

Vanaheim 7th Air Cavalry

Vanaheim Companies

Any number of Vanaheim Companies can be taken

DETACHMENT	UNITS	POINTS COST
0 -1 Regimental HQ	1 Vanaheim Supreme Commander, 9 Vanaheim Troopers, 5 Valkyries - Up to 2 Valkyries may be exchanged for Vendetta's at no cost	500
Air Cavalry Company	1 Vanaheim Commander, 9 Vanaheim Troopers, 5 Valkyries - Up to 2 Valkyries may be exchanged for Vendetta's at no cost	400

Vanaheim Company Upgrades

Up to two may be taken for each Vanaheim Company. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per company.

DETACHMENT	UNITS	POINTS COST
Vanaheim Fire Support Platoon	2 Fire Support Units, 1 Valkyrie	125
Mortar Platoon	2 Mortar Units, 1 Valkyrie	100
Trooper Platoon	2 Troopers, 1 Valkyrie	100

Vanaheim Support Troops

Up to two troops may be taken per company. They are independent formations.

DETACHMENT	UNITS	POINTS COST
Vulture Squadron	4 Vultures	300
Light Sentinel Squadron	4 Light Sentinels - Upgrade to Melta Sentinels - 2 for 25 points or 4 for 50 points - May be transported in 4 Valkyries for 200 points	100
0-1 Orbital Support	1 Lunar Cruiser OR	150
	1 Emperor Battleship	300
Storm Troopers	8 Storm Troopers, 4 Valkyries	350

Vanaheim Air Units

Up to one third of the armies points may be spent on air units. They are independent formations.

DETACHMENT	UNITS	POINTS COST
Thunderbolt Flight	2 Thunderbolts	150
Lightning Flight	2 Lightning Strike Fighters	150
Marauder Destroyer Flight	2 Marauder Destroyers	275
Marauder Bomber Flight	2 Marauder Bombers	250

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Strategy Rating 2

Initiative 2+

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Vanaheim Commander	INF	15cm	6+	5+	5+	Lasgun Heavy Bolter	15cm 30cm	Small Arms AP5+	Commander, Leader
Vanaheim Commissar	CH	na	na	na	na	Power Weapons	Base Contact	MW, EA +1	Leader, Fearless, Inspiring
Vanaheim Fire Support	INF	15cm	na	6+	4+	2 x Missile Launchers	45cm	AP5+/AT6+	
Vanaheim Light Sentinel	LV	20cm	6+	6+	5+	Heavy Bolter	30cm	AP5+	Walker, Scout
Vanaheim Melta Sentinel	LV	20cm	6+	6+	5+	Multi Melta	15cm	MW5+, Small Arms	Walker, Scout
Vanaheim Mortar	INF	15cm	na	6+	6+	Mortars	30cm	1 BP, Indirect	
Vanaheim Storm Troopers	INF	15cm	5+	5+	4+	Hellguns Plasma Guns	15cm 15cm	Small Arms AP5+/AT5+	Scout
Vanaheim Supreme Commander	INF	15cm	5+	4+	5+	Heavy Bolter Power Weapon	30cm Base Contact	AP5+ +1 EA, MW	Supreme Commander
Vanaheim Trooper	INF	15cm	na	6+	5+	Heavy Bolter Lasgun	30cm 15cm	AP5+ Small Arms	
Vanaheim Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2 x Heavy Bolters 2 x Rocker Pods	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1 BP, Disrupt, One shot	Skimmer, Scout
Vanaheim Vendetta	AV	35cm	5+	6+	5+	3 x Twin Linked Lascannon 2 x Heavy Bolters	45cm 30cm	AT4+ AP5+	Skimmer, Scout
Vanaheim Vulture	AV	35cm	5+	6+	5+	2 x Hellstrike missiles Twin Autocannon Heavy Bolter	120cm 45cm 30cm	AT2+, One shot AP4+/AT5+ AP5+	Skimmer, Scout
Imperial navy Emperor Battleship	Spaceship	na	na	na	na	Orbital bombardment	na	8BP MW	Slow and Steady
Imperial navy Lightning Strike Fighter	Aircraft	Fighter	6+	na	na	Lascannon 2 x Underwing Missiles	45cm 30cm	AT5+/AA5+, FxF AT4+, FxF	
Imperial navy Luna Cruiser	Spaceship	na	na	na	na	Orbital bombardment Pin point attack	na na	3BP MW MW2+, TK D(3)	
Imperial navy Marauder Bomber	Aircraft	Bomber	4+	na	na	Twin Lascannon 2 x Twin Heavy Bolters Bomb Racks	45cm 15cm 15cm	AT4+/AA4+, FxF AA5+ 2 BP	
Imperial navy Marauder Destroyer	Aircraft	Bomber	4+	na	na	Twin Heavy bolters Twin Assault Cannons 2 x Underwing Rockets 3 x Twin Linked Autocannon	15cm 15cm 30cm 45cm	AA5+ AA4+, Rear Arc AT4+, FxF AP4+/AT5+, FxF	
Imperial navy Thunderbolt	Aircraft	Fighter Bomber	6+	na	na	Multilaser Underwing Rockets Storm Bolters	30cm 30cm 15cm	AP5+/AT6+/AA5+, FxF AT4+, FxF AP4+/AA5+, FxF	

Special Rules

CAP Garrison Vanaheim armies train very closely with the Imperial navy. To reflect this the Air Cav may opt to setup a fighter formation on CAP rather than garrisoning a formation on overwatch.

Commissars Roll 2D6 and add one commissar character upgrade to any formations. If a Regimental HQ has been selected then the first Commissar must be placed here.

Transport Capacity Vanaheim Valkyrie Any 2 of Vanaheim Commander, Fire Support, Mortar, Storm Troopers, Supreme Commander, Trooper or 1 Vanaheim Light Sentinel or Melta Sentinel

Vanaheim Vendetta Any 2 of Vanaheim Commander, Supreme Commander or Trooper

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