COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Scout Sergeant	Bolt pistol, Frag grenade, Krak grenade, Boltgun,		Leader, And They Shall Know No Fear, Transhuman Physiology,		11
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade, Camo cloak, Missile launcher, Frag missile, Krak missile,		Sniper, And They Shall Know No Fear, Transhuman Physiology,		17
	Intercessor	Frag grenade, Krak grenade, Bolt pistol, Bolt rifle, Auspex,		Comms, And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Gunner	Frag grenade, Krak grenade, Bolt pistol, Grav- cannon and grav-amp,		Heavy, And They Shall Know No Fear, Transhuman Physiology,		19
	Sternguard Veteran	Frag grenade, Krak grenade, Bolt pistol, Combi, Boltgun, Grav-gun,		And They Shall Know No Fear, Transhuman Physiology,		17
	Tactical Marine Gunner	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Plasma gun (Standard), Plasma gun (Supercharged),		And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Special- issue boltgun,		And They Shall Know No Fear, Transhuman Physiology,		14
	Company Veteran	Frag grenade, Krak grenade, Chainsword, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Tactical Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Boltgun, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade, Heavy bolter,		And They Shall Know No Fear, Transhuman Physiology,		14

Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Combi,	And They Shall Know No Fear, Transhuman Physiology,	18
	Boltgun, Flamer,		

								Poin
NAME	M	WS BS	S	Ţ	W	A LD	SV	MAX
Scout Sergeant	6"	3+ 3+	4	4	1	2 8	4+	1
WEAPON	RANGE	TYPE	S	AP	D	A	BILITIES	3
Bolt pistol	12"	Pistol 1	4	0	1		-	
Frag grenade	6"	Grenade D6	3	0	1		-	
Krak grenade	6"	Grenade 1	6	-1	D3		-	
Boltgun	24"	Rapid Fire 1	4	0	1		-	
ABILITIES:								
And They Shall Know No Fear		You c	an re-roll	failed Ner	ve Tests fo	r this mode	el.	
Transhuman Physiology	Ignore	penalties to t	this model	's hit rolls suffer		flesh woun	d this mo	del has
SPECIALISM:	LEADE	R						
Resourceful		ong as this n						
Experience: □□		I	Flesh Wou	nds: □□□	Conval	escence: 🗆	New Red	cruit:
							17	Poin
NAME	М	WS BS	S	Т	W	A LD	SV	MAX
Scout Gunner	6"	3+ 3+	4	4	1	1 7	4+	2
WEAPON	RANGE	TYPE	S	AP	D	A	BILITIES	
Bolt pistol	12"	Pistol 1	4	0	1		-	
	12" 6"	Pistol 1 Grenade D6	3	0	1		-	
Frag grenade		Grenade						
Frag grenade Krak grenade	6" 6" Whe	Grenade D6 Grenade	3 6 nakes a hit	0 -1 roll for a s	1 D3 hooting at	el is obscure		
Frag grenade Krak grenade Camo cloak Missile	6" Whe equip	Grenade D6 Grenade 1	3 6 nakes a hit th a camo of suffers	0 -1 roll for a s cloak, and an additio	D3 hooting at that mode anal -1 mode	el is obscure lifier	ed, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher	6" Whe equip	Grenade D6 Grenade 1 n a model m	3 6 nakes a hit th a camo of suffers	0 -1 roll for a s cloak, and an additio	D3 hooting at that mode anal -1 mode	el is obscure lifier	ed, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher Frag missile	6" Whe equip	Grenade D6 Grenade 1 n a model m ped with with then attackin	3 6 th a camo of suffers	0 -1 roll for a s cloak, and an additions s weapon,	D3 hooting at that mode onal -1 mode choose on	el is obscure lifier	ed, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile	6" Whe equip W	Grenade D6 Grenade 1 n a model m ped with with hen attackin Heavy D6	3 6 takes a hit at a camo of suffers ag with thi	0 -1 roll for a s cloak, and an addition s weapon,	D3 hooting at that mode onal -1 mode choose on	el is obscure lifier	ed, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile ABILITIES: And They Shall Know	6" Whe equip W	Grenade D6 Grenade 1 n a model m ped with with hen attackin Heavy D6 Heavy 1	3 6 nakes a hit tha camo of suffers ag with thi 4	0 -1 roll for a s cloak, and an additions weapon, 0 -2	D3 hooting at a that mode onal -1 mode choose on 1 D6	el is obscure lifier	d, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile ABILITIES: And They Shall Know No Fear Transhuman	6" Whe equip W 48"	Grenade D6 Grenade 1 n a model m ped with with hen attackin Heavy D6 Heavy 1	3 6 nakes a hit the a camo of suffers ag with this 4 8 can re-roll	0 -1 roll for a s cloak, and an addition s weapon, 0 -2	D3 hooting at that mode onal -1 mode choose on 1 D6 The treatment of the	el is obscure lifier e of its pro-	d, that hi	t roll
Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile ABILITIES: And They Shall Know No Fear Transhuman Physiology	6" Whe equip W 48"	Grenade D6 Grenade 1 n a model m ped with with Heavy D6 Heavy 1	3 6 nakes a hit the a camo of suffers ag with this 4 8 can re-roll	0 -1 roll for a s cloak, and an addition s weapon, 0 -2 failed Ner	D3 hooting at that mode onal -1 mode choose on 1 D6 The treatment of the	el is obscure lifier e of its pro-	d, that hi	t roll
Bolt pistol Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile ABILITIES: And They Shall Know No Fear Transhuman Physiology SPECIALISM: Marksman	6" Whe equip W 48" 48"	Grenade D6 Grenade 1 n a model m ped with with Heavy D6 Heavy 1	3 6 hakes a hit that a camo of suffers ag with this 4 8 can re-roll strike model	o -1 roll for a s cloak, and an addition s weapon, 0 -2 failed Ner 's hit rolls suffer	D3 hooting at that mode onal -1 mode choose on 1 D6 ve Tests for from one steed.	el is obscure lifier e of its pro-	ed, that hi	t roll

16 Points

									10	1 Omics
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-
WEAPON	RANGI	E T1	/PE	S	AP		D	Al	BILITIES	S
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"		nade 1	6	-1	Г	03		÷	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Bolt rifle	30"		ipid re 1	4	-1		1		-	
Auspex ABILITIES:	ASTAF	RTES n	nodel w	e shooting vithin 3" o model do due to tl	of a frien	dly mod ffer pen	lel equi alties to	pped with	h an aus	pex that
And They Shall Know No Fear			You ca	nn re-roll	failed Ne	erve Tes	ts for th	nis model	-	
Transhuman Physiology	Ignore	penalt	ies to tł	nis model	's hit roll suffe		one fles	h wound	this mo	odel has
SPECIALISM:	COMM	AS								
Scanner				ohase, if the eam with rolls for		this mod	del to sl	noot, you	_	
Experience: $\Box\Box$			□□ F	lesh Wou	nds: □□	□ Cor	ivalesce	ence: 🗆 🗎	New Re	cruit: 🗆

NAME	M	WS	BS	S	Ţ	W	A	LD	SV	Point MAX
Sternguard Gunner	6"	3+	3+	4	4	1	2	8	3+	2
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Frag grenade	6"		nade)6	3	0		1		-	
Krak grenade	6"		nade 1	6	-1	I)3		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Grav-cannon and grav-amp	24"	Hea	ıvy 4	5	-3		1	better, th	eristic of	3+ or on has
ABILITIES:										
And They Shall Know No Fear			You ca	ın re-roll	failed Ne	erve tes	ts for t	his model.		
Transhuman Physiology	Ignore t	he pen	alty to t	his mode	l's hit rol	ls from	one f	lesh wound	d it has s	uffere
SPECIALISM:	HEAV	1								
Relentless				preceding	_	ent ph	ase, or	ng with a l for shooti	-	_

									17	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	T)	/PE	S	AP)	Al	BILITIES	S
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"		nade 1	6	-1	Γ)3		÷	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Combi			-	_				n of the p e with thi		
Boltgun	24"		ipid re 1	4	0		1		-	
Grav-gun	18"		ipid re 1	5	-3	:	1	If the ta characte better, th Dan	eristic of	f 3+ or on has a
ABILITIES:										
And They Shall Know No Fear			You ca	ın re-roll	failed Ne	rve test	s for th	nis model.		
Transhuman Physiology	Ignore tl	he pen	alty to t	his mode	l's hit rol	ls from	one fle	esh woun	d it has s	suffered

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
WEAPON	RANGE	TY	PE	S	AP)	Al	BILITIES	3
Frag grenade	6"		nade 06	3	0		l		-	
Krak grenade	6"		nade 1	6	-1	Ε	03		-	
Bolt pistol	12"	Pist	tol 1	4	0		1		-	
Boltgun	24"		pid re 1	4	0		1		-	
Plasma gun (Standard)	24"		pid re 1	7	-3		1		-	
Plasma gun (Supercharged)	24"		pid re 1	8	-3	:	2	weapon's	he beare is taken after all	er of th out of this
ABILITIES:										
And Thorr										
And They Shall Know No Fear			You ca	an re-roll	failed Ne	rve Tes	ts for t	his model		
Shall Know	Ignore	penalti				s from o		his model sh wound		del has
Shall Know No Fear Transhuman	Ü	•	ies to tl	nis model	's hit roll suffe	s from o	one fles		this mo	
Shall Know No Fear Transhuman Physiology	Ü	•	ies to tl	nis model	's hit roll suffe	s from o	one fles	sh wound	this mo New Re	cruit: [
Shall Know No Fear Transhuman Physiology Experience: □□□	Ü	•	ies to tl	nis model	's hit roll suffe	s from o	one fles	sh wound	this mo New Re	cruit: [Poin :
Shall Know No Fear Transhuman Physiology			ies to tl	his model lesh Wou	's hit roll suffe nds: □□	s from o ered. □ Cor	one fles	sh wound ence: □]	this mo New Re 14	
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard Veteran	M	WS 3+	F	his model lesh Wou	's hit roll suffe	s from cered. Cor W	one fles	sh wound ence: LD 8	this mo	Point MA)
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard Veteran WEAPON	M 6"	WS 3+	BS 3+	his model lesh Wou S	's hit roll suffe nds: □□ T	s from cered. Cor W 1	avalesc	sh wound ence: LD 8	this mo New Re 14 SV 3+	Poin MA)
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard Veteran WEAPON Bolt pistol	M 6" RANGE	WS 3+ Pist Gre	BS 3+	s 4	's hit roll suffe nds: □□ T 4	s from cered. Cor W 1	avalesco	sh wound ence: LD 8	this mo New Re 14 SV 3+	Poin MA)
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 3+ Pist Gre D Gre	BS 3+ /PE tol 1 nade	his model lesh Wou S 4	's hit roll suffe nds: □□ T 4 AP 0	w 1	A 2	sh wound ence: LD 8	this mo New Re 14 SV 3+	Poin MA)
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Special-issue	M 6" RANGE 12" 6"	WS 3+ Pist Gre C Gre Ra	BS 3+ /PE tol 1 nade 06 nade	s s 4 s 4 s 3	's hit roll suffernds: T 4 AP 0	w 1	A 2	sh wound ence: LD 8	this mo New Re 14 SV 3+	Poin
Shall Know No Fear Transhuman Physiology Experience: □□□□ NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Special-issue boltgun	M 6" RANGI 12" 6"	WS 3+ Pist Gre C Gre Ra	BS 3+ /PE tol 1 nade 06 nade 1	s s s s s s s s s s s s s s s s s s s	's hit roll suffernds: □□ T 4 AP 0 0 -1	w 1	A 2 1 1 1 1	sh wound ence: LD 8	this mo New Re 14 SV 3+	Poin MA)
Shall Know No Fear Transhuman Physiology Experience: □□□ NAME Sternguard	M 6" RANGI 12" 6"	WS 3+ Pist Gre C Gre Ra	BS 3+ VPE tol 1 nade 06 nade 1 upid re 1	shis model lesh Would state the state of the	's hit roll suffernds: □□ T 4 AP 0 -1 -2	w 1	A 2 1 1 1 1	sh wound ence: LD 8	this mo New Re 14 SV 3+ BILITIES	Poin MA)

									16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Company Veteran	6"	3+	3+	4	4	1	2	8	3+	4
WEAPON	RANGI	E TY	/PE	S	AP		D	Al	BILITIES	S
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"		nade 1	6	-1]	D3		-	
Chainsword	Melee	M	elee	User	0		1	fights, in	me the l t can ma nal attac s weapo	ke one k with
Flamer	8"		sault D6	4	0		1	autom	is weapo atically l target.	
ABILITIES:										
And They Shall Know No Fear			You	an re-roll	failed No	erve tes	sts for t	his model		
Transhuman Physiology	Ignore t	he pen	alty to	this mode	el's hit rol	lls fron	n one fl	esh woun	d it has s	uffered

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

									16	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
WEAPON	RANG	E TY	/PE	S	AP		D	Al	BILITIES	3
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		enade D6	3	0		1		-	
Krak grenade	6"		enade 1	6	-1	Ι	03		-	
Boltgun	24"		ipid re 1	4	0		1		-	
Flamer	8"		sault D6	4	0		1	automa	is weapo atically h target.	
ABILITIES:										
And They Shall Know No Fear			You ca	ın re-roll f	failed Ne	rve Tes	ts for tl	nis model		
Transhuman Physiology	Ignore	e penalt	ties to tl	nis model	s hit roll suffe		one fles	h wound	this mo	del has
Experience: □□			□□ F	lesh Wou	nds: □□	□ Coi	nvalesce	ence: 🗆 🛚	New Re	cruit: □

									14	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2
WEAPON	RANGE	TYF	PE	S	AP		D	A	BILITIE	S
Bolt pistol	12"	Pisto	ol 1	4	0		1		-	
Frag grenade	6"	Gren De		3	0		1		-	
Krak grenade	6"	Gren		6	-1	I)3		-	
Heavy bolter	36"	Heav	vy 3	5	-1		1		-	
ABILITIES:										
Shall Know No Fear Transhuman Physiology	Ignore				failed Ne I's hit roll	s from				del ha
Experience: 🗆 🗆			□ Fle	esh Wou	ınds: □□	□ Co	nvalesc	ence: 🗆		
Experience: NAME	M	WS	□ Fle	esh Wou	ınds: □□	□ Con	nvalesc	ence: LD		Poin
NAME Sternguard									18	Poin MA
NAME Sternguard Veteran	M	WS 3+	BS 3+	S	T	W 1	A	LD 8	18 SV	Poin MA
NAME Sternguard Veteran WEAPON	M 6"	WS 3+	BS 3+	\$ 4	T 4	W 1	A 2	LD 8	18 SV 3+	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol	M 6" RANGE	WS 3+	BS 3+ PE ol 1 nade	\$ 4 S	T 4 AP	W 1	A 2	LD 8	18 SV 3+	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 3+ Pisto	BS 3+ PE ol 1 nade 6 nade	\$ 4 S	T 4 AP 0	W 1	2 D	LD 8	18 SV 3+	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade	M 6" RANGE 12" 6" When a	WS 3+ Pisto Gren Do Gren 1	BS 3+ PE ol 1 nade 6 nade	S 4 S 4 3 6 this weap	T 4 AP 0 0	W 1 I	2 D 1 1 1 03	LD 8	3+ BILITIES - rofiles b	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Combi	M 6" RANGE 12" 6" When a	WS 3+ Pisto Gren Do Gren 1	BS 3+ PE ol 1 nade 6 nade g with the see both	S 4 S 4 3 6 this weap	T 4 AP 0 0 -1	W 1 I ose one II hit ro	2 D 1 1 1 03	LD 8	3+ BILITIES - rofiles b	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Combi Boltgun	M 6" RANGE 12" 6" When a yo	WS 3+ Pisto Gren Do Gren 1 attacking ou choose Rap	BS 3+ PE ol 1 nade 6 nade g with the see both old e 1 nult	\$ 4 \$ 4 3 6 this weap	AP 0 0 -1 pon, choose 1 from a	I I pose one	A 2 D 1 1 1 O3 or both	LD 8 A	3+ BILITIES - rofiles b	Poin MA
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Combi Boltgun Flamer	M 6" RANGE 12" 6" When a yo 24"	WS 3+ Pisto Green Do Green 1 attacking ou choose Rap Fire	BS 3+ PE ol 1 nade 6 nade g with the see both old e 1 nult	\$ 4 \$ 4 3 6 this weap subract	T 4 AP 0 0 -1 pon, choo 1 from a	I I pose one	A 2 D 1 1 1 O3 or bottllls mad	LD 8 A	3+ BILITIES rofiles b is weapon	Poin MA
•	M 6" RANGE 12" 6" When a yo 24"	WS 3+ Pisto Green Do Green 1 attacking ou choose Rap Fire Assa	BS 3+ PE ol 1 nade 6 nade g with the see both boid e 1 nult 6	\$ 4 \$ 4 3 6 this weap subract 4	T 4 AP 0 0 -1 pon, choo 1 from a	I I I I I I I I I I I I I I I I I I I	A 2 D 1 1 1 O3 or bottl llls mad 1	An of the pe with the	3+ BILITIES rofiles b is weapon	Poin MA

Experience: