

COMMAND ROSTER

PLAYER NAME		RESOURCES	CURRENT KILL TEAM FORCE	200 Points
FACTION	Deathwatch		CURRENT KILL TEAM'S NAME	
MISSION				
BACKGROUND				
SQUAD QUIRK				

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Terminator Sergeant	Storm shield, Thunder hammer,		Leader, And They Shall Know No Fear, Transhuman Physiology,		40
	Vanguard Veteran (Jump Pack)	Frag grenade, Krak grenade, 2x Grav-pistol,		Sniper, And They Shall Know No Fear, Transhuman Physiology,		21
	Veteran Gunner	Frag grenade, Krak grenade, Deathwatch frag cannon, Frag cannon - Frag round, Frag cannon - Shell,		And They Shall Know No Fear, Transhuman Physiology,		21
	Intercessor Sergeant	Frag grenade, Krak grenade, Bolt pistol, Auspex, Hand flamer, Power fist,		Comms, And They Shall Know No Fear, Transhuman Physiology,		23
	Veteran Gunner	Frag grenade, Krak grenade, Infernus heavy bolter, Infernus - Heavy bolter, Infernus - Heavy flamer,		Heavy, And They Shall Know No Fear, Transhuman Physiology,		18
	Primaris Chaplain	Rosarius, Absolvor bolt pistol, Crozius arcanum, Frag grenade, Krak grenade,		And They Shall Know No Fear, Transhuman Physiology, Hardy Constitution,		63

	Veteran	Frag grenade, Krak grenade, Special Issue Ammunition, Kraken bolt, Vengeance round, Dragonfire bolt, Hellfire round, Boltgun,		And They Shall Know No Fear, Transhuman Physiology,		14
--	---------	--	--	--	--	----

40 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Terminator Sergeant	5"	3+	3+	4	4	2	3	9	2+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Storm shield	This model has a 3+ invulnerable save.									
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: LEADER

Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

Fly

21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Vanguard Veteran (Jump Pack)	12"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
2x Grav-pistol	12"	Pistol 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: SNIPER

Marksmen	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Veteran Gunner	6"	3+	3+	4	4	1	2	8	3+	4
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Deathwatch frag cannon	When attacking with this weapon, choose one of its profiles below.									
Frag cannon - Frag round	8"	Assault 2D6	6	-1	1	This weapon automatically hits its target.				
Frag cannon - Shell	24"	Assault 2	7	-2	2	If the target is within half range of this weapon, its attacks are resolved with a Strength of 9 and an AP of -3.				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

23 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Bolt pistol	12"	Pistol 1	4	0	1	-				
Auspex	At the start of the Shooting phase, you can choose another ADEPTUS ASTARTES model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or Injury rolls due to their target being obscured.									
Hand flamer	8"	Pistol D3	3	0	1	This weapon automatically hits its target.				
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: COMMS

Scanner	Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.
---------	--

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

18 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Veteran Gunner	6"	3+	3+	4	4	1	2	8	3+	4
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Infernus heavy bolter	When attacking with this weapon, choose one or both of its profiles below. If you choose both, subtract 1 from all hit rolls made with this weapon.									
Infernus - Heavy bolter	36"	Heavy 3	5	-1	1	-				
Infernus - Heavy flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

SPECIALISM: HEAVY

Relentless	This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.
------------	---

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

63 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Primaris Chaplain	6"	2+	3+	4	4	5	4	9	3+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rosarius	This model has a 4+ invulnerable save.									
Absolvor bolt pistol	16"	Pistol 1	5	-1	1	-				
Crozius arcanum	Melee	Melee	+1	-1	2	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Hardy Constitution	Roll a D6 each time this model loses a wound. On a 6+ that wound is not lost. If a model already has an ability with a similar effect (such as Disgustingly Resilient), you can choose which effect applies and re-roll 1s when making these rolls.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

14 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Frag grenade	6"	Grenade D6		3	0	1	-			
Krak grenade	6"	Grenade 1		6	-1	D3	-			
Special Issue Ammunition	When this model fires an auto bolt rifle, bolt carbine, bolt pistol, bolt rifle, combi-melta (boltgun profile only), combi-plasma (boltgun profile only), heavy bolt pistol, stalker bolt rifle, stalker pattern boltgun or storm bolter you can choose one kind of ammunition from the table above, and apply the corresponding modifier.									
Kraken bolt	Add 3" to the range of this weapon if it is a Pistol - or 6" otherwise - and improve the AP of the attack by 1 (e.g. an AP of 0 becomes -1), to a maximum AP of -2.									
Vengeance round	Subtract 3" from the range of this weapon if it is a Pistol - or 6" otherwise - and improve the AP of the attack by 2 (e.g. an AP of 0 becomes -2), to a maximum AP of -3.									
Dragonfire bolt	Add 1 to hit rolls for this weapon when targeting a model which is obscured.									
Hellfire round	This weapon always wounds on a 2+.									
Boltgun	24"	Rapid Fire 1		4	0	1	-			

ABILITIES:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐