

▲ 1500 Pts - Elysians - 1500 beastly elysians

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Elysian Company Command Squad (7 ⚔, 167 pts)												
Elysian Company Command Squad	4	☠	3	4	3	3	1	3	1	7	4+	167
(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)	[48]
Character ; Assault Grenades; Refractor Field; Carapace Armour; 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, 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												
											Total Cost:	1497	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Doctrines	
Airborne Assault	See C: IG, pg. 46.
Behind Enemy Lines	See C: IG, pg. 46.
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).
Grav Chute Insertion	See C:IG, pg. 56.
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 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.
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 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 -; Assault2.
Snare Mines	See C:IG, pg. 40.
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: 11.2
 Faith Points: 0
 % Elite: 27.4
 % Troops: 39.4

% Fast: 9.4
% Heavy: 12.7
% Fortification: 0
% Wargear: 0
Model Count: 53
Files version: 1.12

Group	Min	Max	Used
	1	2	1
	0	3	2
	2	6	3
	0	3	1
	0	3	1
	0	1	0