ELYSIAN COMPANY COMMANDER

An Elysian Company Commander is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Company Commander	6"	3+	3+	1	1	7	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Deep Strike

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Iron Discipline: You can re-roll Morale tests taken for friendly **Elysian Drop Troops** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Character, Officer, Elysian Company Commander

ELYSIAN LORD COMMISSAR

An Elysian Lord Commissar is a unit that contains 1 model. It is equipped with: Commissar Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Lord Commissar	6"	3+	3+	1	1	7	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Commissar Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Deep Strike

Aura of Discipline: Friendly **Elysian Drop Troops** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Iron Discipline: You can re-roll Morale tests taken for friendly **Elysian Drop Troops** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Officio Prefectus, Elysian Drop Troops
KEYWORDS: Light, Infantry, Character, Commissar, Elysian Lord Commissar

ELYSIAN DROP TROOPER SQUAD

An Elysian Drop Trooper Squad is a unit that contains 10 models. It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Drop Trooper Squad (10 models)	6"	4+	4+	2	2	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Elysian Drop Trooper Squad

ELYSIAN SPECIAL WEAPONS SQUAD

An Elysian Special Weapons Squad is a unit that contains 6 models. It is equipped with: Special Weapons; Breacher Charges.

	M	WS	BS	A	W	Ld	Sv
Elysian Special Weapons Squad (6 models)	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Special Weapons	Small Arms	24"	User	6+	8+	-
Breacher Charges	Melee	Melee	User	7+	6+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Elysian Special Weapons Squad

ELYSIAN VETERAN SQUAD

An Elysian Veteran Squad is a unit that contains 10 models. It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Veteran Wargear; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Veteran Squad (9/10 models)	6"	4+	3+	2	2	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Veteran Wargear	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with 1 Heavy Flamer (**Power Rating +1**).
- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Missile Launcher; 1 Mortar.

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Elysian Veteran Squad

ELYSIAN COMMAND SQUAD

An Elysian Command Squad is a unit that contains 4 models. It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Command Squad (3/4 models)	6"	4+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with a Regimental Standard (**Power Rating +1**).
- If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Missile Launcher; 1 Mortar.

ABILITIES

Deep Strike

Regimental Standard: Add 1 to the Leadership characteristic of ELYSIAN DROP TROOPS units whilst they are within 6" of any friendly ELYSIAN DROP TROOPS units with a Regimental Standard.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS
KEYWORDS: LIGHT, INFANTRY, ELYSIAN COMMAND SQUAD

ELYSIAN DROP SENTINELS

5

Elysian Drop Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 8**) or 3 models (**Power Rating 11**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Elysian Drop Sentinels (1 model)	9"	4+	4+	1	1	5	8+
Elysian Drop Sentinels (2 models)	9"	4+	4+	2	2	5	8+
Elysian Drop Sentinels (3 models)	9"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Multi-melta	Heavy	24"	1	10+	4+	-
Armoured Feet	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Heavy Flamer; 1 Multi-melta.

ABILITIES

Infiltrators, Deep Strike

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Elysian Drop Sentinels

ELYSIAN PLATOON COMMANDER

An Elysian Platoon Commander is a unit that contains 1 model. It is equipped with: Officer Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Platoon Commander	6"	3+	3+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Officer Weapons	Melee	Melee	User	10+	11+	-

ABILITIES

Deep Strike

Officer: At the start of the Generate Command Assets step, if this unit is a **Warlord** and is on the battlefield, you generate one extra Command Asset.

Iron Discipline: You can re-roll Morale tests taken for friendly **Elysian Drop Troops** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Character, Officer, Elysian Platoon Commander

ELYSIAN SNIPER SQUAD

An Elysian Sniper Squad is a unit that contains 3 models. It is equipped with: Sniper Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Sniper Squad (3 models)	6"	4+	3+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sniper Rifles	Small Arms	36"	User	7+	9+	Sniper
Close Combat Weapons	Melee	Melee	User	11+	12+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Light, Infantry, Elysian Sniper Squad

ELYSIAN HEAVY WEAPONS SQUAD

An Elysian Heavy Weapons Squad is a unit that contains 3 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Elysian Heavy Weapons Squad (3 models)	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS
- For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Bolter; 1 Missile Launcher; 1 Mortar.

ABILITIES
Deep Strike

Weapon Teams: For the purposes of determining what models a unit can transport, models in this unit are weapons team models.

VALKYRIE SKY TALON

A Valkyrie Sky Talon is a unit that contains 1 model. It is equipped with: Heavy Bolter; 2 Hellstrike Missiles; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Valkyrie Sky Talon	20"-45"	6+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellstrike Missile	Heavy	72"	1	6+	6+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
• Instead of 2 Hellstrike Missiles, this unit can be equipped with 2 Multiple Rocket Pods.

ABILITIES
Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Grav-chute Insertion: Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

TRANSPORT
This unit can transport 1 friendly **Elysian Drop Troops Tauros** model or up to 2 **Elysian Drop Sentinel** models.

FACTION KEYWORDS: **Imperium, Astra Militarum, Elysian Drop Troops**
KEYWORDS: **Heavy, Vehicle, Fly, Transport, Valkyrie Sky Talon**

OFFICER OF THE FLEET

3

An Officer of the Fleet is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Officer of the Fleet	6"	4+	3+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	12+	12+	-

ABILITIES

Deep Strike

Strafing Coordinates: When you select this unit's Detachment to carry out its order, but before any units in that Detachment make an action (excluding free actions) that phase, you can select one enemy unit visible to this unit. Until the end of the turn, Re-roll hit rolls of 1 for attacks made with ranged weapons by friendly **ELYSIAN DROP TROOPS** units against the selected unit.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS
KEYWORDS: LIGHT, INFANTRY, CHARACTER, OFFICER, OFFICER OF THE FLEET

TAUROS ASSAULT VEHICLE

4

A Tauros Assault Vehicle is a unit that contains 1 model. It is equipped with: Heavy Flamer; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tauros Assault Vehicle	15"	4+	4+	1	1	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Tauros Grenade Launcher	Heavy	36"	1	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
• Instead of 1 Heavy Flamer, this unit can be equipped with 1 Tauros Grenade Launcher.

ABILITIES
Deep Strike

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Tauros, Tauros Assault Vehicle

TAUROS VENATOR

5

A Tauros Venator is a unit that contains 1 model. It is equipped with: Twin Multi-laser; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tauros Venator	15"	4+	4+	1	1	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
• Instead of 1 Twin Multi-laser, this unit can be equipped with 1 Twin Lascannon.

ABILITIES
Deep Strike

Tank Squadron: Each Fast Attack slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Fast Attack slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Tauros, Tauros Venator

CYCLOPS DEMOLITION VEHICLE

A Cyclops Demolition Vehicle is a unit that contains 1 model. It is equipped with: Cyclops Demolition Charge (Ranged); Cyclops Demolition Charge (Melee).

	M	WS	BS	A	W	Ld	Sv
Cyclops Demolition Vehicle	10"	6+	4+	1	1	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclops Demolition Charge (Ranged)	Heavy	*	2	8+	8+	Inferno
Cyclops Demolition Charge (Melee)	Melee	*	2	8+	8+	Inferno

ABILITIES
Deep Strike

Self-destruct: When targets would be picked for a Shoot action made by this unit, it instead targets all visible units within 6": it is treated as having one Cyclops Demolition Charge (Ranged) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

When targets would be picked for a Fight action made by this unit, it instead targets all units with which it is in base contact: it is treated as having one Cyclops Demolition Charge (Melee) targeting each such unit. When these attacks are resolved, remove this unit from the battlefield.

Vehicle Squadron: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Cyclops Demolition Vehicle

TARANTULA SENTRY GUN

A Tarantula Sentry Gun is a unit that contains 1 model. It is equipped with: Twin Heavy Bolter.

	M	WS	BS	A	W	Ld	Sv
Tarantula Sentry Gun	-	-	4+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Heavy Bolter	Heavy	36"	2	7+	9+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-

WARGEAR OPTIONS

• Instead of 1 Twin Heavy Bolter this unit can be equipped with 1 Twin Lascannon.

ABILITIES

Deep Strike

Artillery Battery: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Automated Artillery: This unit must target the closest enemy unit when it makes a Shoot action: if more than one unit is equally close, select one of those units to target. If this unit is equipped with a Twin Lascannon, it can instead target the closest enemy unit that does not have the INFANTRY keyword.

FACTION KEYWORDS: IMPERIUM, ASTRA MILITARUM, ELYSIAN DROP TROOPS
KEYWORDS: HEAVY, ARTILLERY, TARANTULA SENTRY GUN

AVENGER STRIKE FIGHTER

14

An Avenger Strike Fighter is a unit that contains 1 model. It is equipped with: Avenger Bolt Cannon; Defensive Heavy Stubber; 2 Lascannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Avenger Strike Fighter	20"-45"	6+	3+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Avenger Bolt Cannon	Heavy	36"	2	6+	8+	-
Avenger Missile	Heavy	72"	1	8+	8+	-
Defensive Heavy Stubber	Heavy	36"	1	8+	10+	Anti-air
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with one of the following (**Power Rating +2**): 2 Autocannons; 2 Avenger Missiles; 2 Missile Launchers; 2 Multi-lasers. If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES
Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Avenger Strike Fighter

LIGHTNING STRIKE FIGHTER

13

A Lightning Strike Fighter is a unit that contains 1 model. It is equipped with: Long-barrelled Autocannon; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Lightning Strike Fighter	20"-45"	6+	3+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lightning Missiles	Heavy	72"	2	7+	7+	Lightning Missiles
Long-barrelled Autocannon	Heavy	72"	1	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with Lightning Missiles (**Power Rating +1**). If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES

Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

Lightning Missiles: Before this unit makes a Shoot action, you can choose to change the range of its Lightning Missiles to 60" for that action, If you do, add the Anti-air ability to its Lightning Missiles for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Lightning Strike Fighter

THUNDERBOLT HEAVY FIGHTER

15

A Thunderbolt Heavy Fighter is a unit that contains 1 model. It is equipped with: 2 Twin Autocannons; Twin Lascannon; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Thunderbolt Heavy Fighter	20"-45"	6+	3+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Thunderbolt Missiles	Heavy	72"	2	7+	7+	Thunderbolt Missiles
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also have Tactical Bombs (**Power Rating +1**), or it can also be equipped with Thunderbolt Missiles (**Power Rating +1**). If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

ABILITIES

Supersonic

Tactical Bombs: Once per battle, when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

Thunderbolt Missiles: Before this unit makes a Shoot action, you can choose to change the range of its Thunderbolt Missiles to 60" for that action, If you do, add the Anti-air ability to its Thunderbolt Missiles for that action.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Thunderbolt Heavy Fighter

VALKYRIE

8

A Valkyrie is a unit that contains 1 model. It is equipped with: Hellstrike Missiles; Multi-laser; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Valkyrie	20"-45"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellstrike Missiles	Heavy	72"	1	6+	6+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Armoured Bulk	Melee	Melee	User	10+	10+	

WARGEAR OPTIONS
- Instead of 1 Multi-laser, this unit can be equipped with 1 Lascannon.
- Instead of Hellstrike Missiles, this unit can be equipped with 2 Multiple Rocket Pods.
- This unit can also be equipped with 2 Heavy Bolters (**Power Rating +2**).

ABILITIES
Supersonic

Vehicle Squadron: Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Grav-chute Insertion: Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

TRANSPORT
This unit can transport up to 12 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models and each Ogryn model takes the space of 3 other **Infantry** models.

FACTION KEYWORDS: **Imperium, Astra Militarum, Elysian Drop Troops**
KEYWORDS: **Heavy, Vehicle, Fly, Transport, Aircraft, Valkyrie**

VENDETTA GUNSHIP

15

A Vendetta Gunship is a unit that contains 1 model. It is equipped with: 3 Twin Lascannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vendetta Gunship	20"-45"	4+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Hellfury Missile	Heavy	72"	2	7+	10+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS
- This unit can also be equipped with 2 Heavy Bolters (**Power Rating** +2).
- Instead of 2 Twin Lascannons, this unit can be equipped with 2 Hellfury Missiles.

ABILITIES
Supersonic

Grav-chute Insertion: Units may disembark from this unit during its Move action. Units that disembark in this manner must be set up more than 9" from any enemy units.

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Aircraft Squadron: Each Flyers slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Flyers slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

TRANSPORT
This unit can transport up to 12 friendly **Astra Militarum Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models. It cannot transport **Ogryn** units.

FACTION KEYWORDS: **Imperium, Astra Militarum, Elysian Drop Troops**
KEYWORDS: **Heavy, Vehicle, Fly, Transport, Aircraft, Vendetta Gunship**

VULTURE GUNSHIP

A Vulture Gunship is a unit that contains 1 model. It is equipped with: Heavy Bolter; Twin Multi-laser; Vulture Missiles; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Vulture Gunship	20"-45"	6+	4+	1	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Multiple Rocket Pod	Heavy	36"	1	7+	8+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Twin Lascannon	Heavy	48"	2	10+	5+	-
Twin Multi-laser	Heavy	36"	2	6+	10+	-
Twin Punisher Gatling Cannon	Heavy	24"	8	5+	8+	-
Vulture Missiles	Heavy	72"	1	8+	8+	Vulture Missiles
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Twin Multi-laser and Vulture Missiles, this unit can be equipped with 1 Twin Punisher Gatling Cannon (**Power Rating +9**).
- Instead of 1 Twin Multi-laser, this unit can be equipped with one of the following: 2 Multiple Rocket Pods; 1 Twin Autocannon; 1 Twin Lascannon.
- Instead of Vulture Missiles, this unit can have Tactical Bombs, or it can be equipped with 2 Multiple Rocket Pods. If this unit has Tactical Bombs, it has the following additional abilities: **Tactical Bombs**.

FACTION KEYWORDS: Imperium, Astra Militarum, Elysian Drop Troops
KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Vulture Gunship