it upon enemy.**
2. **Everyone jumps – no exceptions! Only those who jump are your brothers in arms.**
3. **Everyone jumps to win, or die trying!**
4. **Battle is Drop Trooper's fulfillment. Train yourself, endure hardship and seek victory.**
5. **First my weapon – then myself. If weapons are in good order you shall prevail.**
6. **Support your brothers in arms. By the spirit and aid of your comrades you shall prevail.**
7. **Grasp the plan and purpose of every enterprise. It's you who makes the difference.**
8. **Aim carefully – shoot sharply. Wasted shots are unacceptable gifts to your enemy.**
9. **Respect abilities of your enemies. Fight with courage, valor and all of your might.**
10. **Be alert, be prepared, be tough and be fast. Thus you shall be the Emperor's finest.**

Famous Drop Troop regiments and their combat doctrines:

In addition to common regiment's training many Drop Troop regiments apply various combat doctrines to improve their edge in battle or provide additional equipment for soldiers during combat drop. Here is some examples of famous Drop Troop regiments and their doctrines. Doctrines themselves are described further in book (see page 12).

| | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1st Elysian Drop Troops Regiment Regiment is part of Ultima Segmentum's strategic reserve and mainly acts as rapid response unit. Regiment is comprised mostly of veterans and experienced soldiers.</p> <ul style="list-style-type: none"> • Air Cavalry • Die-hards • Hell-blazers • Vantage team | <p>112th Harakoni "Warhawks" Harakoni Warhawks commonly used as a mobile reserve of heavy infantry and rely on its heavy fire power and aerial mobility.</p> <ul style="list-style-type: none"> • Carapace armour • Sharpshooters • Grenadiers • Mechanized |
| <p>77th Vostroyan "Blue Berets" Vostroyan's Blue Berets finest hour was during operation "Dunay". Orchestrated by Inquisitor Viktor Karenin Blue Berets infiltrated key defence installations on world Prague II and captured Imperial Commander hours before he proclaimed unity with Tau Empire. Remaining defector forces were quickly disarmed and purged by Inquisitorial contingent which arrived just day later. Sporadic fighting with Tau forces sent to support defector were won due to Blue Berets tactical superiority and surprise effect.</p> <ul style="list-style-type: none"> • Commando training • Belly crawlers • Vantage team • Demo-squad | <p>23rd Elysian Drop Troops Regiment Regiment took part in the assault of Fort Moros and were awarded a regimental citation for their actions. During Taros Campaign, regiment suffered heavy loses in the battle for Hydro-Processing Plant 23-20 by Tau forces during Operation Comet.</p> <ul style="list-style-type: none"> • Crimson debt: Tau • Sharpshooters • Carapace armour • Vantage team |
| <p>101st Elysian Airborne Regiment "Screaming Eagles" Regiment took part in 13th Black Crusade as both airborne infantry and shock troops.</p> <ul style="list-style-type: none"> • Crimson debt: Chaos Space Marines • Lock step drill • Sharpshooters • Hell blazers | <p>153rd Tallarn Desert Devils Regiment was created as reorganization of one of Tallarn infantry regiments and created a highly skilled light infantry force.</p> <ul style="list-style-type: none"> • Sharpshooters • Ghost armour • Belly crawlers • Loose formation |
| <p>41st Elysian Drop Troopers 'Angel Guard' Regiment went through extensive fighting experience during 13th Black Crusade as it fought in defence Cadia.</p> <ul style="list-style-type: none"> • Demo-squads • Die-Hards • Throat cutters • Grenadiers | <p>9th Elysian Drop Troops Regiment "Black Tulips" Regiment fought in Veridian Prime Campaign against Hive Fleet Kraken and sustained heavy loses.</p> <ul style="list-style-type: none"> • Trophy Tin • Crimson Debt: Tyranids • Die-Hards • Carapace armour |
| <p>12th Elysian Air Cavalry Regiment fought in Third War for Armageddon as anti-guerilla force and made several successful night raids against Orks.</p> <ul style="list-style-type: none"> • Air Cavalry • Lock step drill • Night visors • Throat cutters | <p>36th Tarhan Viperwolves Regiment formed from PDF troopers skilled urban warfare and proved extremely successful in number of clashes with xenos troops. Veteran of Viperwolves are seconded to mercenary service.</p> <ul style="list-style-type: none"> • Die-hards • Throat cutters • Belly crawlers • Lock step drill |

22nd Elysian Drop Troops Regiment

Regiment successfully fought in Yarant III Campaign, investigated Skopios Incident within Elysian system and fought in Cathalin Crusade.

- **Night Visors**
- **Mechanized**
- **Sharpshooter**
- **Grenadiers**

72nd Elysian Storm Troopers

Regiment suffered heavy loses in combat against the Word Bearers Legion on Tanakreg.

- **Vantage team**
- **Commando training**
- **Carapace armour**
- **Crimson debt: Word Bearers (Chaos Space Marines)**

181st Elysian Drop Troops Regiment

Regiment assisted the Raven Guard in their raid against the Orks on Kastorel-Novem. All but destroyed in the attack.

- **Mechanized**
- **Sharpshooter**
- **Crimson debt: Orks**
- **Trophy tin**

99th Elysian Drop Troops Regiment

Regiment campaigned against Hive Fleet Kraken but after suffering heavy loses its survivors amalgamated into **Detachment D-99** and seconded to Inquisition forces. Subsequently served on Beta Anphelion IV.

- **Throat cutters**
- **Die-hards**
- **Crimson debt: Tyranids**
- **Trophy tin**



Talon's Special Rules:

+ Combat drop

On the first turn of Imperial Guard Drop Troops their commander may use Combat Drop deployment. Select half of army's units (rounding up) and deploy them in accordance with their D-Mode description. Units left outside of Combat's drop first wave follow Reserve rules.

+ Talons lead the way!

Elysian master airborne deployment countless times before actual combat drop occurs. Combination of constant training and combat experience allows them to avoid most of the dangers of grav-chute landing.

All units with this rule may re-roll scatter dice when they Deep Strike, or use other methods of airborne deployment described in "D-mode" section, but must comply with second result.

+ Talons all the way!

Drop troopers are physically tough and courageous soldiers. Most of them are volunteers who decided to undertake rigorous training of Drop Troops regiment.

All units with this rule have "**Move Through Cover**" and **+1** to their **Leadership** to represent their exceptional training and courage. Bonus is already included in profile.

+ D-mode:

Deployment mode: deep strike. As name implies Talons' common method of deployment is by Deep Striking. See Deployment modes for more details.

+ No Retreat! No Surrender!

Drop Troopers of Imperial Guard are hardened elite fighters. They fight to the very last drop of blood and lasgun pack. If a unit of Drop Troopers is caught by sweeping advance they are not destroyed and will continue to fight as normal.

+ Talon's Tactic

The very nature of regiment's method of deployment commonly dictates that chain of command will be broken and uneven at the best times. This requires from field commanders to wield tactical initiative in order to achieve victory. Talons tactic's is an adaptation of suitable part from "Tactica Imperialis" manual to train officers in field. As a result Elysian perform tactical miracles using their skill and knowledge.

Officer with this special rule may issue orders to other friendly units and his own unit. Orders and their availability to different ranks are described in "Talon's Tactics" section.

Deployment mode:

† D-Mode: Deep Strike:

As name implies Talons' common method of deployment is via grav-chutes or by landing with their aircraft. Unit follows standard rules for Deep Strike described in rulebook.

† D-Mode: Airborne!:

While aircraft is moving on maximum speed high above battlefield, units equipped with grav-chutes are jumping out and glide towards landing zone. While still in the air Elysian's are able to correct their landing approach and trajectory orientating by lights and beacons of friendly forces.

Elysian Talons with this special rule follow Deep Strike rules described in rulebook. Unit with this special rule does not have to take Valkyrie or Arvus as dedicated transport in order to perform combat drop. We may assume that unit jumps out of it above battlefield.

† D-Mode: Rappelling:

While aircraft carrying unit moves above desired location and hovers on top of it. Unit embarked on aircraft may land using rappelling and does not scatter. Disembarked unit must take dangerous terrain test and may be placed anywhere within 2" from the base of aircraft and counts as moved.

Unit deploying by rappelling must have a Valkyrie as dedicated transport present at the battlefield. Unit may deploy even if Valkyrie moved flat out.

† D-Mode: Grav-raft:

Vehicle is deployed in accordance with Deep Strike rules, described in Warhammer 40000 rulebook. After vehicle has landed roll d6 for each vehicle deployed via landing raft. On a 4+ crew have found vehicle, started it up and became operational on the same turn it has landed and may shoot. On any other result, vehicle remains immobile until next turn. No other modifier can affect this. In the beginning of the next turn vehicle may be used normally. Immobile vehicle may take cover and armor saves as normal. If squad has more than one vehicle roll stands for entire unit.

† D-Mode: Belly of the Talon:

Sky Talon lighter touches down in appropriate landing zone to release its cargo from the bay. In order to land in this manner required landing must be big enough to land Sky Talon: 12" radius. After vehicle is deployed Sky Talon immediately returns to base and may not engage or transport any other unit. Deployed vehicle may move and shoot as normal on the turn it arrives to battlefield.

Sky Talon may transport 1-2 Aphelion Sentinels, 1-2 Phoenix Sentinels, 1-2 Tauros Mavericks, 1 Tauros Venator, 1 Diamond Rhino, 1 Bazilevs mortar.

Talon's combat doctrines:

Imperial Guard regiments are countless and various in the nature, equipment and training. Drop Troop regiment are no exception, though each of them follows the code and training required to perform combat drop operations. To represent skills and experience of Drop Troopers player may choose up **four doctrines** which apply to the whole regiment. Doctrines are optional, but if chosen must be added to army roster. Doctrines are divided into following groups: **Battle Scars, Special Equipment, Sweat Saves Blood**. Each doctrine may be chosen once and their bonuses stack up with unit's equipment and abilities.

♣ SPECIAL EQUIPMENT:

- ✘ **Trophy tin:** squad members have "acquired" some extra weapons and may choose to fire them instead of firing lasgun. Note that any orders given to unit using these trophy weapons does not add any bonuses. Roll d6 on following table separately for each squad in platoon and add result to units weaponry. **+10 points per squad.**

| D6 | Result | Stats |
|----|--------------------|--------------------------------------------------------------------------------------------------------------|
| 1 | Molotov Cocktail | R:8", S:5, AP4, Assault 2, Large blast, Ignores cover, one shot only, Flesh bane. (used same way as grenade) |
| 2 | Sawed-off shotgun | R:12", S:4, AP-, Assault 2, Pinning |
| 3 | Poisoned weapons | Close combat attack always wound on 2+, regardless of enemy Toughness |
| 4 | Long-las barrels | Unit's lasguns become range 36". |
| 5 | Hot-shot laspistol | R:6", S:3, AP3, Pistol |
| 6 | Double bourbon | Roll twice on same table, but re-roll any following results of "6" or repeated results. |

- ✘ **Demo-squads:** any infantry squad equips all its members with meltabombs. One trooper per squad has demo-charge. **+30 points per squad.**
- ✘ **Carapace armor:** any squad may be equipped with carapace armor for **+20 points per squad.**
- ✘ **Ghost armor:** any squad may be equipped with chameleon cloak for **+20 points per squad.**
- ✘ **Grenadiers:** any squad may be equipped with Auxiliary grenade launchers fitted under barrel of lasgun or boltgun. AGL may be fired instead of lasgun and follows this profile: [R:12", S:6, AP:4, Assault 1]. **+10 points per squad.**
- ✘ **Hell blazers:** regiment's infantry units are equipped with Hellguns instead of lasguns. **+30 points per regiment.**
- ✘ **Night visors:** units are equipped with night visors granting Night Vision special rule. **+50 points per regiment.**
- ✘ **Mechanized:** any unit may take Chimera as dedicated transport. See Imperial Guard codex for details. Chimeras may arrive on battlefield using D-mode: Grav-raft or "Belly of the Talon" deployment. **+5 points per regiment**

♣ BATTLE SCARS:

- ★ **Crimson debt:** troops have a bitter enmity against the enemy and will fight with unnatural ferocity and zeal. Unit's gain +1 Attack when fighting in close combat against one type of enemy from the following list: Chaos Space Marines, Orkz, Tyranids, Tau, Eldar, Dark Eldar. **+40 points per regiment.**
- ★ **Throat cutters:** soldiers went through extensive close quarter combat experience. When fighting in close combat they will always hit on 3+ regardless of opponent's WS. **+10 points per infantry squad or Sentinel.**
- ★ **Belly crawlers:** unit members have learned to use cover for maximum effect and may re-roll failed cover saves, but must comply with second result. **+40 points per regiment.**
- ★ **Die-hards:** regiment members are die-hard soldiers that have been through thick and thin. Units will ignore modification to its Leadership when testing for Pinning, losing assault or losing 25% of its members. Platoon with this doctrine may not voluntarily lose its Morale check when fighting enemy they can't wound or kill. **+40 points per regiment.**

♣ **SWEAT SAVES BLOOD:**

- ✦ **Air Cavalry:** unit is skilled in quick unloading drill. Disembarking from landed air transport such as Valkyrie, Vendetta or Arvus counts as consolidation move made before normal movement phase. Dangerous terrain test must be taken as normal. Note that D-mode: Rappelling is unaffected. **+20 points.**
- ✕ **Commando training:** regiment is skilled in daring raids and surprise attacks. Any HQ, Elites and Troops may Infiltrate. **+20 points.**
- ✦ **Vantage team:** combat experience taught troopers to think for themselves, apply tactics and to react to change in situation. Any order issued to the squad by its Junior Officer or NCO automatically passes. **+5 points per squad.**
- ✕ **Sharpshooters:** extensive fire drills allowed squad to improve its accuracy. Unit members re-roll result of 1 when firing weapons with exception of plasma weapons. **+10 points per squad.**
- ✕ **Loose formation:** unit may keep coherence when models are within 4" from each other. **+5 points per squad.**
- ✕ **Lock step drill:** unit is drilled in dangerous terrain movement and combat lock step. Whenever unit is taking consolidation move roll 2d6 and pick any one result. **+10 points.**

Talon's tactics:

- Orders are issued in following chain: Senior Officer: up to 3 orders, Junior Officer: up to 2 orders, Commissar: 1 order
- To issue an order check if unit is in command range and take a **Leadership test for unit receiving order** using model with highest Leadership in group, if successful ordered unit must follow the order.
- Each unit could receive only 1 order per turn.
- If Leadership test is failed, then there has been a break down in communications and order has no effect. If both units are equipped with vox-caster player may re-roll failed attempt to order. Officer may try to issue same order to the same unit again using another attempt.
- Order could be issued to officers own unit.
- If double 1 is rolled, then same officer may issue another "free" order.
- If double 6 is rolled, then confusion reigns and no more orders could be issued.

| ORDER | ACTION | Available to officer | | |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------|----------------|-----------|
| | | Senior officer | Junior officer | Commissar |
| "Bring it Down!" | Order targets enemy vehicle, group of vehicles or monstrous creatures. Ordered unit must fire its weapons at target counting it as being twin-linked. | ★ | | |
| "Fire on my target!" | Officer personally guides fire of ordered unit instead of firing his weapons. Successful enemy cover saves must be re-rolled against this attack. Unit may re-roll scatter dice if controlling player wishes to. | ★ | ★ | |
| "Talons lead the way!" | Ordered unit immediately moves up to D6+1" in any direction of your choice and makes a shooting attack at enemy using Assault or Rapid fire weapon. Heavy weapons may fire Snap shots. Unit may not run. Unit may assault as normal. | ★ | | ★ |
| "Giv'em hell!" | Ordered unit unleashes fusillade of fire on enemy following the officer's command. If order is successful, unit adds +1 shot when firing its Rapid Fire weapons. For example, lasgun firing at 12" range fires three shots instead of two. | ★ | ★ | ★ |
| Suppressive fire! | Unit is firing Snap shots and adds +1 shot. Enemy unit must take Pinning test after shots has been resolved, but must reduce it Leadership by -1 for every model hit by Snap shots. | ★ | ★ | |
| "None quits! Everyone fights!!" | Order issued to a unit which is falling back, pinned, or gone to ground. Ordered unit must immediately roll Morale test for regrouping. If unit fails this test, Officer executes model with highest Leadership value (or any model in case of equal Ld value) and unit automatically regroup. Please note that commanding officer will never execute himself or Commissar. | ★ | | ★ |
| "Man the guns!" | Ordered unit sends part of its troopers to replenish heavy weapons squads and keep providing fire support. Nominate one heavy weapons squad or artillery with at least 1 Wound remaining within 6" from ordered unit. If order is successful you may move up to 6 troopers from infantry squad to heavy weapons squad. | ★ | ★ | |
| "Hit the dirt! " | Unit may use shovels to dig foxholes to entrench themselves. If order is successful ordered unit adds +2 to its cover. Unit may not assault and counts as being in cover. If unit has moved it may not shoot in Shooting phase. If unit has not moved than it may fire as normal. | ★ | ★ | ★ |
| "Go! Go!! Go!!!" | Ordered unit runs towards the objective or cover at full speed. Roll 3D6 and pick any one dice as a result of how far unit runs. | ★ | ★ | ★ |
| "No Retreat! No Surrender!" | Unit gains +1 attack and has Rending close combat attacks. | ★ | | ★ |
| "Steady aim!!" | Ordered unit fires Overwatch using full BS, even if unit has shot in previous Shooting phase. Ordered unit fights back at effective Initiative 1 during opponent's assault. | ★ | ★ | ★ |

Elysian Armory:

This Armory is designed to give description of unique weapons and wargear of Elysian Talons and other Drop Troop regiments. All commonly used items such as lasgun could be found in Warhammer 40000 rulebook, Imperial Guard codex and ForgeWorld books.

Legend: [A] item could be use by Adeptus Arbites only [+] item could be used by officer only

Weapons:

Adeptus Arbites shotgun: 10 pts [A]

Adeptus Arbites use version of automatic shotgun as a means of protection and judgment delivery. Shotgun has two in-built ammo magazines and can fire standard Justice or Executioner rounds. When word of Emperor cannot reach its flock Arbites shotgun serves as last remainder of His justice across the Imperium.

Justice round: [R: 12", S: 4, AP: -, Assault 2]

Executioner round: [R: Flamer template, S: 3, AP: -, Assault 1, ignores cover]

Adeptus Arbites power Maul: 10 pts [A]

Arbites power Maul follows rules for power weapon described in the Warhammer 40K rulebook.

Adeptus Arbites suppression shield: 10 pts

Adeptus Arbites Suppression shield is heavier version of combat shield utilized by Space Marines. Arbites use suppression shield to quell riots and protect important members of Arbites from ranged attack. Suppression shield may be given to Adeptus Arbites retinue of bodyguards. Suppression shield confers 4+ invulnerable save.

Combi-melta, flamer, plasma gun: 10 pts [+]

Boltgun with one-shot additional weapon. Secondary weapon is one-shot only. Officer with combi-weapon may choose which one to fire in shooting phase. Only one weapon could be fired per shooting phase.

Hellgun: 5 pts

Some regiments prefer to arm troopers and Spade Talons with ancient but more powerful version of lasgun. Weapon follows this profile:

[R: 24", S: 3, AP: 5, Rapid Fire]

Wargear:

Auspex: 10 pts

Auspex scanner is portable multi-frequency scanner designed to improve spotting capabilities vanguard troops. Scanning area in front of unit, Auspex gives an early warning about minefields, burrowed threats or organisms as well as uploading information into machine beacons about enclosing objects.

If enemy infiltrators are set up within 12" from unit with Auspex, or making Scout move toward it, unit may take free shots at one infiltrated enemy unit.

Unit equipped with Auspex may use it to spot and clear minefields. On a roll of d6 4+ they spotted minefield and may pass it safely. Minefield remains in play.

Auxiliary Grenade launcher: 10 pts

Squad may be equipped with Auxiliary grenade launchers fitted under barrel of lasgun or boltgun. AGL may be fired instead of lasgun and follows this profile:

[R:12", S:6, AP:4, Assault 1]

Cyclop: 15 pts

Cyclop is small remote controlled vehicle carrying demo-charge towards enemy bunkers, heavy vehicles and large groups of infantry.

Commonly used by Storm Pioneers to demolish obstacles and strong points, its light enough to be carried by one trooper.



To use Cyclop nominate your target in **Assault phase within 12"**. You don't need to roll for distance, due to lack of emotions in Cyclops. Opponent may fire Overwatch as normal at approaching Cyclop only. Once in base contact with target Cyclop automatically detonates its demo-charge [**S:8, AP:2, Assault 1, Large blast, one-shot only**]. Cyclop follows Move Through Cover special rule. If unit using Cyclop has Tank Hunters special rule it applies to Cyclop as well.

| | WS | BS | S | T | W | I | A | Ld | Sv |
|--------|----|----|---|---|---|---|---|-----|----|
| Cyclop | 1 | 1 | 3 | 5 | 2 | 9 | 1 | n/a | 3+ |

Flash bangs: 5 pts

Flash bangs are non-lethal grenades used by troops during urban operations. They produce loud explosive noise and flash which disorients target and allows Talons to attack first. Any unit assaulting Talons with flash bangs must reduce its Initiative by -2 for purposes of assault.

Locator beacon: 20 pts

Locator beacon is a signaling package containing teleport homer, broad spectrum communicator and Geo-positional tracking constantly uploading information to Operational Battle Grid. Any unit arriving to battlefield via Deep Strike or Teleporting within 6" of model carrying locator beacon does not scatter.

Night visors: 5 pts

Night visor is simple optical night vision enhancer, which allows its bearer to see better in the darkness. Night visor allows its wearer to see and remain hidden unlike commonly used searchlights. Unit equipped with night visors are subject to **Night Vision** special rule.

Hot-shot power cell: 10 pts

Unit equipped with hot-shot power cells may improve AP of its heavy laser weapons by -1. (I.E. multi-laser S:6, AP:6 becomes S:6, AP:5).

Vehicle upgrades:

Ablative armour: 35 pts

Vehicles may take layers of ablative armor, to deflects incoming projectiles or beams using the layers of studded explosives. Whenever vehicle suffers glancing or penetrating hit owning player rolls d6 before opponent rolls on vehicle damage

table. On 4+ result penetrating hit becomes glancing hit. When vehicle suffers Glancing hit, on d6 roll of 6+ glancing hit is deflected and vehicle suffers no damage.

Armored cockpit: 20 pts

Whenever Sky Talon suffers Crew Shaken or Crew Stunned damage results, roll d6. On 4+ result damage is ignored.

Palladium command module: 25 pts

Palladium command module consists of Accatran target designator, improved vox-link and auto-targeting data feeder. One vehicle in Sentinel, Maverick or Venator squadron may be equipped with Palladium command and control module. It allows:

- ✦ Re-roll failed to hit rolls for squadron or equipped with module.
- ✦ Split squadron fire between two targets. Nominate which vehicle is firing at which target and resolve shots as normal.

Chaff launchers: 15 pts

Vehicle equipped with chaff launchers gains 4+ cover save against Heavy type weapons and may re-roll failed cover saves gained from terrain or moving flat out.

Illum flares: 5 pts

Illum flares allow friendly units to fire at enemy unit spotted by aircraft as if it was lid by spotlight.

Antares pattern ground scanner: 25 pts

Antares scanner is portable multi-frequency scanner designed to spot and target hidden and infiltrated units, minefields, burrowed threats or organisms. Spotter team may use it instead of firing its weapons. When spotting minefield Storm Pioneer or any friendly unit may re-roll failed dangerous terrain or removal tests when approaching spotted minefield.

Roll d6 in Shooting phase for each infiltrated unit or arrived by Deep Strike means unit in 24" from scanner. If result is 4+, then for each spotted enemy unit one friendly unit with vox-caster may take free shots at them. Vehicles, Sentry gun batteries, Sabre platforms or allied Space Marines counts as being equipped with vox-caster.

Icarus pattern scanner: 25 pts

Icarus pattern scanner is portable multi-frequency scanner designed to target and predict trajectories of fast moving airborne targets. Spotter team may use it instead of firing its weapons.

Roll d6 in Shooting phase for each skimmer, flyer or fast vehicle (including bikes) in 24" from scanner. If result is 4+, then during Shooting phase friendly unit equipped with vox-caster may reduce enemy cover save for moving flat-out by -1. (i.e. 4+ cover save becomes 5+.)

Hawkeye Targeter: 25 pts

instead of firing multi-laser during Shooting phase, operator guides friendly fire at one designated target using portable multi-frequency Hawkeye Targeter.

Nominate unit, vehicle or squadron of vehicles or Monstrous creatures. You must have a line of sight to unit. Roll to hit as normal. If successful, any friendly Ordnance, Barrage or Missile launchers firing at target may re-roll scatter dice if owning player wishes to. Note that Heavy weapons that does not use scatter dice may use BS 4 of Hawkeye bike.

Vox-amplifier: 25 pts

Vehicle equipped with vox amplifier acts as vox traffic relay station for Talon battle force. Commanding officer may add +12" to his command range when embarked on a vehicle with vox-amplifier.



✦ ELYSIAN TALONS ARMY LIST ✦

HQ


✦ Colonel

| COLONEL | 45 points | WS | BS | S | T | W | I | A | Ld | Sv | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|-------|
| | | Colonel | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 Colonel <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Carapace armor • Bolt pistol • Power weapon • Frag and Krak grenades • Grav-chute • Refractor field | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: Airborne! ★ Talons lead the way! ★ Talons all the way! ★ Talon's tactics: Senior officer ★ Rally on me! ★ Command vehicle <p>Command vehicle:</p> <ul style="list-style-type: none"> ★ Arvus ★ Valkyrie ★ Diamond Rhino ★ Tauros Maverick ★ Tauros Venator | <p>Options:</p> <ul style="list-style-type: none"> ★ Colonel may take : <ul style="list-style-type: none"> ○ Boltgun/Shotgun.....Free ○ Flash bangs+5 pts ○ Storm bolter+10 pts ○ Melta-bombs+5 pts ○ Demo-charge+10 pts ○ Master-crafted weapon.....+15 pts ○ Poisoned weapons+5 pts ★ Colonel may replace his bolt pistol/boltgun with: <ul style="list-style-type: none"> ○ LaspistolFree ○ Hot-shot laspistol/lasgun+10 pts ○ Combi-melta, - flamer, - plasma+10 pts ○ Meltagun/grenade launcher.....+10 pts ○ Plasma gun/pistol+15 pts ○ Power fist.....+15 pts | | | | | | | | | |
| <p>“First rule of drop regiment: everyone jumps - none quits!”</p> <p>Second rule of drop regiment: from general to the last serf everyone jumps! No exceptions!</p> <p>Third rule of drop regiment: everyone jumps to win, or die trying!“</p> <p style="text-align: right;"><i>General Nazar Margelov. Airborne regiment's combat tactics and strategy.”</i></p> | | <ul style="list-style-type: none"> ★ Colonel of Elysian Talons equals to company commander in terms of Imperial Guard hierarchy. On the battlefield, however he is much more than officer; he is a living embodiment of Elysian bravery and combat skill. Colonel command with authority and inspire by leading by example. <p>In close-knit regiments of Elysian's everybody knows that their colonel has went through same difficulties as lowliest trooper during his career and he is more than capable of delivering outstanding results in combat. This brings to units respect rather than fear and skill rather than zeal.</p> | | | | | | | | | |
| <p>✦ Talons tactics: Senior Officer</p> <p>Colonel of Elysian Talons has command range of 12". He may issue three orders per turn. Colonel may use following orders described in Talon's Tactics section:</p> <ul style="list-style-type: none"> ✦ Bring it down! ✦ Fire on my target! ✦ Talons lead the way! ✦ Give'em hell! ✦ None quits! Everyone fights! ✦ Man the guns! ✦ Hit the dirt! ✦ Request support! ✦ Go! Go! Go! ✦ No retreat! No surrender! ✦ Bring it on! | | <p>✦ Rally on me!</p> <p>Colonel is an inspiring figure in every company of regiment; he is a caring father, demanding officer and vicious fighter. In time of mortal danger Elysian look up to their colonel and stand their ground in face of any enemy.</p> <ul style="list-style-type: none"> ✦ Any Elysian unit which is falling back automatically regroups in 12" from colonel and may act as normal. ✦ Any Elysian unit in 12" to colonel may use his Leadership for the purpose of Morale checks. ✦ If colonel does not take command squad retinue he follows rules for independent character. | | | | | | | | | |


❖ Company Command Squad

| COMPANY COMMAND SQUAD | | 25 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|----|---|---|---|----|---|----|----|
| | | Vox-master | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ | |
| Master of Ordnance | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ | | | |
| Bodyguard Talon | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 5+ | | | |
| Spade Talon | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 0-1 Commissar 0-1 Vox-Master 0-1 Master of Ordnance 0-1 Tech-Priest 0-1 Arbites Judge 0-3 Bodyguard Talon 4 Spade Talons <p>Type:</p> <ul style="list-style-type: none"> Retinue (Infantry) <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Lasgun Laspistol Combat blade Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ Look out, Sir! [Bodyguard] ★ Intercept reserves! [Vox Master] ★ Landing path approved! [Vox Master] ★ Ordnance inbound! [Master of Ordnance] <p>Dedicated transport:</p> <ul style="list-style-type: none"> ★ Valkyrie ★ Arvus ★ Diamond | <p>Options:</p> <ul style="list-style-type: none"> ★ Retinue may add : <ul style="list-style-type: none"> ○ Commissar+45 pts ○ Vox-master+20 pts ○ Master of Ordnance+20 pts ○ Tech-Priest+45 pts ○ Arbites Judge+45 pts ○ Bodyguard Talon+15 pts/model ★ Two Spade Talon may take : <ul style="list-style-type: none"> ○ Mortar+5 pts ○ Heavy Bolter /Autocannon+10 pts ○ Missile launcher / Multi-laser+15 pts ○ Lascannon.....+20 pts ★ One Spade Talon per unit may take : <ul style="list-style-type: none"> ○ Demo-charge+10 pts ○ Med-kit+30 pts ○ Regimental standart+15pts ○ Vox caster+5 pts ○ Heavy Flamer+15 pts ★ Any remaining Talon which has not been upgraded may take any of the following: <ul style="list-style-type: none"> ○ Flamer, Sniper rifle, Grenade launcher +5 pts ○ Meltagun.....+10 pts ○ Plasma gun/pistol+15 pts ○ Power fist.....+20 pts ★ Unit (including Colonel) may take any of the following: <ul style="list-style-type: none"> ○ Shotgun.....Free ○ Melta-bombs+5 pts/model ○ Poisoned weapons+5 pts/ model ○ Carapace armor.....+30 pts ○ Palladium command module.....+25 pts ○ Night visors/ Camo-cloaks+15 pts | | | | | | | | | | |
| <p>“Talons! Lead the way!!!”</p> <p style="text-align: center;">Colonel Margelov in combat.</p> | | | | | | | | | | | | |
| <p>❖ Vox master:</p> <p>Due to the fact that most Astropath and many Navy officers are not able to make through harsh combat and grav-chute training their function were relocated to regiments most experienced communication officers. Vox Master's job of is to guide reserves into battlefield, intercept enemy battle orders and vox orders to the troops.</p> | | <p>❖ Bodyguard: Look out, Sir!</p> <p>When member of command squad suffers unsaved wound, up to three wounds may be relocated to Bodyguards and resolved against their Toughness and armor.</p> | | | | | | | | | | |
| <p>★ Intercept reserves!</p> <p>Instead of shooting Master of Communication guides Navy firepower to enemy's reserves slowing them down to appear on the battlefield. Any successful opponent's Reserve rolls must be re-rolled.</p> <p>★ Landing path approved!</p> <p>Instead of shooting Vox Master guides friendly drop ships to a landing zone with utmost efficiency. Any failed reserve rolls could be re-rolled, but you must accept second result.</p> | | <p>❖ Master of Ordnance:</p> <p>Master of Ordnance's job involves target acquisition and support fire coordination. Instead of firing his weapons Master of Ordnance can call in friendly artillery strike or guide bombing run. To do any of this, Master of Ordnance must remain stationary in previous Movement phase.</p> <p>★ Ordnance inbound!</p> <p>Hell-strike: R: Unlimited, S: 8, AP: 3, Ordnance 1, Large Blast.</p> <p>Bombing run: R: Unlimited, S: 4, AP: 6, D6+1 Blasts, Barrage. <i>Hell-strike and each blast of Bombing run always scatter 3d6. If hit is rolled it scatter 2D6 in direction of small arrow on the dice. If target is visible to Master of Ordnance, then you can subtract his BS from your scatter roll.</i></p> | | | | | | | | | | |


✘ Commissar

| COMMISSAR | | 45 points | | WS | BS | S | T | W | I | A | Ld | Sv | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-----------|----|---|---|---|---|---|----|----|-------|
| | | | | Commissar | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 9 | 4+/4+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 Commissar <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Carapace armor • Bolt pistol • Power weapon • Frag and krak grenades • Grav-chute • Rozarius | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Faith and Discipline ★ Talons lead the way! ★ Talons all the way! ★ Stubborn ★ Independent character ★ Purge the unworthy ★ You've heard the man! ★ Talon's tactics: Commissar | <p>Options:</p> <ul style="list-style-type: none"> ★ Commissar may take : <ul style="list-style-type: none"> ○ Boltgun/Shotgun.....Free ○ Storm bolter+10 pts ○ Melta-bombs+5 pts ○ Demo-charge+10 pts ○ Master-crafted weapon.....+15 pts ○ Poisoned weapons+10 pts ★ Commissar may replace his bolt pistol/boltgun with: <ul style="list-style-type: none"> ○ LaspistolFree ○ Combi-melta, - flamer, - plasma+10 pts ○ Meltagun/grenade launcher.....+10 pts ○ Plasma gun/pistol+15 pts ○ Power fist.....+20 pts | | | | | | | | | | | |
| <p>By the Emperor Talons, We shall prevail!!</p> <p style="text-align: center;">Commissar Alexei Petrov.</p> | | <ul style="list-style-type: none"> ★ Commissars of Elysian's Talons are hardy bunch by most harsh standards. First of all they comply with regiment's rule: "everyone jumps, none quits!" second of all, they not only lead their men in battle: they provide their souls with comfort of Imperial Creed. Last but not least, they are taking initiative in combat to themselves and lead troops to glory by issuing orders and charging into fray. | | | | | | | | | | | |
| <p>✘ Talons tactics: Commissar</p> <p>Commissar of Elysian Talons has command range of 6". He may issue two orders per turn. Commissar may use following orders:</p> <ul style="list-style-type: none"> ✦ Talons lead the way! ✦ Give'em Hell! ✦ None quits! Everyone fights! ✦ Hit the dirt! ✦ Go! Go!! Go!! ✦ No Retreat! No Surrender! ✦ Steady aim! <p>Please note that orders "None quits! Everyone fights!" must be issued if unit is falling back during assault phase. Unlike common Commissars, Elysian's must issue order, instead of automatically executing officers and soldiers to rally troops in battle. By doing this they ensure man's loyalty and promotion to rank of colonel.</p> <p>✘ Faith and Discipline</p> <p>Commissars arouse their troops before the battle by speeches, music, prayer and citation from Imperial Creed. As a result troop's morale before the battle is always high and soldiers are motivated to fight.</p> <p>Unit with Talon's Commissar always re-roll failed to hit rolls on turn they assault.</p> | | <ul style="list-style-type: none"> ✘ Purge the unworthy <p>If commander issuing the order rolls double 6, Commissar in unit with officer will automatically execute him as being unworthy of the Talons name and expertise.</p> ✘ Stubborn <p>Commissar of Elysian Talons and unit he accompanies are Stubborn and ignore Leadership modifiers as a result of taken casualties.</p> ✘ You've heard the man! <p>Unit with Commissar may re-roll failed Leadership test when receiving order from superior commander, including Commissar himself. This ability may be used even after re-roll allowed by vox-casters.</p> <div style="text-align: center;">  </div> | | | | | | | | | | | |


✘ Non Commissioned Officer

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|----|----|----|
| | | Non Commissioned Officer (NCO) | | Captain | 4 | 4 | 3 | 3 | 2 | 4 | 3 |
| | | Lieutenant | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 8 | 5+ |
| | | Lance-Corporal | 3 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 5+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 0-4 Captain 0-4 Lieutenant 0-4 Lance-Corporal <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Laspistol Combat blade Frag and krak grenades Grav-chute | | <p>Special rules:</p> <ul style="list-style-type: none"> Talons lead the way! Talons all the way! Badge of Spade NCO Senior Officer: Captain Junior Officer: Lieutenant Officer: Lance-Corporal | | <p>Options:</p> <ul style="list-style-type: none"> NCO may take : <ul style="list-style-type: none"> Boltgun/Shotgun/bolt pistolFree Auspex+10 pts Storm bolter+10 pts Melta-bombs+5 pts Master-crafted weapon.....+15 pts Poisoned weapons+5 pts Badge of Scout+10 pts Badge of Sharpshooter+10 pts NCO may be taken on following point cost: <ul style="list-style-type: none"> NCO Captain.....+35 pts NCO Lieutenant+25 pts NCO Lance-Corporal+15 pts | | | | | | | |
| <p>"Talons! Give'em hell!!"</p> <p>Captain Victor Morozoff in combat.</p> | | <p>Talons assign non commissioned officers to certain squads in order to improve tactical performance on the ground. NCO is an experienced group leader prior the battle extensively trains squad to fulfill their mission with utmost efficiency. NCO are able to issue orders to their own squads, which makes them utterly skilled tacticians and soldiers.</p> | | | | | | | | | |
|  | | <ul style="list-style-type: none"> Senior Officer: Captain Captain may use any orders listed in Senior Officer section of Talons Tactics. Junior Officer: Lieutenant Lieutenant may use any orders listed in Junior Officer section of Talons Tactics. Officer: Lance-Corporal If Talon Squad is joined by Lance-Corporal, he and one of the Talons may form heavy weapons team and take one Heavy weapon team: mortar, heavy bolter, heavy flamer, missile launcher, multi-laser for points value listed in heavy weapons squad entry. NCO Model with this rule may issue orders only to unit it's currently attached to. It may not leave unit or issue orders to other units. It may receive orders from other Senior or Junior Officers as normal. <p>NCOs are treated as separate HQ unit by they don't take extra slots on organizational chart. 0-4 NCO may be assigned to any unit of Elysian Talons.</p> | | | | | | | | | |


⌘ Tech-Priest Engineer

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|-------|
| Adeptus Mechanicus Tech Priest | 45 points | Tech Priest | 3 | 3 | 3 | 3 | 2 | 3 | 3 | 8 | 3+/5+ |
| | | Servitor | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 4+ |
| | | Cyber mastiff | 4 | 0 | 4 | 3 | 1 | 5 | 2 | 7 | 5+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 Tech Priest <p>Retinue:</p> <ul style="list-style-type: none"> • 0-4 Servitors • 0-1 Cyber mastiff <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Power armor • Carapace armor [Servitor] • Laspistol • Mechanicus Arcanum [power axe] • Refractor field [Tech Priest] • Servo arm [counts as power fist] • Frag and krak grenades • Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: Airborne! ★ Blessing of Ommissiah ★ Stubborn ★ Mind lock [Servitor] <p>Dedicated transport:</p> <ul style="list-style-type: none"> ★ Arvus ★ Diamond APC | <p>Options:</p> <ul style="list-style-type: none"> ★ Tech Priest may take : <ul style="list-style-type: none"> ○ Boltgun / Bolt pistol+5 pts ○ Plasma gun/pistol+15 pts ○ Combi-melta, - flamer, - plasma+10 pts ○ Meltagun/grenade launcher.....+10 pts ○ 0-4 Servitors+15 pts/model ○ Cyber mastiff+10 pts ★ Up to two Servitors may replace their servo arm with : <ul style="list-style-type: none"> ○ Heavy flamer..... +10 pt ○ Heavy bolter +10 pt ○ Multi-melta.....+20 pts ○ Plasma cannon +30 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Melta-bombs+5 pts/model ○ Bike+15 pts/model ○ Demo-charge+10 pts | | | | | | | | | |
| <p>By the Ommissiah, I'm busy! Can't you shoot at someone else?!</p> <p style="text-align: right;">Tech Priest Vincent Matt during combat.</p> | | <ul style="list-style-type: none"> ★ Elysian Talons regiment commonly assigned number of Adeptus Mechanicus Tech Priest Engineers in order to keep equipment and vehicles in compliance with will of Ommissiah. Tech Priest attends to the needs of Machine Spirits as well as enhancing skills of regiment troops. | | | | | | | | | |
| <p>⌘ Blessing of Ommissiah</p> <p>If Tech Priest is in base contact with damaged vehicle, he can attempt to repair it in shooting phase instead of firing his weapons. Roll D6 and add +1 for each Servitor with Servo-arm. If result is 5+, then either Weapon Destroyed or Immobilized results are repaired. If Weapon Destroyed result is repaired, weapon can be fired in the next Shooting phase. Iron Priest cannot repair if gone to ground, locked in combat or falling back.</p> <p>⌘ Mind lock [Servitor only]:</p> <p>Mono-tasked brain of Servitor requires constant supervision by Tech Priest's. If Servitors are left unattended, owning player must roll d6 to pass Mind lock test at the start of each friendly turn. Roll D6 for each Servitor, on 1-3 Servitor succumbed to Mind lock, he and his unit cannot move, shoot or assault, though it may fight normally if already engaged. On a 4-6 test is passed with no penalties of whatsoever.</p> <p>⌘ Stubborn</p> <p>Tech Priest is experienced in the ways of battle, and battle tested and will ignore negative morale modifiers in accordance with Stubborn universal special rule</p> | | <p>⌘ Bolster Defenses</p> <p>If Tech Priest starts game on the board he can bolster one ruin or piece of terrain before the battle. Before the game begins nominate one ruin, building or piece of terrain receiving his improvements. For duration of the game reinforced building/ruin receives +1 to cover saves it provides.</p> <div style="text-align: center;">  </div> | | | | | | | | | |

❖ Ordo Hospitaller Sister


| Ordo Hospitaller Sister | | 45 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|
| | | | | Sister Hospitaller | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| | | Medical Servitor | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 | 4+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 Sister Hospitaller <p>Retinue:</p> <ul style="list-style-type: none"> • 0-4 Medical Servitors <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Flak armor • Laspistol • Combat blade • Narthecium • Frag and krak grenades • Refractor field [Sister only] | | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: Airborne! ★ Feel No Pain ★ Stubborn ★ Master Surgeon ★ No Pain – No Glory ★ Mind lock [Servitor] ★ Independent character <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Diamond APC | | <p>Options:</p> <ul style="list-style-type: none"> ★ Sister Hospitaller may take : <ul style="list-style-type: none"> ○ Plasma pistol+15 pts ○ Bolt pistol+5 pts ○ 0-4 Servitors+10 pts/model ○ Power Armor+15 pts ★ Up to two Servitors may replace their servo arm with : <ul style="list-style-type: none"> ○ Heavy flamer..... +10 pt ○ Heavy bolter +10 pt ○ Multi-melta.....+20 pts ○ Melta-bombs+5 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Bikes+15 pts/model | | | | | | | | |
| <p>Emperor dominatus. Ave Emperor, Libra,nos.</p> <p>Ordo Hospitaller prayer.</p> | | | | <ul style="list-style-type: none"> ★ Drop troops regiment often accompanied by Sisters of Ordo Hospitaller. Talons regard them as saintly angels of Emperors mercy, and revert to them with respect and kindness, hoping that it will ease the pain during treatment of inevitable combat wounds. Sister Hospitaller is treated as separate HQ unit and may join Company Command squad. Sister may not lead Company or Platoon. | | | | | | | | |
|  | | | | <ul style="list-style-type: none"> ❖ Master Surgeon Any failed Feel No Pain roll may be re-rolled once per phase if Sister is part of Company Command squad or Talons of Mercy squad. ❖ Feel No Pain Unit in base contact with Sister gain Feel No Pain universal special rule. ❖ No Pain – No Glory Medical Servitors are equipped with Narthecium and secondary medical tools. For Each Servitor with Narthecium you may add +1 to your Feel no Pain roll. However, if you roll 1, Servitor made a mistake during surgery and model is automatically killed regardless of remaining Wounds. ❖ Stubborn Sister Hospitaller has seen war in all of its forms and few things can shake devotion and concentration on patient. She, her retinue and unit she accompanies is Stubborn. | | | | | | | | |

⌘ Adeptus Arbites Judge


| Adeptus Arbites Judge | | 45 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|----|----|---|---|---|----|----|------|----|
| | | Judge | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+5+ | |
| Arbitrator | 3 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 4+ | | | |
| Cyber mastiff | 4 | 0 | 4 | 3 | 1 | 5 | 2 | 7 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Adeptus Arbites Judge <p>Retinue:</p> <ul style="list-style-type: none"> 0-6 Arbitrators 0-1 Cyber mastiff <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Carapace armor Bolt pistol Badge of Justicar Power maul Frag and krak grenades Flash bangs | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Judge, Jury, Executioner. ★ Precinct Beat ★ Stubborn | <p>Options:</p> <ul style="list-style-type: none"> ★ Arbites Judge may take : <ul style="list-style-type: none"> ○ Power armor+15 pts ○ Plasma gun/pistol+15 pts ○ 0-6 Arbitrators+10 pts/model ○ Cyber mastiff+10 pts ★ Any Arbites may take : <ul style="list-style-type: none"> ○ Boltgun/Arbites Shotgun.....+5 pts ○ Suppressor shield.....+10 pts ○ Melta-bombs+5 pts ○ Arbites Bike+15 pts/model ★ One member of retinue may take: <ul style="list-style-type: none"> ○ Demo-charge+10 pts ○ Combi-melta, - flamer, - plasma+10 pts ○ Medi-pack+30 pts ○ Meltagun/grenade launcher.....+10 pts ○ Plasma gun/pistol+15 pts ○ Power fist.....+20 pts | | | | | | | | | | |
| <p>By the Emperor's judgment you are found guilty. By law and order, Arbites! Destroy them!!</p> <p style="text-align: center;">Adeptus Arbites Judge Jeremiah Pavo.</p> | | <ul style="list-style-type: none"> ★ Elysian Talons regiment may be assigned to support efforts of Adeptus Arbites Judges during riot control operations or as troops support in urban conflicts. Judges of Adeptus Arbites are treated as separate HQ unit and may join Company Command squad. | | | | | | | | | | |
|  | | <ul style="list-style-type: none"> ⌘ Judge, Jury, Executioner Arbites function as Imperial law enforcers and thus are above any local or Imperial law. Judges may join Drop Troops regiment to enforce their efforts in suppressing riots. <p>Enemy units trying to assault unit with Judge will suffer a -1 to hit modifier (a 3+ becomes a 4+). These enemies fight normally when receiving attacks in return.</p> <ul style="list-style-type: none"> ⌘ Precinct Beat The Arbites know their jurisdictions like the back of their hands coordinate units into battle using by their precinct knowledge. Friendly units from same company as command squad joined by Judge may select any board edge outside of the enemy's deployment table edge when arriving from Reserve. ⌘ Stubborn Arbites are experienced warriors and will ignore negative morale modifiers in accordance with Stubborn universal special rule | | | | | | | | | | |

Elites


☒ Storm Talons

| Storm Talons | | 100 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|----|----|---|---|---|---|---|----|-------|
| | | Captain | | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 9 | 4+/5+ |
| | | Storm Talon | | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 4+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 NCO Captain • 4 Storm Talons <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Carapace armor • Hot-shot lasgun • Hot-shot laspistol • Refractor field [Captain] • Combat blade • Night visors • Frag and krak grenades • Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ Badge of Spade ★ Talon's Tactics: Senior Officer [Captain] ★ D-mode: Airborne! ★ Doctrine: Vantage team ★ Special Operations ★ Night Vision | <p>Options:</p> <ul style="list-style-type: none"> ★ Captain may take : <ul style="list-style-type: none"> ○ Boltgun/ Shotgun/ Bolt pistolFree ○ Storm bolter+10 pts ○ Power weapon /plasma pistol+10 pts ○ Power fist.....+15 pts ★ Any Storm Talon may replace hot-shot lasgun/laspistol with: <ul style="list-style-type: none"> ○ Shotgun/ Bolt pistol / BoltgunFree ★ Three Storm Talons may replace hot-shot lasgun with: <ul style="list-style-type: none"> ○ Sniper rifle/ Grenade launcher/ flamer .+5 pts ○ Meltagun/plasma pistol+10 pts ○ Plasma gun.....+15 pts ★ One Storm Talon per unit may take: <ul style="list-style-type: none"> ○ Vox-caster+5 pts ○ Demo-charge+10 pts ○ Medi-pack+30 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Up to five extra Storm Talons ...+16 pts/model ○ Poisoned weapons+5 pts/ model ○ Flash bangs+5 pts ○ Camo-cloaks+15 pts ○ Locator beacon+20 pts ○ Melta bombs+5 pts/model ○ Cyclop+15 pts/model ○ Bikes+15 pts/model | | | | | | | | | | |
|  | | | | | | | | | | | | |
| <p><i>I need men, who one day will walk beside me, walk into the valley of the shadow of death. I need men, who will look around it, and deep in their heart they shall know, that I each one of them is the deadliest, strongest, meanest m*%\$#r f%^\$^*r in this forsaken valley!</i></p> <p style="text-align: right;">Captain Mikhail Jermolov during Storm Talons selection. 77th regiment of Elysian Talon's.</p> | | <ul style="list-style-type: none"> ★ Elysian Drop Infantry is generally considered an elite combat formation among other Imperial Guard units. But among Elysian's themselves only Storm Talons are considered truly elite and revered with utmost respect soldiers can get. Storm Talons are Elysian equivalent of Storm Troopers, but unlike them they receive their training inside regiment and only make final examinations in Schola Progenium. | | | | | | | | | | |
| <p>★ Special Operations:</p> <p>Storm Talons rarely appear on battlefield for show of might missions. They must be assigned a special operation task before the battle, a task which they will accomplish or die trying.</p> <ul style="list-style-type: none"> ☒ Recon in force – Storm Talons are often first Elysian units in the field, it falls to them to capture and secure suitable landing zones for their regiment, or to harass enemy and gather intelligence about enemy's real strength. Squad gains Scouts and Infiltrate special rules. ☒ Ambush before the storm - Storm Talons are sent behind enemy lines to ambush important target. Unit may keep coherence when models are in 4" from each other. Unit may re-roll failed cover saves. | | <ul style="list-style-type: none"> ☒ Seize transport – Storm Talons are tasked with capturing enemy vehicle and using it as distraction. When Storm Talons assault vehicle capable of transporting troops or tanks, they must inflict at least one penetrating hit to kill the crew of the vehicle. Instead of rolling on damage table assaulted vehicle comes under Storm Talons control for duration of the game. Note that Talons will not capture Demonically Possessed vehicles or walkers. ☒ Storm raid – Storm Talons are tasked with raiding important objective and harassing their opponent. Squad gains Hit-n-run special rule and their weapons cause Pinning. | | | | | | | | | | |


☒ Ghost Talons

| Ghost Talons | | 100 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---------|----|---|---|---|----|---|----|----|
| | | | | Captain | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 9 |
| Ghost Talon | 3 | 4 | 3 | 3 | 1 | 4 | 1 | 8 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 NCO Captain • 4 Ghost Talons <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Flak armor • Sniper rifles • Laspistol • Refractor field [Captain] • Combat blade • Frag and krak grenades • Locator Beacon • Night visors • Camo-cloaks • Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ Talon's Tactics ★ Senior Officer: Captain ★ D-mode: Airborne! ★ Ghost protocol | <p>Options:</p> <ul style="list-style-type: none"> ★ Captain may take : <ul style="list-style-type: none"> ○ Boltgun/ Shotgun/ Bolt pistolFree ○ Badge of Sharpshooter.....+10pts ○ Storm bolter+10 pts ○ Power weapon /plasma pistol+10 pts ○ Power fist.....+15 pts ★ Any Ghost Talon may replace laspistol with: <ul style="list-style-type: none"> ○ Bolt pistol / Hot-shot laspistolFree ★ One Ghost Talons may replace sniper rifle with: <ul style="list-style-type: none"> ○ Grenade launcher.....+5 pts ○ Hot-shot lasgun / Heavy flamer.....+10 pts ○ Meltagun/plasma pistol+10 pts ○ Plasma gun.....+15 pts ○ Medi-pack+30 pts ★ One Ghost Talon per unit may take: <ul style="list-style-type: none"> ○ Vox-caster+5 pts ○ Demo-charge+10 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Auspex.....+10 pts ○ Poisoned weapons+5 pts/ model ○ Flash bangs+5 pts | | | | | | | | | | |
| <p><i>"Bull's-eye!!!"</i></p> <p>Captain Tomas Van der Saar during sniper training of 145th regiment of Elysian Talon's.</p> | | <ul style="list-style-type: none"> ★ Ghost Talons are master snipers and trackers. Their task is eliminating high priority targets and marking out landing zone before Combat drop. They extensively train in marksmanship and infiltration techniques which allow them to deliver a precise hit into most vulnerable place of an enemy at crucial time. | | | | | | | | | | |
| <p>★ Ghost Protocol: Ghost Talons comply with following rules during combat operations:</p> <p>☒ Ghost Talon: Squad of Ghost Talons follows Infiltrate, Scout and Stealth universal special rules.</p> <p>☒ Belly Crawlers Ghost Talons may re-roll failed cover saves during opponents Shooting phase. Ordnance weapons ignore this rule.</p> <p>☒ Bull eye! Ghost Talons precision is deadly and terrifying. Shots from sniper rifles always wound on 3+ regardless of opponents Toughness or armor value.</p> | | <p>☒ Marksmen: Shots from Ghost Talons are allocated to enemy models by Talons player rather than owning player as usual. Shots from Ghost Talons ignore cover saves.</p>  | | | | | | | | | | |

✘ Storm Pioneers

| Storm Pioneers | | 100 points | | WS | BS | S | T | W | I | A | Ld | Sv |
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| | | Captain | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 9 | 4+/5+ | |
| | | Storm Pioneer | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 4+ | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 NCO Captain • 9 Storm Pioneers <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Carapace armor • Lasgun • 1 Grenade launcher • Refractor field [Captain] • Combat blade [Shovel] • Frag and krak grenades • Melta-bombs • T- Mines • S-Mines • Auspex • Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ Senior Officer [Captain] ★ Talon's Tactics [Captain] ★ D-mode: Airborne! ★ Combat Engineers <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Arvus ★ Valkyrie ★ Diamond | <p>Options:</p> <ul style="list-style-type: none"> ★ Captain may take : <ul style="list-style-type: none"> ○ Boltgun/ Shotgun/ Bolt pistolFree ○ Demo-charge / Storm bolter+10 pts ○ Power weapon /plasma pistol+10 pts ○ Power fist.....+15 pts ★ Any Storm Pioneer may replace weapon with: <ul style="list-style-type: none"> ○ Shotgun/ hot-shot laspistolFree ★ Three Storm Pioneers may replace lasgun with: <ul style="list-style-type: none"> ○ Up to 3 Cyclops+15 pts/model ○ Grenade launcher/ Heavy flamer+5 pts ○ Lascutter /Meltagun/plasma pistol+10 pts ○ Plasma gun.....+15 pts ★ Two Storm Pioneers per unit may replace lasgun with: <ul style="list-style-type: none"> ○ Multi-laser/Heavy bolter+10 pts ○ Autocannon /Missile launcher+15 pts ★ One Storm Pioneer per unit may take: <ul style="list-style-type: none"> ○ Vox-caster+5 pts ○ Demo-charge+10 pts ○ Medi-pack+30 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Tech Priest+45 pts ○ Poisoned weapons+5 pts/ model ○ Smoke grenades / Flash bangs+5 pts ○ Camo-cloaks /Night visors+15 pts ○ Locator beacon+20 pts ○ Bikes+15 pts/model |  | | | | | | | | | |
| <p><i>"Welcome to the valley of death!"</i></p> <p style="text-align: right;">Captain Tomas Van der Saar during Storm Pioneers training for 145th regiment of Elysian Talon's.</p> | | <p>★ Storm Pioneers are Talons specialized engineering units, their job is to modify battlefield to stack up the odds of success for other Talons. Storm Pioneers create ambushes, hideouts, bunkers, set and clear minefields, create smoke covers, build bridges and sometimes act as demolishing squads and elite assault units. Storm Pioneers are key element in defense preparations and in essential in assaulting and raiding enemy territory.</p> | | | | | | | | | | |
| <p>Combat Engineers: During the battle Storm Pioneers may perform various combat tasks. You may choose anyone of listed here. Note: Pioneers cannot place or remove minefield, use demo-charges on buildings, while gone to ground, locked in combat, falling back, being pinned or dead.</p> <p>✘ Field fortification: Once per game unit instead of firing weapons, Storm Pioneers fortify terrain around them. Pass a Leadership test, if successful, for duration of the game piece of terrain, building or 6" area around Storm Pioneer unit provides 4+ cover save.</p> <p>✘ Demolitions: Once per game instead of shooting their guns Storm Pioneers can place use demo-charges and meltabombs on building/ruin, tank trap or fortification. Place Storm Pioneers in base contact with target. Take Leadership test, If successful uilding becomes mined and could be detonated at any time. To do so, roll d6, on a roll 1-2 explosives went dud, on 3-6 building collapses. Any unit (friend or foe) present in it must take S: 6, AP: 4 hits on every model and pass a dangerous terrain test. Building must be removed from table.</p> | | <p>✘ Minefield:</p> <p>During the game Storm Pioneers can place or clear one minefield per Shooting phase. Minefield follows this profile: S-Mines: [R: flamer template, S:3, AP: 5, Shred, Ignores cover] T-Mines: [R: 6" area, S:7, AP3, d6 hits, ignores cover, vehicles hit in rear, Armorbane]. All minefields are one shot only.</p> <p>To place minefield: In shooting phase choose a target area within 24" of Pioneers, where you would like to place minefield. Roll 2D6 and scatter dice. If an arrow is rolled you can subtract Pioneers BS from a scatter roll. Place small blast template at location where shot has scattered. Area within 6" from marker counts as minefield. If enemy unit is covered with blast template, it is hit with frag grenades [S3, AP6, Blast] and minefield dispersed. Any unit [friend or foe] walking into range of minefield is automatically hit..</p> <p>To clear minefield: If Pioneers ends their movement phase on minefield or within 10" from it, you can clear it by doing following: In shooting phase place flame template over it. Roll D6, on a roll 1-2 Pioneers is hit by a landmine with normal armor saves apply; (minefield removed from play), on a roll 3-6 minefield is cleared.</p> | | | | | | | | | | |

☒ Talons of Mercy

| Talons of Mercy | | 100 points | | WS | BS | S | T | W | I | A | Ld | Sv |
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| | | Captain | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 9 | 5+/5+ | |
| Medicae | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Medicae-Captain 5 Medicae Talon <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Laspistol Refractor field [Captain] Combat blade Medi-pack Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ Talon's Tactics ★ Senior Officer: Captain ★ Stubborn ★ D-mode: Airborne ★ Medicae Point ★ Feel No Pain <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Diamond APC | <p>Options:</p> <ul style="list-style-type: none"> ★ Captain may take : <ul style="list-style-type: none"> ○ Boltgun/ Shotgun/ Bolt pistolFree ○ Badge of Sharpshooter.....+10pts ○ Storm bolter+10 pts ○ Power weapon /plasma pistol+10 pts ○ Power fist.....+15 pts ★ Any Medicae Talon may replace laspistol with: <ul style="list-style-type: none"> ○ Bolt pistol / Hot-shot laspistolFree ○ Lasgun+2 pts ★ One Medicae Talons may replace lasgun/laspistol with: <ul style="list-style-type: none"> ○ Grenade launcher.....+5 pts ○ Hot-shot lasgun+10 pts ○ Meltagun/plasma pistol+10 pts ○ Plasma gun.....+15 pts ★ One Medicae Talon per unit may take: <ul style="list-style-type: none"> ○ Vox-caster+5 pts ★ Unit may take: <ul style="list-style-type: none"> ○ Auspex.....+10 pts ○ Poisoned weapons+5 pts/ model ○ Flash bangs+5 pts ○ Carapace armor+15 pts ○ Camo-cloaks+15 pts ○ "Belly of the Talon" deployment+ 20 pts | | | | | | | | | | |
| <p>"Medic!!!"</p> <p>Common shout for help.</p> | | <ul style="list-style-type: none"> ★ Talons of Mercy are medical support of any Drop Troop regiment. It up to them to take care of the wounded and dead straight after the first wave of Combat Drop has finished landing. Medicae of Talons are not the highly skilled professionals, but mostly former troopers skilled in patching up combat wounds in the field. However, when Talons of Mercy establish Medicae Point inside of their modified Diamond all Talons feel a bit easier, knowing that if they will be wounded help is at hand. | | | | | | | | | | |
| <p>★ Medicae Point: Talons of Mercy are medical unit of Drop Troop regiment. They comply with following rules during combat operations:</p> <p>☒ Feel No Pain: Any friendly unit in base contact with Medicae has Feel No Pain universal special rule. Note that allied Space Marines, abhumans and Thunderwolves gain effect of this rule on d6 roll of 6+ due to differences in physiology.</p> <p>☒ Loose Formation Talons of Mercy may keep cohesion in 4" from each others individual model.</p> <p>☒ Medicae Point: If Talons of Mercy are embarked on Diamond APC any unit within 24" to it may send it's wounded to Medicae Point. Place a d6 to mark number of wounded troopers. During next turn, If at least one model from original squad is on the board, roll Feel No Pain for each model sent to Medicae Point. Successful roll restore wounded troopers to combat stance. Models killed as result of Instant Death weapons may not be healed.</p> | |  | | | | | | | | | | |

Troops

✘ Assault Infantry Platoon

| Assault Infantry Platoon | |
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| <p>Composition:</p> <ul style="list-style-type: none"> ✘ 1 Platoon command squad ✘ 3-5 Talon squads ✘ 0-2 Spade Talons ✘ 0-4 Special weapons teams ✘ 0-2 Heavy weapons squad ✘ 0-1 Spotter teams <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ D-mode: Airborne! ★ D-mode: Rappelling ★ Combined squad | <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Arvus ★ Valkyrie <p>Platoon description:</p> <ul style="list-style-type: none"> ★ Elysian Talons utilize concept of specialized platoons. Assault platoon's primary practice is securing the initial landing zones, storming enemy fortification and assaulting unsuspecting enemy after landing. ★ <i>Each platoon counts as a single Troop choice on force organization chart and rolled collectively when rolled for reserves.</i> |


✘ Fire Support Platoon

| Fire Support Platoon | |
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| <p>Composition:</p> <ul style="list-style-type: none"> ✘ 1 Platoon command squad ✘ 2-5 Heavy weapons squad ✘ 0-2 Talons squads ✘ 0-2 Spade Talons ✘ 0-3 Spotter teams ✘ 0-2 Special weapons teams <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ D-mode: Airborne! ★ D-mode: Landing raft | <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Arvus ★ Valkyrie <p>Platoon description:</p> <ul style="list-style-type: none"> ★ Fire Support platoon's main job is landing in second wave and providing troops with heavy support fire, anti-tank and anti-personnel fire screen. Fire Support platoon bristles with heavy weapons and Spotter teams to provide deadly efficient fire support to the leading wave of Talons. ★ <i>Each platoon counts as a single Troop choice on force organization chart and rolled collectively when rolled for reserves.</i> |


✘ Mechanized Infantry Platoon

| Mechanized Infantry Platoon | |
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| <p>Composition:</p> <ul style="list-style-type: none"> ✘ 1 Platoon command squad ✘ 2-4 Spade Talons ✘ 0-5 Talons squads ✘ 0-2 Heavy weapons squad ✘ 0-2 Spotters team ✘ 0-3 Special weapons teams <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: Landing raft (Diamonds/Chimera) ★ D-mode: Belly of the Talon (Diamonds/ Chimera) | <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Diamond Rhino ★ Chimera <p>Platoon description:</p> <ul style="list-style-type: none"> ★ Mechanized platoon are advancing on enemy positions after primary landing zone have been secured, provide mobile fire support, flank and destroy routed enemy, counter-attack approaching reaction force and raid from landing zones deep into enemy territory. Their main workhorse is venerable Taurus Venator, Diamond Rhino and ever resourceful, veteran Spade Talons. |

✧ Platoon Command Squad

| Platoon Command Squad | | 35 points | | WS | BS | S | T | W | I | A | Ld | Sv |
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| | | Lieutenant | 4 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ | |
| Spade Talon | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 Lieutenant • 4 Talons <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> • Flak armor • Lasgun • Combat blade • Frag and krak grenades • Grav-chute • Tactica Imperialis field book | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ D-mode: Airborne! ★ Junior Officer: Lieutenant <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Same as platoon choice | <p>Options:</p> <ul style="list-style-type: none"> ★ Lieutenant may take : <ul style="list-style-type: none"> ○ Shotgun/ Bolt pistol/LaspistolFree ○ Melta-bombs+5 pts ○ Plasma gun/pistol+15 pts ○ Power weapon+10pts ○ Power fist.....+20 pts ★ Any Talon may replace lasgun with : <ul style="list-style-type: none"> ○ LaspistolFree ★ Two Talons may be equipped with heavy weapon: <ul style="list-style-type: none"> ○ Multi-laser /Mortar+5 pts ○ Heavy Flamer+10 pts ○ Autocannon/ Heavy Bolter+10 pts ○ Missile Launcher+15 pts ○ Lascannon+20 pts ★ Two Talons may replace lasgun with: <ul style="list-style-type: none"> ○ Sniper rifle/ Grenade launcher.....+5 pts ○ Meltagun/Lascutter.....+10 pts ○ Plasma gun/pistol+15 pts ★ One Talon may take: <ul style="list-style-type: none"> ○ Vox-caster+5 pts ○ Demo-charge+10 pts ○ Medi-pack+30 pts ○ Platoon Standart+15 pts ★ Squad may be joined by: <ul style="list-style-type: none"> ○ Commissar+45 pts ○ NCO Captain.....+35 pts ○ NCO Lieutenant+25 pts ○ NCO Lance-Corporal+15 pts | | | | | | | | | | |
|  | | | | | | | | | | | | |
| <p>Talons! Give'em hell!</p> <p>Talons officer's order in battle.</p> | | | | | | | | | | | | |
| <p>✧ Talons tactics: Junior Officer</p> <p>Lieutenant of Elysian Talons has command range of 6". He may issue two orders per turn. Lieutenant may use following orders described in Talon's Tactics section:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Give'em hell! ★ Man the guns! ★ Hit the dirt! ★ Go! Go! Go! ★ Bring it on! | | <p>★ Elysian Talons are led by experience and battle hardened officers, who lead by example and cunning tactics. Platoon commanders are usually in the rank of Lieutenant, but on certain occasions they are joined by NCO Colonels or even Commissars. This boost infantry morale and combat ability. Platoon Commanders and their squads deal in grizzly front line work: ambushes, assaults, close quarter fighting, fire storm and mortar salvos. Despite having a high attrition rate every Talon wishes to take a lead over his platoon in the glory of the Emperor and his regiment.</p> | | | | | | | | | | |


✧ Talon Squad

| Talon Infantry Squad | 50 points | WS BS S T W I A Ld Sv | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|----|---|
| | | Corporal | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 |
| Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Corporal 9 Talons <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Lasgun Combat blade Frag and krak grenades Grav-chute Infantryman uplifting example | <p>Special rules:</p> <ul style="list-style-type: none"> Talons lead the way! Talons all the way! D-mode: Airborne! Combined squad <p>Dedicated Transport:</p> <ul style="list-style-type: none"> Same as platoon choice  | <p>Options:</p> <ul style="list-style-type: none"> Corporal may take : <ul style="list-style-type: none"> Shotgun/ Bolt pistol/LaspistolFree Melta-bombs+5 pts Plasma gun/pistol+15 pts Power weapon+15 pts Power fist.....+20 pts Two Talons may replace lasgun with: <ul style="list-style-type: none"> Sniper rifle/ Grenade launcher/ Flamer .+5 pts Meltagun/Lascutter.....+10 pts Plasma gun/pistol+15 pts One Talon may take: <ul style="list-style-type: none"> Vox-caster+5 pts Demo-charge+10 pts Squad may be joined by: <ul style="list-style-type: none"> Commissar+45 pts NCO Captain.....+35 pts NCO Lieutenant+25 pts NCO Lance-Corporal+15 pts | | | | | | | | |
| <p>When the Talon's borne? <i>When he is airborne!</i> When the Talon's right? <i>When he gets to fight!</i> When the Talon brags? <i>When he raises flag!</i> When the Talon's fine? <i>When the xenos die!</i> When the Talon grows? When he drops and storms!</p> <p style="text-align: right;">Elysian Talon's drill song.</p> | | <ul style="list-style-type: none"> Elysian Talons infantry squads are backbone of every regiment. As everyone in regiment from lowly cook to commander Talons comply with the rule: "everyone jumps, none quits!" Thanks to their rigorous training and combat experience Talons are tough and resilient soldiers, superseded only by Adeptus Astartes and probably by some highly specialized and trained units of Inquisition, Adepta Sororitas and Ministorum. <p>✧ Combined squad Before deployment commander may decide to join several Infantry squads together. Created unit remains part of their platoon as normal, may not be split during the game and embark on transport with insufficient capacity.</p> | | | | | | | | |

✧ Talons Special Weapons Team


| Talons Special Weapons Team | 35 points | WS BS S T W I A Ld Sv | | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|---|---|---|---|---|---|---|
| | | Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 6 Talons <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Lasgun Combat blade Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> Talons lead the way! Talons all the way! D-mode: Airborne! <p>Dedicated Transport:</p> <ul style="list-style-type: none"> Same as platoon choice | <p>Options:</p> <ul style="list-style-type: none"> Three Talons must replace lasgun with one of the following: <ul style="list-style-type: none"> Shotgun/ Bolt pistol/LaspistolFree Flamer / Melta-bombs.....+5 pts/ model Power weapon+15 pts/ model Power fist.....+20 pts/ model Sniper rifle/ Grenade launcher:+5 pts /model Meltagun/ Hot-shot lasgun.....+10 pts Unit may take: <ul style="list-style-type: none"> Demo-charge / Cyclop+15 pts /model Vox-caster+5 pts | | | | | | | | |
| <p>"I need volunteers to krak that bunker open! You, you and you three will do. Grab the flamers and follow me!!</p> <p style="text-align: right;">Lance-Corporal Himmel during combat.</p> | | <ul style="list-style-type: none"> Special weapons teams are formed on ad-hoc basis from "volunteers" and sometimes replace penal squads of regiment. Teams are given dangerous tasks such as storming the bunker or screening flank of advancing platoons. Selected from the men at hand they are given special equipment and allowed to deny usual order of battle. | | | | | | | | |

✧ Talons Heavy Weapons Squad


| Talons Heavy Weapons Squad | | 60 points | | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|----|---|----|----|
| | | Corporal | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ | |
| Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Corporal 9 Talons <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Lasgun Combat blade 3 Accatran pattern mortars Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> Talons lead the way! Talons all the way! D-mode: Landing raft Fast barrage <p>Dedicated Transport:</p> <ul style="list-style-type: none"> Same as platoon choice | <p>Options:</p> <ul style="list-style-type: none"> Corporal may take : <ul style="list-style-type: none"> Shotgun/ Bolt pistol/LaspistolFree Melta-bombs+5 pts Power weapon /Plasma gun/pistol....+15 pts Power fist.....+20 pts Unit may replace mortar with: <ul style="list-style-type: none"> Multi-laser / Heavy flamer+5 pts Heavy bolter+10 pts Missile launcher+10 pts Cyclop+15 pts/ model Autocannon+15 pts Lascannon+15 pts Multi-melta+20 pts One Talon may take: <ul style="list-style-type: none"> Vox-caster+5 pts Demo-charge+10 pts | | | | | | | | | | |
| <p>"The Emperor protects, but heavy bolter covers. So stop talking and lay down some suppressive fire!"</p> <p>Corporal Vesk during combat drop.</p> | | | | <ul style="list-style-type: none"> Heavy weapons teams are backbone of platoon's firepower. They land to assume defensive positions or support push against the enemy. Packing heavy mortar shells, picking up enemy armor with lascannons, or supporting attack with heavy flamer burst they are deadly efficient. | | | | | | | | |
| <ul style="list-style-type: none"> Fast barrage: Accatran patter mortars is equipped with preloaded drum munitions which allows it to fire two rounds per shooting phase. This gives unit chance to hit enemy more often. Accatran pattern mortar follow this profile: <p>[R:36", S: 6, AP:4, Heavy 2, Barrage, Blast]</p> | | | |  | | | | | | | | |



✘ Spotter team

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|----|
| Spotter team | 35 points | Corporal | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| | | Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| | | Scanner / searchlight | - | 3 | - | 6 | 1 | - | - | - | 3+ |
| | | | | | | | | | | | |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Corporal 5 Talons <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Lasgun Combat blade Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ D-mode: Airborne! ★ Observers <p>Dedicated Transport:</p> <ul style="list-style-type: none"> ★ Same as platoon choice | <p>Options:</p> <ul style="list-style-type: none"> ★ Corporal may take : <ul style="list-style-type: none"> ○ Shotgun/ Bolt pistol/LaspistolFree ○ Plasma gun/pistol+15 pts ○ Power weapon+15 pts ○ Power fist.....+20 pts ★ Unit may take one of the following: <ul style="list-style-type: none"> ○ Antares pattern scanner+25 pts ○ Icarus pattern scanner+25 pts ○ Hawkeye Targeter+25 pts ○ Locator beacon+20 pts ○ Searchlight+10 pts | | | | | | | | | |
| <p>“Scanner-Six, to Papa- Talon! Incoming ‘nids on three o’clock!”</p> <p>Corporal Claymore during operation “Bugsweep”.</p> | | <ul style="list-style-type: none"> ★ Spotter teams are eyes and ears of Talons, who commonly operate behind enemy lines and without proper intelligence support or anti-air cover. Scanners give an early warning of incoming enemy provide accurate coordinates for artillery or anti-air weaponry. Though their numbers are small their role is highly significant. | | | | | | | | | |
| <p>★ Observers:</p> <p>Spotter teams are versatile support unit capable of directing fire and spotting incoming dangers for other Talons. Whenever Spotter team is Equipped with Searchlight, Scanner, Targeter or Palladium module it counts as being equipped with vox-caster. All of above if fired as Heavy 1 weapon unless described otherwise.</p> <p><i>Note: Scanner team cannot use its equipment while embarked on transport, gone to ground, locked in combat, falling back, being pinned or dead.</i></p> <p>★ Antares pattern ground scanner:</p> <p>Antares scanner is portable multi-frequency scanner designed to spot and target hidden and infiltrated units, minefields, burrowed threats or organisms. Spotter team may use it instead of firing its weapons.</p> <p>Roll d6 in Shooting phase for each infiltrated unit or arrived by Deep Strike means unit in 24" from scanner. If result is 4+, then for each spotted enemy unit one friendly unit with vox-caster may take free shots at them.</p> <p>Vehicles, Sentry gun batteries, Sabre platforms or allied Space Marines counts as being equipped with vox-caster.</p> <p>When spotting minefield Storm Pioneer or any friendly unit may re-roll failed dangerous terrain or removal tests when approaching spotted minefield.</p> | | <p>★ Icarus pattern scanner:</p> <p>Icarus pattern scanner is portable multi-frequency scanner designed to target and predict trajectories of fast moving airborne targets. Spotter team may use it instead of firing its weapons.</p> <p>Roll d6 in Shooting phase for each skimmer, flyer or fast vehicle (including bikes) in 24" from scanner. If result is 4+, then during Shooting phase friendly unit equipped with vox-caster may reduce enemy cover save for moving flat-out by -1. (i.e. 4+ cover save becomes 5+.)</p> <p>★ Hawkeye Targeter: see armory of Hawkeye Talon entry</p> | | | | | | | | | |
| | |  | | | | | | | | | |

✧ Spade Talons

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
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| Spade Talon Infantry Squad | 80 points | Lance-Corporal | 3 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 5+ |
| | | Spade Talon | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 NCO Lance-Corporal 9 Talons <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Flak armor Hellgun Combat blade Frag and krak grenades Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> Talons lead the way! Talons all the way! D-mode: Airborne Junior Officer: Lance-Corporal Paid In Blood <p>Dedicated Transport:</p> <ul style="list-style-type: none"> Arvus Valkyrie Diamond Or same as platoon choice | <p>Options:</p> <ul style="list-style-type: none"> Lance-Corporal may take : <ul style="list-style-type: none"> Melta-bombs+5 pts Power weapon+10 pts Power fist.....+15 pts Badge of Sharpshooter+10 pts Badge of Spade+10 pts Any Spade Talon may replace lasgun with: <ul style="list-style-type: none"> Shotgun/ LaspistolFree Three Spade Talons may replace lasgun with: <ul style="list-style-type: none"> Sniper rifle/ Grenade launcher/ flamer .+5 pts Meltagun/ Hot-shot lasgun.....+10 pts Plasma gun/pistol+15 pts Two Spade Talons may become heavy weapon team with: <ul style="list-style-type: none"> Accatran Mortar+5 pts Autocannon/ Multi-laser+10 pts Missile Launcher / Heavy Bolter+15 pts Lascannon+20 pts One Spade Talon may take: <ul style="list-style-type: none"> Vox-caster+5 pts Demo-charge+10 pts Cyclop+15 pts/model Medi-pack+30 pts Unit may take: <ul style="list-style-type: none"> Camo-cloaks+10 pts Carapace armor+30 pts Poisoned weapons+10 pts Melta bombs+5 pts/model Bikes+15 pts/model Squad may be joined by: <ul style="list-style-type: none"> Commissar+45 pts NCO Captain.....+35 pts NCO Lieutenant+25 pts | | | | | | | | | |
| <p><i>We fly in dusk, We jump in rain. With talons thrust- We lead the way!</i></p> <p style="text-align: right;">Elysian Talon's drill song.</p> | | | | | | | | | | | |
| <p>✧ Paid in Blood: Spade Talons are veteran unit of Drop regiments. Their veteran rank has been paid in blood of comrades' fallen but victorious in battle. Veteran unit may take separate doctrine than listed in any platoon description. Veterans may take one additional doctrine listed below even if they are not part of the platoon for +30 points.</p> <p>✧ Doctrine:</p> <ul style="list-style-type: none"> Grenadiers Trophy tin Loose Formation Belly Crawlers Throat Cutters Vantage Team | | | | | | | | | | | |
|  | | <p>✧ Veteran of Drop Troop regiments are hardened survivors of many combat drops and skirmishes. Their rigorous training and battle tested combat intellect allows them certain level of independence and tactical freedom both in decision making and equipment selection.</p> <p>Spade Talons are used to take initiative in combat to themselves and lead troops to glory by example, superior marksmanship and combat skill.</p> | | | | | | | | | |

Dedicated transport

✘ Arvus pattern lighter

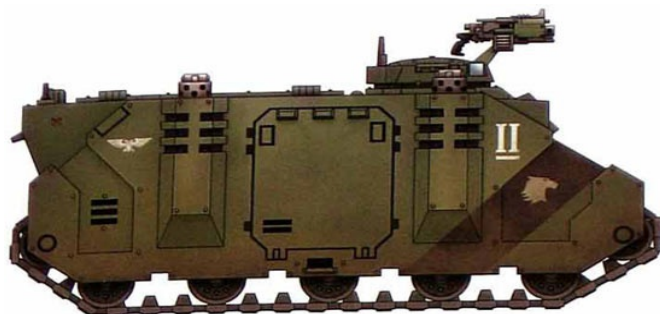
| Arvus lighter | 75 points | BS | Front | Side | Rear | HP |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|
| | | Arvus | 3 | 10 | 10 | 10 |
| <p>Composition:</p> <ul style="list-style-type: none"> 1 Arvus <p>Type:</p> <ul style="list-style-type: none"> Vehicle [Skimmer, fast] <p>Wargear:</p> <ul style="list-style-type: none"> Extra armor Searchlight Smoke launchers Nose mounted heavy bolter | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Deep Strike ★ Supersonic ★ Drop-n-run ★ Strafing round <p>Transport capacity:</p> <ul style="list-style-type: none"> ★ 12 models in carapace, flak or power armor <p>Access points:</p> <ul style="list-style-type: none"> ★ Rear | <p>Options:</p> <ul style="list-style-type: none"> ★ Arvus may take : <ul style="list-style-type: none"> ○ Ejector sets+10 pts ○ Night visors+5 pts ○ Illum flares+5 pts ○ Chaff launchers+15 pts ○ Vox amplifier+25 pts ○ Locator beacon+20 pts | | | | |
| <p><i>"-Talons! Lead the way! - All the way!!"</i></p> <p>Corporal of Talon infantry squad while disembarking from Arvus.</p> | | <p>★ Arvus lighter is a "cheaper than Valkyrie" transport solution of most Drop Troop regiments. Arvus was never indented as front-line support, rather than drop-n-run aircraft. Its light armor makes it vulnerable to enemy fire, but smaller than Valkyrie size allows it greater chance of hiding behind cover while landing. These nimble aircraft are capable of delivering troops into very narrow landing zones and demoralize enemy unit before escaping.</p> | | | | |
| <p>★ Strafing round attack:</p> <p>On a rare occasion then pilot of Arvus feels brave enough to engage in combat, aircraft moves flat-out while pouring enemy below with heavy bolter fire.</p> <p>Nominate point where Arvus finishes its flat-out movement in a straight line. Then resolve heavy bolter shots against first 3 enemy unit covered by strafing round of Arvus. Each unit is hit as normal. All enemy units must take a Pinning test after shots have been resolved.</p> <p>Note if any enemy unit suffers "Exploded" or "Wrecked" result, Arvus is automatically hit by S: 4, AP: D6 hit with cover saves allowed as normal.</p> | | <p>★ Deep Strike</p> <p>Vehicle is deployed in accordance with Deep Strike rules, described in Warhammer 40000 rulebook.</p> <p>★ Drop-n-run:</p> <p>Smaller size of Arvus allows it to land its cargo on 6" radius landing zone. After cargo or unit is unloaded, Arvus may rapidly take off and return to base. At any time after unit has disembarked, you may remove Arvus from the board. Aircraft may return using standard reserve rules.</p> <p>★ Supersonic:</p> <p>Arvus than moves flat-out may move up 36".</p> <p>★ Firing ports: None</p> | | | | |

✘ Valkyrie assault carrier

| Valkyrie assault carrier | 120 points | BS | Front | Side | Rear | HP |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|
| | | Valkyrie | 3 | 12 | 12 | 10 |
| <p>Composition:</p> <ul style="list-style-type: none"> 1 Valkyrie <p>Type:</p> <ul style="list-style-type: none"> Vehicle [Skimmer, fast] <p>Wargear:</p> <ul style="list-style-type: none"> Auspex Multi-laser Extra armor 2 hull-mounted heavy bolters 2 Hell strike missiles Searchlight Smoke launchers | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Deep Strike ★ Scout ★ Command vehicle ★ D-mode: Rappelling <p>Transport capacity:</p> <ul style="list-style-type: none"> ★ 12 models in carapace, flak or power armor <p>Access points:</p> <ul style="list-style-type: none"> ★ Rear ★ One on each side | <p>Options:</p> <ul style="list-style-type: none"> ★ Valkyrie may take : <ul style="list-style-type: none"> ○ Armored cockpit+20 pts ○ Ejector sets+10 pts ○ Night visors+5 pts ○ Illum flares+5 pts ○ Chaff launchers+15 pts ○ Vox amplifier+25 pts ○ Locator beacon+20 pts ★ Valkyrie may replace multi-laser with: <ul style="list-style-type: none"> ○ Lascannon+5 pts ★ Valkyrie may replace Hell strike missiles with: <ul style="list-style-type: none"> ○ Hunter-killer missile.....+10 pts ○ Multiple rocket pod+15 pts | | | | |
| <p><i>"-Hang on, talons, we enter the chop!"</i></p> <p>Communication between Valkyrie crew before entering drop zone with heavy anti-air defense.</p> | | <p>★ Command vehicle:</p> <p>Officer embarked on Valkyrie may issue orders as normal if command platoon equipped with vox-caster. Unit may not use Palladium command module when embarked on vehicle.</p> <p>★ Firing ports: None</p> | | | | |

✘ Diamond APC

| Diamond APC | 35 points | BS | Front | Side | Rear | HP |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|
| | | Diamond | 3 | 11 | 11 | 10 |
| <p>Crew and Composition:</p> <ul style="list-style-type: none"> • 3 Talons • 1 Diamond <p>Type:</p> <ul style="list-style-type: none"> • Vehicle [Tank, fast] <p>Wargear:</p> <ul style="list-style-type: none"> • Pintle-mounted storm bolter • Searchlight • Smoke launchers | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Assault Vehicle ★ D-mode: grav-raft ★ Command vehicle ★ Tank riders <p>Transport capacity:</p> <ul style="list-style-type: none"> ★ 10 models in carapace, flank or power armor inside. ★ 10 models in carapace or flak armor outside. <p>Access points:</p> <ul style="list-style-type: none"> ★ Rear ★ One on each side | <p>Options:</p> <ul style="list-style-type: none"> ★ Diamond may take : <ul style="list-style-type: none"> ○ Auspex+5 pts ○ Amphibious pods.....+15 pts ○ Ablative armor+35 pts ○ "Belly of the Talon" deployment ...+ 20 pts ○ Camo-netting+5 pts ○ Chaff launchers+15 pts ○ Dozer blade+5 pts ○ Extra armor+5pts ○ Hunter-killer missile.....+10 pts ○ Night visors+5 pts ○ Locator beacon.....+20 pts ○ Secondary storm-bolter+10 pts ★ Diamond may replace storm bolter with: <ul style="list-style-type: none"> ○ Heavy flamer /bolter/ stubber+5 pts ○ Heavy grenade launcher+10 pts ○ Multi-laser+10 pts ○ Multi-melta+15 pts ○ Lascannon+20 pts | | | | |
| <p><i>"-Go! Go! Go!! Move it driver, 'nids are closing in!! - \$#^%* Spade, you were suppose to kill them, not bring'em under my tracks!"</i></p> <p>Communication between Diamond driver and survivors of Spade Talon unit. Operation "Bugsweep".</p> | | <p>★ Diamond APC are based on venerable Rhino design, but heavily modified to suit need of Drop Troops regiments of Imperial Guard. Main differences of this version are lower height of hull, lighter chassis and more powerful engines which allow Diamond greater speed and maneuverability. Secondary upgrades include assault ramps which allow embarked units assault at will. Most Diamond assigned to mechanized platoons and serve as both troop transports and fire support units. In this case Diamond must replace their pintle-mounted storm bolter with heavy weaponry from the list.</p> | | | | |
| <p>★ Assault vehicle:</p> <p>Diamonds are equipped with assault ramps which allow embarked troops to safely hurl into the battle. Model disembarking from vehicle may launch an assault the same turn they disembark, unless unit rules or equipment does not allow this move.</p> <p>★ Command vehicle:</p> <p>Officer embarked on Diamonds may issue orders as normal. Commander may use Palladium command module or any other equipment as normal when embarked on vehicle.</p> <p>★ Firing ports:</p> <p>Four models embarked on Diamonds may fire their weapons from the top hatch. Up to four models can fire their lasguns while riding on top of the armor.</p> | | <p>★ D-mode: grav-raft:</p> <p>Vehicle is deployed in accordance with Deep Strike rules, described in Warhammer 40000 rulebook. After vehicle has landed roll d6 for each vehicle deployed via landing raft. On a 4+ crew have found vehicle, started it up and became operational on the same turn it has landed and may shoot. On any other result, vehicle remains immobile until next turn. No other modifier can affect this. In the beginning of the next run vehicle may be used normally. Immobile vehicle may take cover and armor saves as normal.</p> <p>★ Tank riders:</p> <p>Diamonds are equipped with external grapples allowing troops to ride on top of the vehicles armor. Unit may choose to ride on the armor instead of going inside. If unit using Combined squads takes Diamond as transport, then up to 10 models can ride outside of the vehicle. While troops are riding on the armor:</p> <ul style="list-style-type: none"> • Nominate which shots fired at vehicle are resolved against vehicle armor and unit's Toughness. • Diamond may not be carried by Sky Talon. | | | | |




Fast attack

✦ Aphelion Sentinel squadron

| Aphelion pattern Drop Sentinel squadron | | 35 points / model | | WS | BS | S | Front | Side | Rear | I | A | HP |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|-------|------|------|---|---|----|
| | | Aphelion Sentinel | | | | | | | | | | |
| <p>Composition:</p> <ul style="list-style-type: none"> 1-4 Aphelion pattern Sentinels <p>Type:</p> <ul style="list-style-type: none"> Vehicle, walker, open-topped <p>Wargear:</p> <ul style="list-style-type: none"> Multi-laser Smoke launcher Searchlight Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: Airborne ★ Double-edged ★ Scouts ★ Move Through Cover | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may take : <ul style="list-style-type: none"> ○ Up to 3 Sentinels.....+35 pts/ model ○ Hunter-killer missile+10 pts/ model ○ Camo-netting+5 pts /model ○ Chaff launchers+15 pts ○ "Belly of the Talon" deployment ...+ 20 pts ○ Auspex+5 pts ○ Night visors+5 pts ★ Any Sentinel may replace multi-laser with: <ul style="list-style-type: none"> ○ Heavy bolter.....+5 pts ○ Heavy flamer+5 pts ○ Lascannon+20 pts ○ Assault cannon+20 pts ○ Multi-melta+20 pts | | | | | | | | | | |
| <p><i>"- Belly to the tin-cans. Ten seconds to drop zone. Good hunting boys! - \$#^%* you, fly-boy!"</i></p> <p>Communication between Sky Talon's pilot and Aphelion Sentinel unit during combat drop.</p> | | | | <p>★ Aphelion pattern Sentinel is commonly used as recon in force units and light fire support for Talons Infantry squads on the ground. Light armor offers little protection thus forcing its crew to adapt to environment and seek every possible cover. Though rugged in cross terrain movement Aphelion is not designed for extensive battle missions and has one of highest attrition rates in the regiment.</p> | | | | | | | | |
| <p>★ Double-edged: Aphelion Sentinel is a versatile unit which could be deployed as either Fast Attack or Heavy Support choice.</p> <p>★ D-mode: Belly of the Talon. Sentinels may be deployed on battlefield using Sky Talons. Each Sky Talon may transport up 2 Aphelion Sentinels. See Sky Talon entry for more details.</p> | | | | <p>★ D-mode: Airborne: Aphelion Sentinel may be deployed by grav-chute onto battlefield. If player chooses to do so unit enter board using standart Deep Strike rules. It may re-roll its scatter dice and Deep Strike mishap result, but must comply with second result.</p> | | | | | | | | |



✘ Outriders bike squad

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|------|---|---|----|----|----|
| Outrider squad | 40 points | Corporal | 3 | 3 | 3 | 3(4) | 1 | 3 | 2 | 8 | 5+ |
| | | Outrider | 3 | 3 | 3 | 3(4) | 1 | 3 | 1 | 8 | 5+ |
| <p>Composition:</p> <ul style="list-style-type: none"> • 5 - 10 outriders <p>Type:</p> <ul style="list-style-type: none"> • Bikes <p>Wargear:</p> <ul style="list-style-type: none"> • Las pistol • Combat blade • Flak armor • Searchlight • Grav-chute • Frag and krak grenades | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Talons lead the way! ★ Talons all the way! ★ D-mode: Airborne! ★ Furious Charge | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may add up to five Outriders+10 pts/model ★ Outriders can take: <ul style="list-style-type: none"> ○ Auspex+5 pts ○ Automatic Grenade Launcher...+15 pts/model ○ Camo-netting+5 pts ○ Cluster Land mines+10 pts ○ Melta-bombs+5 pts /model ○ Locator Beacon+20 pts ○ Night visors+5 pts ○ Power weapon+10 pts /model ○ Shotgun/Lasgun.....+2 pts /model ○ Twin-linked boltgun on the bike: +10 pts/model ○ "Belly of the Talon" deployment+20 pts ★ Up to 2 Outriders may replace laspistol /combat blade with: <ul style="list-style-type: none"> ○ Flamer /Grenade launcher+10 pts ○ Melta gun+10 pts ○ Plasma gun / pistol.....+15 pts | | | | | | | | | |
|  | | <p>★ Furious Charge: Outriders are fast moving recon-assault units of Talons charging into an enemy at full speed of their bike and strike with devastating force and fury. Outriders are used as fast moving shock troop and harassing attacks on targets of opportunity. They may arrive first to the battlefield, be dropped behind enemy lines to create confusion or outflank and assault unsuspecting enemy. Though lightly armed and outnumbered their bravery and speed protects them better than armor.</p> <p>Unit is subject of Furious Charge special rule.</p> | | | | | | | | | |
| <p><i>"-Riders, on my go, cha-arge!!!"</i></p> <p>Unknown Lance-corporal of Outriders during combat.</p> | | | | | | | | | | | |




☒ Hawkeye Talon bike squad

| Hawkeye Talon bike squad | | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|------|---|---|----|------|
| 45 points / model | | Hawkeye | 3 | 4 | 3 | 3(4) | 2 | 3 | 2 | 8 4+ |
| <p>Composition:</p> <ul style="list-style-type: none"> 1- 2 Hawkeye bikes <p>Type:</p> <ul style="list-style-type: none"> Bike <p>Wargear:</p> <ul style="list-style-type: none"> Multi-laser Twin-linked bolter 2 Bolt pistols Carapace armor Searchlight Grav-chute Hawkeye Targeter Servo-skull Vox-caster Frag and krak grenades | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: grav-raft ★ Scout ★ Infiltrate ★ Move Thought Cover ★ Hawkeye Targeter ★ Floating skull ★ Multi-target | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may add up to one Hawkeye+45 pts/model ★ Hawkeye can take: <ul style="list-style-type: none"> ○ Auspex+5 pts ○ Camo-netting+5 pts ○ Smoke launchers+5 pts ○ Cluster Land mines+10 pts ○ Locator Beacon+20 pts ○ Night visors+5 pts ○ "Belly of the Talon" deployment+20 pts ○ Hot-shot power cell+10 pts ○ Twin-linked ammo feed..... +10 pts ★ Unit may replace multi-laser with: <ul style="list-style-type: none"> ○ Heavy bolter.....+5 pts ○ Heavy flamer+5 pts ○ Lascannon+20 pts ○ Multi-melta+20 pts | | | | | | | | |
| <p><i>"-I say again, target is highlighted, waiting for inbound strike!"</i></p> <p style="text-align: center;">Communication between Hawkeye operator and Vulture Gunship during combat</p> | | <ul style="list-style-type: none"> ★ Hawkeye bike squadrons act as forward artillery spotters, observers and reconnaissance units. Equipped with bike and a sidecar they provide majority of Talons with accurate coordinates for planting firing solution, making the best of use of drop troop's limited munitions. | | | | | | | | |
| <ul style="list-style-type: none"> ★ Hawkeye Targeter: instead of firing multi-laser during Shooting phase, operator guides friendly fire at one designated target using portable multi-frequency Hawkeye Targeter. <p>Nominate unit, vehicle or squadron of vehicles or Monstrous creatures. You must have a line of sight to unit. Roll to hit as normal. If successful, any friendly Ordnance, Barrage or Missile launchers firing at target may re-roll scatter dice if owning player wishes to. Note that Heavy weapons that does not use scatter dice may use BS 4 of Hawkeye bike.</p> | | <ul style="list-style-type: none"> ★ Floating skull: Hawkeye bikes are commonly issued with servo-skulls to improve their targeting abilities. If Hawkeye bike finishes its movement inside or behind cover witch blocks line of sight toward target it may use Servo-skull to guide friendly fire. Choose point up to 10" directly above the bike and use Hawkeye Targeter to provide accurate coordinates as normal. ★ Multi-target: If Hawkeye squad has 2 bikes each bike may fire its Hawkeye Targeter at separate targets with normal rules applied. | | | | | | | | |



✧ Tauros Maverick squadron

| Tauros Maverick squadron | | 35 points / model | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|---|
| | | BS | Front | Side | Rear | HP | |
| | | Maverick | 3 | 11 | 10 | 10 | 2 |
| <p>Composition:</p> <ul style="list-style-type: none"> • 1- 4 Maverick <p>Type:</p> <ul style="list-style-type: none"> • Vehicle[fast, open-topped] <p>Wargear:</p> <ul style="list-style-type: none"> • Multi-laser • Smoke launcher • Extra armor • Searchlight • Smoke launchers • Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: grav-raft ★ All-terrain ★ Move Through Cover ★ Scouts ★ Infiltrate ★ Turbo-boost | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may take : <ul style="list-style-type: none"> ○ Up to 3 Mavericks.....+75 pts/ model ○ Camo-netting+5 pts /model ○ Enclosed compartment+15 pts/ model ○ Auspex+5 pts ○ Night visors+5 pts ○ "Belly of the Talon" deployment+20 pts ○ Locator Beacon+20 pts ○ Hot-shot power cell+15 pts ○ Twin-linked ammo feed..... +10 pts ○ Hunter-killer missile.....+10 pts ★ Any Maverick may replace multi-laser with: <ul style="list-style-type: none"> ○ Heavy bolter.....+5 pts ○ Heavy flamer+10 pts ○ Missile launcher+10 pts ○ Heavy grenade launcher+15 pts ○ Multi-melta+20 pts ○ Lascannon+20 pts ★ One Maverick per squad may take: <ul style="list-style-type: none"> ○ Palladium command module+25 pts ○ Antares pattern scanner+25 pts ○ Icarus pattern scanner+25 pts ○ Hawkeye Targeter+25 pts ○ Locator beacon+20 pts | | | | | |
|  | | | | | | | |
| <p><i>"-What the hell was that? - It's Mavericks zooming out, Talon."</i></p> <p>Conversation between Corporal and trainee Talon.</p> | | <ul style="list-style-type: none"> ★ Tauros Mavericks are ultimate raiders and scouts of Drop Troops regiments. They may be equipped for wide variety of combat roles: from fire support to target acquisition and scouting ahead of advancing regiment. Mavericks are light and fast vehicles capable of turbo boosting to avoid enemy fire and escaping ambushes. While hiding or rapidly outflanking Mavericks are striking fear into the heart of any enemy. | | | | | |
| <ul style="list-style-type: none"> ★ All terrain: Venator is built on specialized chassis optimized for cross terrain movement at high speed. Venator may re-roll failed dangerous terrain test if it has moved in Movement phase. This does not affect dangerous terrain test taken upon arrival via Deep strike or Belly of the Talon deployment. ★ Turbo-boost: Maverick is light and extremely agile vehicle designed for speed and maneuver. Maverick is able to turbo boost up-to 12" just as bikes and gain 4+ cover save. Note that camo-cloaks affect this save as normal. | | <ul style="list-style-type: none"> ★ Enclosed compartment. Maverick with this upgrade use extra armor to protect crew from toxic environments. Vehicles with enclosed compartments no longer count as open-topped. ★ D-mode: Belly of the Talon. Maverick squadron may be deployed on battlefield using Sky Talons. Each Sky Talon may transport up 2 Mavericks. You may take one "Belly of the Talon" upgrade to deploy whole unit of 4 Mavericks on the same landing spot, but second half of the unit must take dangerous terrain test on arrival. See Sky Talon entry for more details. | | | | | |

Heavy support

☒ Phoenix Sentinel squadron

| | | WS | BS | S | Front | Side | Rear | I | A | HP | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|-------|------|------|----|---|----|---|
| Phoenix pattern Drop Sentinel squadron | 55 points / model | Phoenix Sentinel | 3 | 4 | 5 | 12 | 11 | 10 | 3 | 1 | 3 |
| <p>Composition:</p> <ul style="list-style-type: none"> 1 - 4 Phoenix pattern Sentinels <p>Type:</p> <ul style="list-style-type: none"> Vehicle, walker <p>Wargear:</p> <ul style="list-style-type: none"> Twin-linked Multi-laser Ablative armor Smoke launcher Searchlight Grav-chute | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: grav-raft ★ Ablative armor | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may take : <ul style="list-style-type: none"> ○ Up to 3 Sentinels.....+55 pts/ model ○ Hunter-killer missile+10 pts/ model ○ Camo-netting+5 pts /model ○ Chaff launchers+15 pts ○ Auspex+5 pts ○ Night visors+5 pts ○ "Belly of the Talon" deployment+20 pts ○ Hot-shot power cell+15 pts ○ Twin-linked ammo feed..... +10 pts ★ Any Sentinel may replace its multi-laser with: <ul style="list-style-type: none"> ○ Twin-linked heavy bolter.....+5 pts ○ Heavy flamer+5 pts ○ Missile launcher+10 pts ○ Eviscerator+15 pts ○ Twin-linked plasma gun+15 pts ○ Twin-linked Lascannon+15 pts ○ Multi-melta+20 pts ○ Plasma cannon+25 pts ○ Typhoon missile launcher.....+30 pts ★ One Sentinel per squadron may take: <ul style="list-style-type: none"> ○ Palladium command module+25 pts | | | | | | | | | |
| <p><i>"-Bravo-six-five! Concentrate fire on that infantry on your 3 o'clock!</i></p> <p><i>- Yes, sir!</i></p> <p><i>- Bravo- six-three! Engage tank at one o'clock!"</i></p> <p style="text-align: center;">Communication between Phoenix Sentinel squadron during combat.</p> | | <p>★ Phoenix pattern Sentinel is a main armored workhorse any Drop Troops regiment. They take role of battle tanks during combat drops and assault operations. Heavily armed and well armored Phoenix is basically a walking tank capable to destroy any enemy of the Emperor.</p> <p>Main protection of Phoenix is layers of ablative armor which allows it to ignore or deflect devastating fire from enemy. With preference towards laser weaponry it packs a considerable punch with lascannons or multi-lasers. Palladium Command module allows unit to split its fire between targets in order to provide fire support for Talons on the ground. Phoenix is rugged and reliable designed for front line battle missions. Crews of Phoenixes are piloted by those who survived long enough as Aphelion pilot and have one of the most experienced and capable soldiers of the regiment.</p> | | | | | | | | | |
| <p>★ Ablative armor: Phoenix pattern Drop Sentinels are enforced by layers of ablative armor, created for the regiment by artisans of Mechanicus in gratitude for operation "Blowtorch". Ablative armor deflects incoming projectiles or beams using the layers of studded explosives.</p> <p>Whenever Sentinel suffers glancing or penetrating hit owning player rolls d6 before opponent rolls on vehicle damage table. On 4+ result penetrating hit becomes glancing hit. When vehicle suffers Glancing hit, on d6 roll of 6+ glancing hit is deflected and vehicle suffers no damage.</p> | | <p>★ D-mode: Grav-raft: Phoenix Sentinel may be deployed by grav-raft onto battlefield. Due to its heavier weight Phoenix is very difficult to maneuver in the air and unit may not use D-mode: Airborne rule.</p> <p>After vehicle has landed roll d6 for each vehicle deployed via landing raft. On a 4+ crew have found vehicle, started it up and became operational on the same turn it has landed and may shoot. On any other result, vehicle remains immobile until next turn. No other modifier can affect this. In the beginning of the next run vehicle may be used normally. Immobile vehicle may take cover and armor saves as normal.</p> <p>★ D-mode: Belly of the Talon. Sentinels may be deployed on battlefield using Sky Talons. Each Sky Talon may transport up 2 Phoenix Sentinels. You may take one "Belly of the Talon" upgrade to deploy whole unit of 4 Sentinels on the same landing spot, but second half of the unit must take dangerous terrain test on arrival. See Sky Talon entry for details.</p> | | | | | | | | | |


✘ Bazilevs heavy mortar battery

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|----|
| Bazilevs heavy mortar battery | 35 points /model | Corporal | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| | | Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| | | Bazilevs mortar | - | - | - | 7 | 2 | - | - | - | 3+ |
| Rank and Composition: | Special rules: | Options: | | | | | | | | | |
| <ul style="list-style-type: none"> 1 Corporal 3 Talons 1-3 Mortars Type: <ul style="list-style-type: none"> Artillery Wargear: <ul style="list-style-type: none"> 1 Bazilevs mortar Flak armor Lasgun Combat blade Frag grenades Grav-chute | <ul style="list-style-type: none"> Talons lead the way! Talons all the way! D-mode: grav-raft Hit from above Dug-out position Bazilevs Rounds Dedicated Transport: <ul style="list-style-type: none"> Diamond Valkyrie | <ul style="list-style-type: none"> Corporal may take : <ul style="list-style-type: none"> Shotgun/ Bolt pistol/LaspistolFree Plasma gun/pistol+15 pts Power weapon+15 pts Power fist.....+20 pts Unit may take one of the following: <ul style="list-style-type: none"> Up to 2 additional mortar teams: +35 pts/ team Camo-netting+10 pts /model Smoke launchers+5 pts Vox-caster+5 pts “Belly of the Talon” deployment+ 20 pts Auspex+5 pts Night visors+5 pts Searchlight+10 pts | | | | | | | | | |
| “Orders received, sir! Firing at your coordinates!” | | | | | | | | | | | |
| Corporal Viktorov during operation “Bugsweep”. | | | | | | | | | | | |
| <ul style="list-style-type: none"> Hit from Above: Shots from Bazilevs are resolved against rear armor of vehicles to represent mortar rounds falling from above. Bazilevs rounds: Mortar may fire two different rounds. <ul style="list-style-type: none"> Eagle round: [R:48”, S: 8, AP: 3, Heavy 1, Barrage] Griffon round: [R:48”, S: 6, AP: 4, Heavy 1, Barrage, Large Blast.] | | <ul style="list-style-type: none"> Bazilevs mortars are heaviest artillery units used by drop Troops regiments. Their mortars pack versatile munitions and pack a heavy punch against most armored targets. Due to the fact that mortars fire attack its targets from above vehicles are hit into their rear armor. Dug-out position: Crew of Bazilevs mortar may create dug out position once per game instead of firing gun. Take a Leadership test, if successful, unit counts as being in 4+ cover with normal modifiers applied. | | | | | | | | | |


✘ Tarantula Sentry gun battery

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|----|
| Tarantula sentry gun battery | 25 points / model | Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| | | Sentry gun | - | 2 | - | 6 | 2 | - | - | - | 3+ |
| Rank and Composition: | Special rules: | Options: | | | | | | | | | |
| <ul style="list-style-type: none"> 1-4 Sentry guns 2 Talons per gun Type: <ul style="list-style-type: none"> Artillery Wargear: <ul style="list-style-type: none"> Flak armor Lasgun Combat blade Frag and krak grenades 1 Sentry gun Twin-linked multi-laser Grav-chute | <ul style="list-style-type: none"> D-Mode: Grav-raft Automated defense Interceptor Auto-targeting system [upgrade] AA-mount [upgrade] | <ul style="list-style-type: none"> Unit may take: <ul style="list-style-type: none"> Up to 3 additional sentry guns ...+25 pts/model Camo-netting+5 pts/model Auto-targeting system+15 pts AA-mount+15 pts Platform may replace twin-linked multi-laser with: <ul style="list-style-type: none"> Twin-linked heavy flamer+10 pts Twin-linked heavy bolter+10 pts Twin-linked autocannon+15 pts Twin-linked lascannon+20 pts Twin-linked missile launcher+25 pts | | | | | | | | | |
| <ul style="list-style-type: none"> Automated defense: Sentry guns are programmed to function without crew or supervision, relying of “friend-foe” protocol. If battery crew is killed, Sentry guns remain in play but may not be moved. Auto targeting system: Sentry guns may be equipped with fast vehicle tracking device. Skimmers, flyers and bikes can not gain cover save gained by turbo-boosting or moving flat-out. | | <ul style="list-style-type: none"> Tarantula Sentry guns batteries are deployed when situation calls for defensive actions and in order to increase troop’s firepower without stretching manpower resources for guard duties. Sentry guns are placed to protect installation from air raids, defensive positions or to ambush oncoming horde. Despite packing heavy firepower these units are usually expendable reserve of Regiment. AA-mount: Sentry guns may be equipped with anti-aircraft mount and can fire at flyers and skimmers using its normal BS. Sentry gun gains Skyfire special rule. | | | | | | | | | |


✧ Venator squadron

| Venator squadron | 75 points / model | BS | Front | Side | Rear | HP |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|
| Venator | | 3 | 11 | 11 | 10 | 2 |
| <p>Composition:</p> <ul style="list-style-type: none"> • 1- 4 Venator <p>Type:</p> <ul style="list-style-type: none"> • Vehicle,[fast, open-topped] <p>Wargear:</p> <ul style="list-style-type: none"> • Twin-linked multi-laser • Smoke launcher • Extra armor • Searchlight • Grav-chute • Auto-targeting system | <p>Special rules:</p> <ul style="list-style-type: none"> ★ D-mode: grav-raft ★ Auto targeting system ★ All-terrain ★ Robust  | <p>Options:</p> <ul style="list-style-type: none"> ★ Unit may take : <ul style="list-style-type: none"> ○ Up to 3 Venators.....+75 pts/ model ○ Camo-netting+5 pts /model ○ Chaff launchers+15 pts ○ Auspex+5 pts ○ Enclosed compartment+15 pts/ model ○ Night visors+5 pts ○ "Belly of the Talon" deployment+20 pts ○ Hot-shot power cell+15 pts ○ Twin-linked ammo feed..... +10 pts ★ Any Venator may take: <ul style="list-style-type: none"> ○ Up to 2 Hunter-killer missiles.....+10 pts/ missile ★ Any Venator may replace multi-laser with: <ul style="list-style-type: none"> ○ Twin-linked Heavy bolter.....+5 pts ○ Twin-linked Heavy flamer+10 pts ○ Twin-linked Lascannon+15 pts ○ Twin-linked Hydra autocannon ..+20 pts ○ Heavy grenade launcher+15 pts ○ Multi-melta+20 pts ★ One Venator per squad may take: <ul style="list-style-type: none"> ○ Palladium command module+25 pts | | | | |
| <p><i>"-Listen up, Talons! We are both anti-air and anti-tank until footsloggers break through to us. So pick your targets carefully. Good hunting Venators! -Good Hunting, Commissar!</i></p> <p>Communication between Commissar Vasilevsky and his Venator squadron before combat.</p> | | <p>★ Venators are versatile heavy support vehicles of Drop troop's regiments. Equipped with variety of long range weaponry Venators mercilessly hunts down enemy vehicles, aircraft or hordes of infantry with range, precision and firepower. Units employ move-hit-hide tactics due to the fact of lighter chassis they are unable to take role of battle tanks and survive extensive punishment. Venators are second heaviest vehicles after Phoenix Sentinels and are one of the armored workhorses of any Drop Troops regiment.</p> | | | | |
| <p>★ Auto targeting system: Venator is equipped with fast vehicle tracking device. Skimmers, flyers and bikes can not gain cover save gained by turbo-boosting or moving flat-out.</p> <p>★ Robust: Venator is built to be robust and survivable vehicle. Extra armor and improvised shielding allows it to take severe punishment during combat drops and urban operations. Whenever Venator suffers Crew Shaken or Crew Stunned damage results roll d6, on 4+ result damage is ignored.</p> | | <p>★ All terrain: see Maverick entry for details.</p> <p>★ D-mode: Belly of the Talon. Venator squad may be deployed on battlefield using Sky Talons. Each Sky Talon wing may transport 1 Venator. You may take one "Belly of the Talon" upgrade to deploy whole unit of 4 Venators on the same landing spot, but every following vehicle of the unit must take dangerous terrain test on arrival, to represent Sky Talon hovering above landing spot and dropping vehicle off.</p> | | | | |

✧ Sky Talon squadron

| Sky Talon lighter | | | | | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|---|
| 150 points | | BS | Front | Side | Rear | HP | |
| | | Sky talon | 3 | 12 | 12 | 10 | 3 |
| <p>Composition:</p> <ul style="list-style-type: none"> • 1-4 Sky Talon <p>Type:</p> <ul style="list-style-type: none"> • Vehicle [Skimmer, fast] <p>Wargear:</p> <ul style="list-style-type: none"> • Heavy bolter • Night visors • Armored cockpit • Searchlight | <p>Special rules:</p> <ul style="list-style-type: none"> ★ Deep Strike ★ Sky lift ★ Drop-n-run ★ D-mode: Belly of the Talon | <p>Options:</p> <ul style="list-style-type: none"> ★ Sky Talon may take : <ul style="list-style-type: none"> ○ Up to 3 additional Sky Talons150pts/model ○ Ejector sets+10 pts ○ Night visors+5 pts ○ Illum flares+5 pts ○ Chaff launchers+15 pts ★ Sky Talon may arm outer hard points with: <ul style="list-style-type: none"> ○ Up to 2 Hellstrike missiles.....+15 pts/ rocket ○ Up to 2 Hunter-killer missile.....+10 pts /rocket ○ Twin-linked heavy bolter+5 pts ○ Twin-linked multi-laser.....+10 pts ○ Twin-linked lascannon+30 pts ○ Multiple rocket pod+15 pts ○ | | | | | |
| <p><i>"-Keep it steady driver, we must get into Belly!"</i></p> <p style="text-align: center;">Maverick commander to his driver</p> | |  | | | | | |
| <p>★ Sky lift:</p> <p>Sky Talon is a heavy airborne carrier is capable of landing most of Drop Troops Regiment support vehicles. To do so</p> <ul style="list-style-type: none"> ✧ One Sky Talon can carry either 2 Aphelion Sentinels, or 2 Phoenix Sentinels, or 2 Mavericks, or 1 Venator, or 2 Bazilevs mortar, or 1 Diamond. ✧ Note that if Sky Talon is carrying Phoenix, Venator or Diamond you may not add any extra weapons on outer hard points. ✧ To land a vehicle Sky Talon requires landing zone of 12" radius. Landing zone must be free of trees, buildings, vehicles or monstrous creatures. ✧ Disembarked vehicle(s) may move, shoot and assault as normal only after all squadron has been deployed. ✧ If more than 2 (<i>more than 1 in case of Venator and Diamond</i>) vehicles are disembarked on same landing zone, all following vehicles of the squadron must take dangerous terrain test. ✧ Vehicles may not shoot while being carried by Sky Talon. ✧ If Sky Talon is hit while carrying vehicle resolve damage against Sky Talon's armor. ✧ If Sky Talon suffers "Wrecked" or "Explode" result while carrying vehicle, vehicle is automatically destroyed. ✧ Sky Talon may pick up friendly vehicle which has moved and carry it to any available landing zone on the board. Unit may disembark in following friendly turn. | | <p>★ Deep Strike</p> <p>Vehicle may be deployed in accordance with Deep Strike rules, described in Warhammer 40000 rulebook.</p> <p>★ Drop-n-run:</p> <p>After cargo or unit is unloaded, Sky Talon may rapidly take off and return to base. During any friendly turn, after cargo unit has disembarked, you may remove Sky Talon(s) from the board using its flat-out movement towards nearest board edge. Aircraft may return using standart reserve rules.</p> <p>★ D-mode: Belly of the Talon. Vehicles of Drop Troops Regiments may be deployed on battlefield using wing of Sky Talons. (<i>See Sky lift rule for details on how many vehicles may be taken onboard.</i>) You may take one "Belly of the Talon" upgrade to deploy whole unit or squadron on the same landing spot. But vehicle(s) following first drop must take dangerous terrain test on arrival. This represents Sky Talon hovering above landing spot and dropping vehicle off. After Sky Talon drop off its cargo it may only move flat out towards nearest board edge to return to base.</p> <p>★ Armored cockpit:</p> <p>Whenever Sky Talon suffers Crew Shaken or Crew Stunned damage results, roll d6. On 4+ result damage is ignored.</p> | | | | | |

✧ Vulture Gunship

| Vulture gunship | | 150 points | | | | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|------|------|----|---|
| | | BS | Front | Side | Rear | HP | |
| | | Vulture | 3 | 12 | 12 | 12 | 3 |
| <p>Composition:</p> <ul style="list-style-type: none"> • 1 Vulture <p>Type:</p> <ul style="list-style-type: none"> • Vehicle [Skimmer, fast] <p>Wargear:</p> <ul style="list-style-type: none"> • Heavy bolter • Night visors • Armored cockpit • 2 outer hard point • 2 inner hard points • Searchlight • Smoke launchers | <p>Special rules:</p> <ul style="list-style-type: none"> * Deep Strike * Scout * Double-edged * Aerial assault * Armored cockpit * Dive bombing * Strafing round | <p>Options:</p> <ul style="list-style-type: none"> * Vulture may take : <ul style="list-style-type: none"> ○ Ejector sets+10 pts ○ Night visors+5 pts ○ Illum flares+5 pts ○ Chaff launchers+15 pts * Vulture may arm outer hard point with: <ul style="list-style-type: none"> ○ Twin-linked heavy bolter+5 pts ○ Twin-linked multi-laser.....+10 pts ○ Twin-linked auto cannon+15 pts ○ Twin-linked assault cannon+20 pts ○ Twin-linked lascannon+30 pts ○ Multiple rocket pod+15 pts * Vulture may arm inner hard point with: <ul style="list-style-type: none"> ○ Up to 2 Hellstrike missiles.....+15 pts/ rocket ○ Up to 2 Hunter-killer missile....+10 pts /rocket ○ Up to 2 Incineration missiles ...+10 pts/rocket ○ Cluster bombs+20 pts ○ Heavy bombs+40 pts | | | | | |
| <p><i>"-Inco-o-o-ming!!!!"</i></p> <p>Intercepted enemy transmission.</p> | | <ul style="list-style-type: none"> * Vulture is the main heavy support choice for most Drop Troops regiments. Fast, well armed and reliable it can take serious damage and deliver much needed fire support for the troops on the ground. Vulture is rightfully feared for its capability of hailstorm of shots and accurate dive bombing. | | | | | |
| <p>* Dive bombing :</p> <p>Vulture is capable of attacking ground unit by diving into their position from high above and unleashing all of its weaponry. To do so</p> <ul style="list-style-type: none"> * Nominate point where Vulture ends its flat out, straight line movement. * Place one large blast template over any unit passed by Vulture. * Resolve shooting attack against any number of units covered by template. You may choose which weapon is fired at which unit. * When firing bombs or rockets they scatter one d6, rather than 2d6 as normal. You may subtract Vulture's BS from scatter roll. * Attack ignores cover, unless line of sight could not be drawn from above. * After attack has been resolved, roll d6: on 1-2 Vulture keeps diving until it crashes into large blast template, on 3+ pilot pull aircraft up and you may place Vulture into nominated point. * If Vulture crashes all units covered by its blast suffer S:9, AP:2 hit. <p>* Armored cockpit:</p> <p>Whenever Sky Talon suffers Crew Shaken or Crew Stunned damage results, roll d6. On 4+ result damage is ignored.</p> | <ul style="list-style-type: none"> * Aerial assault: If Vulture gunship has moved at cruising speed during its Movement phase it can fire all of its weapons. * Deep Strike <p>Vehicle may be deployed in accordance with Deep Strike rules, described in Warhammer 40000 rulebook.</p> <ul style="list-style-type: none"> * Double-edged: Vulture gunship is a versatile unit which could be deployed as either Fast Attack or Heavy Support choice. * Strafing round: <p>When enemy is swarming into position of Talons, aiming to overwhelm it by sheer numbers then Vultures engage them by strafing rounds.</p> <p>Nominate point where Vulture finishes its flat-out movement in a straight line. Nominate first 3 enemy units covered by line of Vulture's movement. If Vulture is equipped with heavy bolter, multi-laser, assault cannon or Autocannon owning player may resolve shots against first 3 enemy unit covered by strafing round. Each unit is hit as normal. All enemy units which have been hit by strafing round must take a Pinning test after shots have been resolved.</p> <p>Note if any enemy unit suffers "Exploded" or "Wrecked" result, Vulture is automatically hit by S: 4, AP: D6 hit with cover saves allowed as normal.</p> | | | | | | |
|  | | | | | | | |

Special characters

☒ GENERAL NAZAR MARGELOV

| | | WS | BS | S | T | W | I | A | Ld | Sv | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|-------|
| General Margelov | 145 points | Nazar Margelov | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 General (unique) <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Carapace armour Ghost bolter Power weapon Macharian Cross Frag and Krak grenades Grav-chute Refractor field | <p>Special rules:</p> <ul style="list-style-type: none"> D-mode: Airborne! Talons lead the way! Talons all the way! Talon's tactics: Senior officer Doctrine: Commando training Rally on me! Macharian Cross Ghost Bolter Night Attacker <p>Command vehicle:</p> <ul style="list-style-type: none"> Arvus Valkyrie Diamond Rhino Tauros Maverick Tauros Venator | <p>Options:</p> <ul style="list-style-type: none"> General may take: <ul style="list-style-type: none"> Boltgun/Shotgun.....Free Flash bangs+5 pts Melta-bombs+5 pts Demo-charge+10 pts Poisoned weapons+5 pts Ca mo-cloack+5 pts General may replace his power weapon/ storm bolter with: <ul style="list-style-type: none"> LaspistolFree Hot-shot laspistol/lasgun+10 pts Combi-melta, - flamer, - plasma+10 pts Meltagun/grenade launcher.....+10 pts Plasma gun/pistol+15 pts Power fist.....+15 pts | | | | | | | | | |
| <p>"First rule of drop regiment: everyone jumps - none quits!"</p> <p>Second rule of drop regiment: from general to the last serf everyone jumps! No exceptions!</p> <p>Third rule of drop regiment: everyone jumps to win, or die trying!"</p> <p style="text-align: right;"><i>General Nazar Margelov. Airborne regiment's combat tactics and strategy."</i></p> | | <p>★ Nazar Margelov is Vostroyan born officer, who was given a task of raising a Drop Troops regiment on base of battle remnants of one Elysian and one Vostroyan infantry regiments. Starting with two Valkyries and set of grav-chutes Margelov trained with his men and gained their support and recognition. He recruited into new regiment veterans of other Navy and Guard regiments who displayed streak of independence, tacticians and troublemakers. They became his Lieutenants and later training experts on commando operations. After regiment was half-operational, 77th was thrown into combat and performed as shock troops and later on as harassing unit, raiding enemy rear and capturing vital objectives. It became regiments trademark tactics to attack at night and penetrate deep into enemy territory while remaining hidden and mobile.</p> | | | | | | | | | |
| <p>★ Talons tactics: Senior Officer General Margelov is a Senior Officer and has command range of 12". He may issue three of following orders per turn: Bring it down!, Fire on my target!, Talons lead the way!, Give'em hell!, None quits! Everyone fights!, Man the guns!, Hit the dirt!, Go! Go! Go!, No retreat! No surrender!, Steady aim!</p> <p>★ Macharian Cross Officer of Imperial Guard awarded with Macharian Cross as a recognition of intelligent application of tenets of <i>Tactica Imperialis</i>. After deployment including Scouts and Infiltrators is complete commander may redeploy one of his units within 3D6" of its current position, or redeploy 3 of his units within 6" of their current position. Redeployed units must remain in their deployment zone unless units Infiltrate.</p> | | <p>★ Night Attacker: General Margelov has following Warlord traits: Night Attacker. On first turn rules for Night Fighting apply without rolling for it.</p> <p>★ Ghost Bolter General Margelov carries a trademark item: master-crafted storm bolter with integrated silencer and clips of hellfire rounds. Gun follows this profile: [R:24", S:4, AP:5, Assault 2, Pinning, Poisoned 2+]</p> <p>★ Rally on me!</p> <ul style="list-style-type: none"> Any Elysian unit which is falling back automatically regroups in 12" from commander and may act as normal. Any Elysian unit in 12" to general may use his Leadership for the purpose of Morale checks. If general does not take command squad retinue he follows rules for independent character. | | | | | | | | | |

⌘ **GENERAL JACOB NIJMEGEN**

| General Nijmegen | 135 points | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|
| | | Nijmegen | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> • 1 General (Unique) <p>Type:</p> <ul style="list-style-type: none"> • Infantry <p>Wargear:</p> <ul style="list-style-type: none"> ✦ Carapace armour ✦ Hot-shot laspistol ✦ Power weapon ✦ Medallion Crimson ✦ Frag and krak grenades ✦ Grav-chute ✦ Refractor field | <p>Special rules:</p> <ul style="list-style-type: none"> ⌘ D-mode: Airborne! ⌘ Talons lead the way! ⌘ Talons all the way! ⌘ Talon's tactics: Senior officer ⌘ Medallion Crimson ⌘ Rally on me! ⌘ Hold your ground! ⌘ Stubborn ⌘ Coordinated Assault <p>Command vehicle:</p> <ul style="list-style-type: none"> ⌘ Arvus ⌘ Valkyrie ⌘ Diamond Rhino ⌘ Tauros Maverick ⌘ Tauros Venator | <p>Options:</p> <ul style="list-style-type: none"> ⌘ General may take : <ul style="list-style-type: none"> - Boltgun/Shotgun.....Free - Flash bangs+5 pts - Storm bolter+10 pts - Melta-bombs+5 pts - Demo-charge+10 pts - Master-crafted weapon.....+15 pts - Poisoned weapons+5 pts - Camo-cloak+5 pts ⌘ General may replace his pistol with: <ul style="list-style-type: none"> - Laspistol/Bolt pistolFree - Hot-shot laspistol/lasgun+10 pts - Combi-melta, - flamer, - plasma+10 pts - Meltagun/grenade launcher.....+10 pts - Plasma gun/pistol+15 pts - Power fist.....+15 pts | | | | | | | | |
| <p>“Hold your ground! The Emperor demands it! “ <i>General Jacob Nijmegen during battle</i></p> | | <p>★ General Jacob Nijmegen served with 101st Airborne regiment since he joined Imperial Guard. He rose through the ranks to become its commanding officer and implement he skill and knowledge of airborne warfare, only to meet his match in desperate battle with Chaos Space Marines during 13th Black Crusade. Nijmegen is master of defence and counter-attacks on approaching enemy units. He trains his troop in careful use of terrain and movement and emphasizes accuracy of lasfire. Heavy casualties taken by his regiment from Chaos Marines made his soldiers bitter and zealous fighters.</p> | | | | | | | | |
| <p>★ Talons tactics: Senior Officer General Nijmegen is a Senior Officer and has command range of 12". He may issue three of following orders per turn: Bring it down!, Fire on my target!, Talons lead the way!, Give'em hell!, None quits! Everyone fights!, Man the guns!, Hit the dirt!, Go! Go! Go!, No retreat! No surrender!, Steady aim!</p> <p>★ Hold your ground!: When General Nijmegen issues and order, it must be rolled using his Leadership instead of leadership of receiving unit.</p> <p>★ Medallion Crimson: General Nijmegen has been seriously wounded during the battle with chaos filth, but despite that remained in command and continued rallying his forces. For his action he has been awarded Medallion Crimson.</p> <p>When he first time suffers wound inflicting Instant Death, he loses a wound instead of dying.</p> | | <p>★ Rally on me!</p> <ul style="list-style-type: none"> ⌘ Any Elysian unit which is falling back automatically regroups in 12" from colonel and may act as normal. ⌘ Any Elysian unit in 12" to colonel may use his Leadership for the purpose of Morale checks. ⌘ If colonel does not take command squad retinue he follows rules for independent character. <p>★ Stubborn: General Nijmegen is seasoned veteran, he and unit he joins are Stubborn.</p> <p>★ Coordinated Assault: General Nijmegen has following Warlord traits: Coordinated assault. All friendly unit in 12" add +1 to the result when rolling charge distance.</p> | | | | | | | | |

✧ CONFESSOR RENE TULIPPE

| Confessor Tulippe | 75 points | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---|---|---|---|---|----|----|
| | | Tulippe | 5 | 3 | 4 | 3 | 3 | 3 | 2 | 10 |
| <p>Rank and Composition:</p> <ul style="list-style-type: none"> 1 Confessor (Unique) <p>Type:</p> <ul style="list-style-type: none"> Infantry <p>Wargear:</p> <ul style="list-style-type: none"> Carapace armour Las-pistol Eviscerator (master-crafted) Frag and Krak grenades Grav-chute Rozarius | <p>Special rules:</p> <ul style="list-style-type: none"> D-mode: Airborne! Talons lead the way! Talons all the way! Independent character Crusader Righteous Fury Eternal warrior Deny the witch Zealot | <p>Options:</p> <ul style="list-style-type: none"> Confessor may take : <ul style="list-style-type: none"> Boltgun/Shotgun.....Free Flash bangs+5 pts Melta-bombs+5 pts Demo-charge+10 pts Meltagun+10 pts Bike+15 pts | | | | | | | | |
| <p>“No heretic, no xenos, no witch, no mutant, - must be suffered to live.</p> <p>That's why we are here. “</p> <p style="text-align: right;"><i>Confessor Rene Tulippe</i></p> | | <p>★ Confessor of 9th Drop Troops regiment Rene Tulippe was initially a Ministorum Priest assigned to regiment in order to provide troops with guidance of Imperial Creed. During the course of training he took upon himself every hardship of exercise and surpassed most of his comrades in training equal. On the battlefield, however he became deeply troubled by the sight of his comrades dying. Multiplied by his unshakable faith in the Emperor it gave birth to his tremendous fury and passionate sermons with Eviscerator in hands.</p> <p>Rene Tulippe, or “Black Tulip” as he was nicknamed by the troops became extremely skilled sword-fighter and his raw strength grew from battle to battle. He led troops by example, often charging into fray and slaying enemy leaders before others could join the melee. After Veridian Prime campaign 9th Drop Troops was thrown into the thick of a battle with Tyranids Hive Fleet Kraken, Tulippe was one of the few survivors. Granted a rank of Confessor and a new master-crafted Eviscerator he continues to serve the Emperor of Mankind.</p> | | | | | | | | |
| <p>★ Eviscerator Eviscerator is a two-handed chainsword capable of inflicting devastation upon any heretic, xenos or mutant. Weapon follows this profile: [R:-, S:x2, AP:2, Melee, Armorbane, Unwieldy, Two-handed]</p> <p>★ Rozarius Ecclesiarchy supplies its priest with symbol of office granting them 4+ invulnerable save.</p> <p>★ Zealot Confessor and his unit are Fearless and have Hatred special rules.</p> | | <p>★ Crusader Confessor Tulippe is holy crusader. He and his unit add one extra dice when determining run distance. He and his unit add D3 to its Sweeping advance total.</p> <p>★ Righteous Fury Confessor Tulippe and his unit re-roll failed to hit rolls on a turn they assault.</p> <p>★ Deny the witch Confessor and his unshakable faith has a power to resist foul magic of Emperors enemies. When a friendly unit in 6” from Confessor is targeted by psychic powers they can resist it on a D6 roll of 5+.</p> | | | | | | | | |

Quick Summary:

UNITS:

| | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------------|----|----|---|---|---|---|---|----|-------|
| Bodyguard | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 3+ |
| Colonel | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| Commissar | 4 | 4 | 3 | 3 | 2 | 4 | 2 | 9 | 3+ |
| Dagger Hearts | 4 | 4 | 4 | 4 | 1 | 4 | 1 | 8 | 3+ |
| Corporal | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 8 | 5+ |
| Talon | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| Lance-Corporal | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Lieutenant | 4 | 4 | 3 | 3 | 2 | 3 | 2 | 8 | 5+ |
| Captain | 4 | 4 | 3 | 3 | 2 | 4 | 3 | 9 | 4+/5+ |
| Storm Pioneer | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 4+ |
| Storm Talon | 4 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 4+ |
| Ghost Talon | 3 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 5+ |
| Spade Talon | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 5+ |
| Vox-master | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Master of Ordnance | 3 | 4 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Ordo Hospitaller Sister | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 9 | 5+/5+ |
| Servitor | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 4+ |
| Adeptus Arbites Judge | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| Arbitrator | 3 | 4 | 3 | 3 | 1 | 4 | 2 | 8 | 4+ |
| Cyber mastiff | 4 | 0 | 4 | 3 | 1 | 5 | 2 | 7 | 5+ |
| Tech-Priest | 3 | 3 | 3 | 3 | 2 | 3 | 2 | 8 | 3+/5+ |
| Enginseer | | | | | | | | | |
| Ministorum Priest | 3 | 3 | 3 | 3 | 1 | 3 | 2 | 8 | 5+ |
| Primaris Psyker | 4 | 4 | 3 | 3 | 2 | 3 | 3 | 9 | 4+ |
| Cyclop | 1 | 1 | 3 | 5 | 2 | 9 | 1 | - | 3+ |
| Tarantula Sentry gun | - | 2 | - | 6 | 2 | - | - | - | 3+ |
| Bazilevs mortar | - | 3 | - | 7 | 2 | - | - | - | 3+ |
| Hawkeye bike | 3 | 4 | 3 | 4 | 2 | 3 | 2 | 8 | 4+ |
| Corporal | 3 | 3 | 3 | 4 | 1 | 3 | 2 | 8 | 5+ |
| Outrider | 3 | 3 | 3 | 4 | 1 | 3 | 1 | 8 | 5+ |

SPECIAL CHARACTERS:

| | WS | BS | S | T | W | I | A | Ld | Sv |
|------------------------|----|----|---|---|---|---|---|----|-------|
| General Nazar Margelov | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| Jacob Nijmegen | 4 | 4 | 3 | 3 | 3 | 4 | 3 | 10 | 4+/5+ |
| Confessor Rene Tulippe | 5 | 3 | 4 | 3 | 2 | 3 | 2 | 10 | 4+/4+ |

/*+ indicates invulnerable save

WALKERS:

| | WS | BS | S | F | S | R | I | A | HP |
|-------------------|----|----|---|----|----|----|---|---|----|
| Aphelion Sentinel | 3 | 3 | 5 | 10 | 10 | 10 | 3 | 1 | 2 |
| Phoenix Sentinel | 3 | 4 | 5 | 12 | 11 | 10 | 3 | 1 | 3 |

RANGED WEAPONS:

| Weapon | Range* | S | AP | Type |
|-----------------------------|----------|---|----|---------------------------------|
| Assault Cannon | 24" | 6 | 4 | Heavy 4, Rending |
| Autocannon | 48" | 7 | 4 | Heavy 2 |
| Astartes Grenade launcher: | | | | |
| Frag | 24" | 3 | 6 | Rapid Fire, Blast |
| Krak | 24" | 6 | 4 | Rapid Fire |
| Bolt pistol | 24" | 4 | 5 | Pistol |
| Boltgun | 24" | 4 | 5 | Rapid Fire |
| Flamer | Template | 4 | 5 | Assault 1 |
| Grenade launcher: | 24" | 3 | 6 | Assault 1, Blast |
| Frag | 24" | 6 | 4 | Assault 1 |
| Krak | | | | |
| Heavy Bolter | 36" | 5 | 4 | Heavy 3 |
| Heavy Flamer | Template | 5 | 4 | Assault 1 |
| Hellgun | 24" | 3 | 5 | Rapid Fire |
| Lascannon | 48" | 9 | 2 | Heavy 1 |
| Meltagun | 12" | 8 | 1 | Assault 1 |
| Demo-charge | 6" | 8 | 2 | Assault1, one shot, large blast |
| Multi-melta | 24" | 8 | 1 | Heavy 1, Melta |
| Missile Launcher: | | | | |
| Frag | 48" | 4 | 6 | Heavy 1, Blast |
| Krak | 48" | 8 | 3 | Heavy 1 |
| Needle pistol | 12" | X | D6 | Pistol |
| Plasma cannon | 36" | 7 | 2 | Heavy 1, Blast |
| Plasma gun | 24" | 7 | 2 | Gets Hot! Rapid Fire, Gets Hot! |
| Plasma pistol | 24" | 7 | 2 | Pistol, Gets Hot! |
| Shotgun | 12" | 3 | - | Assault 2 |
| Sniper rifle | 36" | X | 6 | Heavy 1, Sniper |
| Stalker pattern bolter | 36" | 4 | 5 | Heavy 2, Sniper |
| Storm bolter | 24" | 4 | 5 | Assault 2 |
| Typhoon missiles: | | | | |
| Frag | 48" | 4 | 6 | Heavy 2, Blast |
| Krak | 48" | 8 | 3 | Heavy 2 |
| Auxiliary grenade launcher: | 12" | 6 | 4 | Assault 1 |

VEHICLES:

| | BS | Armor | | | HP |
|------------------|----|-------|------|------|----|
| | | Front | Side | Rear | |
| Vulture gunship | 3 | 12 | 12 | 12 | 3 |
| Valkyrie carrier | 3 | 12 | 12 | 10 | 3 |
| Diamond Rhino | 3 | 11 | 11 | 10 | 3 |
| Venator | 3 | 11 | 11 | 10 | 2 |
| Sky Talon | 3 | 12 | 12 | 10 | 3 |
| Maverick | 3 | 11 | 10 | 10 | 2 |
| Arvus | 3 | 10 | 10 | 10 | 2 |



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