

▲ 2000 Pts - Elysians - 2000 beastly elysians

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost |
|---|---|---------------------------------------|----------------------------------|----|-----|---|----|-----|-----|----|---------|-------|
| HQ: Elysian Company Command Squad (7 ⚔, 177 pts) | | | | | | | | | | | | |
| Elysian Company Command Squad | 4 | ☠ | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 4+ | 177 |
| (IA8, pg. 94); Infantry ; Assault Grenades; Close Combat Weapon (x4); Lasgun (x1); Carapace Armour; Medi-pack; Sniper Rifle (x3); Bodyguard; Bodyguard; Deep Strike; Iron Discipline | | | | | | | | | | | | |
| Company Commander | 1 | | 4 | 4 | 3/6 | 3 | 3 | 3/1 | 3 | 9 | 4+/5(i) | [58] |
| Character ; Assault Grenades; Refractor Field; Carapace Armour; Homing Beacon; Bolt Pistol; Power Fist; Warlord ; Senior Officer | | | | | | | | | | | | |
| Bodyguard | 1 | | 4 | 4 | 3 | 3 | 1 | 3 | 2/3 | 7 | 4+ | [15] |
| Deep Strike; Assault Grenades; Close Combat Weapon; Laspistol; Carapace Armour; Look out - Arghh! | | | | | | | | | | | | |
| Bodyguard | 1 | | 4 | 4 | 3 | 3 | 1 | 3 | 2/3 | 7 | 4+ | [15] |
| Deep Strike; Assault Grenades; Close Combat Weapon; Laspistol; Carapace Armour; Look out - Arghh! | | | | | | | | | | | | |
| Elite: Storm Trooper Squad (11 ⚔, 360 pts) | | | | | | | | | | | | |
| Storm Trooper Squad | 9 | ☠ | 3 | 4 | 3 | 3 | 1 | 3 | 1/2 | 7 | 4+ | 360 |
| Infantry ; Assault Grenades; Carapace Armour; Krak Grenades; Close Combat Weapon (x9); Hot-shot Lasgun (x7); Hot-shot Laspistol (x9); Plasma gun (x2); Special Operations: See C: IG, pg. 46. | | | | | | | | | | | | |
| Valkyrie | 1 | Grp: BS: 3 FA: 12 SA: 12 RA: 10 HP: 3 | | | | | | | | | | [155] |
| (IA8, pg. 99); Vehicle (Flyer w/Hover mode, Transport); 12 model capacity; Extra Armour; Searchlight; Lascannon; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2); Skyfire | | | | | | | | | | | | |
| Storm Trooper Sergeant | 1 | | 3 | 4 | 3/5 | 3 | 1 | 3 | 2/3 | 8 | 4+ | [10] |
| Character ; Assault Grenades; Carapace Armour; Hot-shot Lasgun (x1); Hot-shot Laspistol (x1); Krak Grenades; Power Maul | | | | | | | | | | | | |
| Elite: Heavy Mortar Battery (4 ⚔, 50 pts) | | | | | | | | | | | | |
| Heavy Mortar Battery | 1 | Grp: ☠ | BS: 3 FA: 11 SA: 11 RA: 11 HP: 0 | | | | | | | | | 50 |
| (IAA2, pg. 14); Artillery ; Heavy Mortar; Accurate Bombardment; Immobile | | | | | | | | | | | | |
| Guardsmen | 3 | | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | [18] |
| Close Combat Weapon; Flak Armour; Assault Grenades; Lasgun (x3); Deep Strike | | | | | | | | | | | | |
| Troops: Elysian Veteran Squad (10 ⚔, 150 pts) | | | | | | | | | | | | |
| Elysian Veteran Squad | 7 | ☠ | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | 150 |
| (IA8, pg. 99); Infantry ; Assault Grenades; Flak Armour; Krak Grenades; Close Combat Weapon (x7); Lasgun (x4); Camo Cloak; Homing Beacon; Sniper Rifle (x3); Forward Observers: Squad has camo-cloaks and one Veteran has a Homing Beacon.; Deep Strike; Iron Discipline | | | | | | | | | | | | |
| Veteran Heavy Weapon Team | 1 | | 3 | 4 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ | [29] |
| Missile Launcher; Assault Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Camo Cloak; Snare Mines; Krak Grenades | | | | | | | | | | | | |
| Veteran Sergeant | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 5+ | [27] |
| Character ; Assault Grenades; Flak Armour; Krak Grenades; Camo Cloak; Snare Mines; Shotgun; Power Sword | | | | | | | | | | | | |
| Troops: Elysian Veteran Squad (10 ⚔, 150 pts) | | | | | | | | | | | | |
| Elysian Veteran Squad | 7 | ☠ | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | 150 |
| (IA8, pg. 99); Infantry ; Assault Grenades; Flak Armour; Krak Grenades; Close Combat Weapon (x7); Lasgun (x4); Camo Cloak; Homing Beacon; Sniper Rifle (x3); Forward Observers: Squad has camo-cloaks and one Veteran has a Homing Beacon.; Deep Strike; Iron Discipline | | | | | | | | | | | | |
| Veteran Heavy Weapon Team | 1 | | 3 | 4 | 3 | 3 | 2 | 3 | 2 | 7 | 5+ | [29] |
| Missile Launcher; Assault Grenades; Close Combat Weapon (x1); Flak Armour; Lasgun (x1); Camo Cloak; Snare Mines; Krak Grenades | | | | | | | | | | | | |
| Veteran Sergeant | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 5+ | [27] |
| Character ; Assault Grenades; Flak Armour; Krak Grenades; Camo Cloak; Snare Mines; Shotgun; Power Sword | | | | | | | | | | | | |

| Name | # | Grp | WS | BS | S | T | Wo | I | A | Ld | Save | Cost | |
|---|---|------|-------|--------|--------|--------|-------|---|-----|----|--------------------|-------------|-------|
| Troops: Elysian Veteran Squad (11 \times, 305 pts) | | | | | | | | | | | | | |
| Elysian Veteran Squad | 9 | | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 4+ | 305 | |
| (IA8, pg. 99); Infantry ; Assault Grenades; Carapace Armour; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Plasma gun (x3); Deep Strike; Iron Discipline; Grenadiers | | | | | | | | | | | | | |
| Valkyrie | 1 | Grp: | BS: 3 | FA: 12 | SA: 12 | RA: 10 | HP: 3 | | | | | | [140] |
| (IA8, pg. 99); Vehicle (Flyer w/Hover mode, Transport); 12 model capacity; Extra Armour; Searchlight; Multilaser; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2); Skyfire | | | | | | | | | | | | | |
| Veteran Sergeant | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 4+ | [27] | |
| Character ; Assault Grenades; Krak Grenades; Laspistol; Carapace Armour; Power Sword | | | | | | | | | | | | | |
| Troops: Elysian Veteran Squad (11 \times, 290 pts) | | | | | | | | | | | | | |
| Elysian Veteran Squad | 9 | | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 5+ | 290 | |
| (IA8, pg. 99); Infantry ; Assault Grenades; Flak Armour; Krak Grenades; Close Combat Weapon (x9); Lasgun (x6); Camo Cloak; Homing Beacon; Meltagun (x3); Forward Observers: Squad has camo-cloaks and one Veteran has a Homing Beacon.; Deep Strike; Iron Discipline | | | | | | | | | | | | | |
| Valkyrie | 1 | Grp: | BS: 3 | FA: 12 | SA: 12 | RA: 10 | HP: 3 | | | | | | [140] |
| (IA8, pg. 99); Vehicle (Flyer w/Hover mode, Transport); 12 model capacity; Extra Armour; Searchlight; Multilaser; Multiple Rocket Pods (x2); Heavy Bolter Sponsons (x2); Skyfire | | | | | | | | | | | | | |
| Veteran Sergeant | 1 | | 3 | 4 | 3 | 3 | 1 | 3 | 2/3 | 8 | 5+ | [27] | |
| Character ; Assault Grenades; Flak Armour; Krak Grenades; Camo Cloak; Snare Mines; Shotgun; Power Sword | | | | | | | | | | | | | |
| Fast Attack: Vendetta Gunship Squadron (1 \times, 140 pts) | | | | | | | | | | | | | |
| Vendetta Gunship Squadron | 1 | | | | | | | | | | | 140 | |
| (IA8, pg. 100); Deep Strike; Grav Chute Insertion; Scouts | | | | | | | | | | | | | |
| Vendetta | 1 | Grp: | BS: 3 | FA: 12 | SA: 12 | RA: 10 | HP: 3 | | | | | | [140] |
| Vehicle (Flyer w/Hover mode, Transport); 12 model capacity; Extra Armour; Searchlight; Twin-linked Lascannon (x3); Heavy Bolter Sponsons (x2); Skyfire | | | | | | | | | | | | | |
| Heavy Support: Vulture (1 \times, 190 pts) | | | | | | | | | | | | | |
| Vulture | 1 | Grp: | BS: 3 | FA: 12 | RA: 12 | SA: 10 | HP: 3 | | | | | | 190 |
| (IAAero, pg. 14); Vehicle (Flyer w/Hover mode); Extra Armour; Searchlight; Armoured Cockpit; Distinctive Paint Scheme; Infrared Targetting; Heavy Bolter; Twin-linked Punisher Cannon; Deep Strike; Skyfire | | | | | | | | | | | | | |
| Heavy Support: Leman Russ Squadron (1 \times, 185 pts) | | | | | | | | | | | | | |
| Leman Russ Squadron | 1 | | | | | | | | | | | 185 | |
| Leman Russ Battle Tank | 1 | Grp: | BS: 3 | FA: 14 | SA: 13 | RA: 10 | HP: 3 | | | | | | [185] |
| Vehicle (Tank); Battle Cannon; Heavy Bolter; Searchlight; Smoke Launchers; Heavy Bolter Sponsons (x2); Extra Armour; Heavy Vehicle | | | | | | | | | | | | | |
| | | | | | | | | | | | Total Cost: | 1997 | |

Option Footnotes

| Warlord Traits | |
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| Warlord | See WH40k, pg. 111. |
| Doctrines | |
| Airborne Assault | See C: IG, pg. 46. |
| Behind Enemy Lines | See C: IG, pg. 46. |
| Grenadiers | Squad replaces its Flak Armour with Carapace Armour. |
| Reconnaissance | See C: IG, pg. 46. |
| Orders | |
| Bring It Down! | See C:IG, pg. 30. |
| Fire on my Target! | See C:IG, pg. 30. |
| First Rank, FIRE! Second Rank, FIRE! | See C:IG, pg. 36. |
| Get Back in the Fight! | See C:IG, pg. 30. |
| Incoming! | See C:IG, pg. 36. |
| Move! Move! Move! | See C:IG, pg. 36. |
| Special Rules | |
| Accurate Bombardment | May re-roll scatter dice. |
| Deep Strike | Deep Strike (see WH40k, pg. 36). |
| Feel No Pain | Feel No Pain (see WH40k, pg. 35). |

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| Grav Chute Insertion | See C:IG, pg. 56. |
| Heavy Vehicle | See BRB, pg. 83. |
| Immobile | Immobile unless towed. |
| Infiltrate | Infiltrate (see WH40k, pg. 38). |
| Iron Discipline | Any Elysian unit within 6" of an Elysian officer may regroup (exceptions apply IA8, pg. 94). |
| Look out - Arghh! | See C:IG, pg. 31. |
| Move Through Cover | Move Through Cover (see WH40k, pg. 40). |
| Scouts | Scouts (see WH40k, pg. 41). |
| Senior Officer | See C:IG, pg. 30. |
| Skyfire | Skyfire (see WH40k, pg. 42). |
| Stealth | Stealth (see WH40k, pg. 42). |
| Unit Type | |
| Artillery | Artillery (see WH40k, pg. 46). |
| Character | Character (see WH40k, pg. 63). |
| Infantry | Infantry (see WH40k, pg. 44). |
| Vehicle (Flyer w/ Hover mode) | Vehicle (Flyer w/ Hover Mode) (see WH40k, pgs. 80-81). |
| Vehicle (Flyer w/ Hover mode, Transport) | Vehicle (Flyer w/ Hover mode, Transport) (see WH40k, pgs. 80-81) |
| Vehicle (Tank) | Vehicle (Tank) (see WH40k, pg. 85-86). |
| Vehicle Upgrades | |
| Armoured Cockpit | If the vehicle is subject to a Crew shaken or Crew Stunned result on the damage chart, this may be ignored on a D6 roll of 4+ (IAAse, pg. 4). |
| Distinctive Paint Scheme | One Use Only; While the owning vehicle is in play, one friendly unit within line of sight to the vehicle may re-roll a single failed Morale test. Distinctive paint scheme/ decals must be represented on the model (IAAse, pg. 4). |
| Extra Armour | Extra Armour (see WH40k, pg. 87). |
| Infrared Targetting | The vehicle has the Night Vision/ Acute Senses universal special rule (IAAse, pg. 4). |
| Searchlight | (see WH40k, pg. 87). |
| Wargear | |
| Assault Grenades | Range 8"; S 3; AP -; Assault 1, Blast. |
| Battle Cannon | 72" Range; S 8; AP 3; Ordnance 1, Large Blast. |
| Bolt Pistol | 12" Range; S 4; AP 5; Pistol. |
| Camo Cloak | See C:IG, pg. 71. |
| Carapace Armour | Confers a 4+ Armour Save. |
| Close Combat Weapon | S User; AP -; Melee. |
| Extra Armour | Extra Armour (see WH40k, pg. 87). |
| Flak Armour | Confers a 5+ Armour Save. |
| Heavy Bolter | Range 36"; S5; AP4; Heavy 3. |
| Heavy Bolter Sponsons | Range 36"; S5; AP4; Heavy 3. |
| Heavy Mortar | 12 - 48"; S6; AP4; Ordnance Barrage 1, Large Blast, No direct fire. |
| Homing Beacon | If a unit Deep Strikes within 12" of a model with a Homing Beacon, then they may re-roll the scatter dice. |
| Hot-shot Lasgun | 18" Range; S3; AP3; Rapid Fire (see C:IG, pg. 46). |
| Hot-shot Laspistol | 6" Range; S3; AP3; Pistol (see C:IG pg. 68). |
| Krak Grenades | Range 8"; S 6; AP 4; Assault 1. |
| Lascannon | Range: 48"; S 9; AP 2; Heavy 1. |
| Lasgun | Range: 24"; S 3; AP -; Rapid Fire. |
| Laspistol | Range: 12"; S 3; AP -; Pistol. |
| Medi-pack | See C:IG, pg. 71. |
| Meltagun | Range 12"; S 8; AP 1; Assault 1, Melta. |
| Missile Launcher | Frag: Range 48"; S 4; AP 6; Heavy 1, Blast. Krak: Range 48"; S 8; AP 3; Heavy 1. |
| Multilaser | Range: 36"; S 6; AP -; Heavy 3. |
| Multiple Rocket Pods | 24" Range; S4; AP6; Heavy 1, Large Blast (see C:IG, pg. 56). |
| Plasma gun | Range 24"; S 7; AP 2; Rapid Fire, Gets Hot! |
| Power Fist | S x2; AP 2; Melee, Specialist Weapon, Unwieldy. |
| Power Weapon | Allows choice of Power Weapon type. |
| Refractor Field | See C:IG, pg. 35. |
| Searchlight | (see WH40k, pg. 87). |
| Shotgun | 12" Range; S 3; AP -; Assault 2. |
| Smoke Launchers | (see WH40k, pg. 87). |
| Snare Mines | See C:IG, pg. 40. |







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| Sniper Rifle | Range 36"; S X; AP 6; Heavy 1, Sniper. |
| Twin-linked Lascannon | 48" Range; S9; AP2; Heavy 1 Linked |
| Weapons | |
| Heavy Bolter | Range 36"; S5; AP4; Heavy 3. |
| Power Maul | S +2; AP 4; Melee, Concussive. |
| Power Sword | S User; AP 3; Melee. |
| Twin-linked Punisher Cannon | 24" Range; S5; AP-; Heavy 20, Twin-linked. |

Validation Report

c-1. File Version: 1.12 For Bug Reports/www.ab40k.org; 1. Guard Regiments: (NCM) Elysians; b-1. Roster Options: Imperial Armour, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers
 Ruleset '(NCM) Elysians' is invalid for current settings.

Roster Statistics

% HQ: 8.9
 Faith Points: 0
 % Elite: 20.5
 % Troops: 44.8
 % Fast: 7
 % Heavy: 18.8
 % Fortification: 0
 % Wargear: 0
 Model Count: 65
 Files version: 1.12

| Group | Min | Max | Used |
|--|-----|-----|------|
|  | 1 | 2 | 1 |
|  | 0 | 3 | 2 |
|  | 2 | 6 | 4 |
|  | 0 | 3 | 1 |
|  | 0 | 3 | 2 |
|  | 0 | 1 | 0 |