## **COMMAND ROSTER**

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
Eldos the Unyielding Fire	Dire Avenger Exarch	Plasma grenade, 2x Avenger shuriken catapult,		Leader, Battle Fortune, Ancient Doom, Battle Focus, Defence Tactics,		11
Tamishar Ulthos	Guardian Defender	Shuriken catapult, Plasma grenade,		Comms, Battle Focus, Ancient Doom,		7
Rhidhal Undroil	Storm Guardian Gunner	Plasma grenade, Flamer,		Veteran, Battle Focus, Ancient Doom,		10
Arision the Implacable	Storm Guardian Gunner	Plasma grenade, Fusion gun,		Scout, Battle Focus, Ancient Doom,		10
Requiel Rhianthari	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ancient Doom, Battle Focus, Defence Tactics,		10
Yrion Ceifulgaithann	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ancient Doom, Battle Focus, Defence Tactics,		10
Fian Son of Coheria	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ancient Doom, Battle Focus, Defence Tactics,		10
Tarvaril Shelwenin	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ancient Doom, Battle Focus, Defence Tactics,		10
	Heavy Weapons Platform	Starcannon,		Crewed Weapon, Ancient Doom, Battle Focus,		11
Arision the Wanderer	Ranger	Cameleoline Cloak, Shuriken pistol, Ranger long rifle,		Battle Focus, Ancient Doom,		11

Eldos the Uny Fire	yieldin	g		Ulth	iwe				11	Point
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	1
WEAPON	RANG	E T\	/PE	S	AP		)	ABILITIES		3
Plasma grenade	6"		nade D6	4	-1	1		-		
2x Avenger shuriken catapult	18" Assault			4	0	:	l	Each time you make a wound rolll of 6+ for the weapon, that hit is resolved with an AP of		
ABILITIES:	icsolved with dif Ar 0									
Battle Fortune	A Dire Avenger Exarch has a 4+ invulnerable save.									
Ancient Doom	in whi	You can re-roll failed hit rolls in the Fight phase for this model in a battle roun in which it charges or is charged by a SLAANESH model. However, you mus add 1 to Nerve tests for this model if it is within 3" of any SLAANESH model								
Battle Focus	If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.									
Defence	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.									
Tactics	Who	en this 1	model fi	ires Over	watch, th	ney succ	essfull <sub>:</sub>	y hit on a	roll of 5	or 6.
	LEAD		model fi	ires Over	watch, th	ney succ	essfull <sub>:</sub>	y hit on a	roll of 5	or 6.
SPECIALISM:	<b>LEAD</b>	<b>ER</b> s long as	s this m	odel is or	n the batt	lefield a	nd no	t shaken, y	ou gain	an
SPECIALISM:	<b>LEAD</b>	<b>ER</b> s long as additio	s this m	odel is or nmand P	n the batt oint at th	lefield a	nd not		vou gain le round	an
SPECIALISM: Resourceful Experience:	LEAD As	<b>ER</b> s long as additio	s this m	odel is or nmand P	n the batt oint at th nds: □□	lefield a	nd not	t shaken, y	vou gain le round New Re	an
SPECIALISM: Resourceful Experience: □□  L'amishar Ult	LEAD As	<b>ER</b> s long as additio	s this m	odel is or nmand P esh Wou	n the batt oint at th nds: □□	lefield a	nd not	t shaken, y	vou gain le round New Re	an cruit: [
SPECIALISM: Resourceful Experience: □□ Famishar Ult NAME Guardian	LEAD As	ER s long a additio	s this m nal Cor	odel is on nmand P esh Wou <b>Ulth</b>	n the batt oint at th nds: □□	lefield a ne begin □ Cor	nd not ning o	t shaken, y	you gain le round New Re	an cruit: [ <b>Poin</b> :
SPECIALISM: Resourceful Experience: □□ Famishar Ult NAME Guardian Defender	LEAD As	ER s long as additio WS 3+	s this mal Cor	odel is or nmand P esh Wou <b>Ulth</b> <b>S</b>	n the batt l'oint at th nds: □□  nwe T	lefield a ne begin Con W	nd nor	t shaken, y If the battl ence:	you gain le round New Re 7	an cruit:   Poin MA)
SPECIALISM: Resourceful Experience: □□ L'amishar Ult NAME Guardian Defender WEAPON Shuriken	LEAD As	ER s long as addition WS 3+ E TY	s this man al Cornel Fl	odel is or nmand P esh Wou <b>Ulth</b> <b>S</b>	n the battloint at the nds:   nwe  T	lefield a ne begin  Cor  W  1	nd not not ning of a large of the large of t	t shaken, y If the battlence:	you gain le round New Re 7 SV 5+ BILITIES me you roll of 6+ on, that l	an
EPECIALISM: Resourceful Experience: □□  L'amishar Ult NAME  Guardian  Defender  WEAPON  Shuriken  catapult  Plasma	LEAD As thos M 7" RANG	ER s long as addition  WS  3+  E TY  Ass	s this manal Cornal Cornal Cornal Cornal Files	odel is or nmand P esh Wou Ulth \$ 3	n the batte Point at the nds:	lefield a ne begin  Cor  W  1	nd not not ning of a large of the large of t	t shaken, y of the battlence:	you gain le round New Re 7 SV 5+ BILITIES me you roll of 6+ on, that l	an
SPECIALISM: Resourceful Experience: □□ Tamishar Ult NAME Guardian Defender WEAPON Shuriken catapult Plasma grenade	LEAD As thos M 7" RANG	ER s long as addition  WS  3+  E TY  Ass	s this manal Cornal Cor	odel is or nmand P esh Wou Ulth \$ 3 \$	n the batte Point at the nds: □□  nwe  T  AP	lefield a ne begin  Cor  W  1	nd not not ning of A 1	t shaken, y of the battlence:	you gain le round New Re 7 SV 5+ BILITIES me you roll of 6+ on, that l	an
Tactics SPECIALISM: Resourceful Experience: □□ Tamishar Ult NAME Guardian Defender WEAPON Shuriken catapult Plasma grenade ABILITIES: Battle Focus	LEAD As  Chos M 7"  RANG  12"	WS  3+  E TY  Assumed the content of	s this manal Cornal Cor	odel is or nmand P esh Wou Ulth \$ 3 \$ 4	n the batte Point at the nds: □□  nwe  T  AP  0  -1	lefield a ne begin  W  1	nd not not ning of a valesce  A 1 1	t shaken, y of the battlence:	you gain le round New Re 7 SV 5+ SILITIES me you roll of 6+ pon, that I with an A	an  Poin  MA)  Mal

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.

SPECIALISM:

Scanner

**COMMS** 

Rhidhal Und	roil			Ulth	we				10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Storm Guardian Gunner	7"	" 3+ 3+ 3 3				1	1	7	5+	2
WEAPON	RANGE	TY	PE	S	AP		D	AE	BILITIES	
Plasma grenade	6"		nade 06	4	-1		1		-	
Flamer	8"		sault D6	4	0	:	1	automa	is weapo itically h target.	
ABILITIES:										
Battle Focus							•	ase, weap nained st		_
Ancient Doom	in whic	h it ch	arges or	is charge	d by a SI	AANE	SH mo	s model in odel. How any SLAA	vever, yo	u must
SPECIALISM:	VETER	AN								
Grizzled	This m	nodel iş	gnores p	oenalties :	to its Lea	dership	charac	teristic an	nd Nerve	e tests.
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Con	ıvalesce	ence: 🗆 🛚 1	New Re	cruit: 🗆
Arision the Ir	nplacab	ole		Ulth	ıwe				10	Point

Arision the I	nplacal	ole		Ulth	we				10	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Storm Guardian Gunner	7"	3+	3+	3	3	1	1	7	5+	2
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Plasma grenade	6"		nade 06	4	-1		1		÷	
Fusion gun	12"		sault 1	8	-4	Ι	06	If the target is within hal range of this weapon, ro two dice when inflicting damage with it and discard the lowest result		
ABILITIES:										
Battle Focus							_	hase, weap emained s		-
Ancient Doom	in whic	h it ch	arges or	is charge	d by a SI	AANE	ESH m	nis model i nodel. Hov any SLAZ	wever, yo	u must
SPECIALISM:	SCOU	T								
Swift	You can re-roll Advance rolls for this model.									
Experience: □□			□ F	lesh Wou	nds: □□	□ Coı	nvalesc	ence: 🗆	New Re	cruit: 🗆

Requiel Rhia	nthari			Ultl	ıwe				10	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	7" 3+ 3+		3	3	1	1	8	4+	-
WEAPON	RANGE TYPE		/PE	S	AP		D	ABILITIES		
Avenger shuriken catapult	18"	Assault		4	0		1	wound ro	on, that l	for this
Plasma grenade	6"		enade D6	4	-1		1		-	
ABILITIES:										
Ancient Doom	in which	h it ch	arges or	is charge	ed by a SI	LAANI	ESH m	is model i odel. Hov any SLA <i>A</i>	vever, yo	u must
Battle Focus		If this model moves or Advances in its Movement phase, weapons (excludi Heavy weapons) are used as if the model had remained stationary.							-	
Defence Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.							or 6.		
Experience: 🗆	e: □□□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □							cruit: □		

Yrion Ceifulg	gaithanı	n		Ulth	ıwe				10	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Dire Avenger	7" 3+ 3		3+	3	3	1	1	8	4+	-	
WEAPON	RANGE	T	/PE	S	AP		D	A	ABILITIES		
Avenger shuriken catapult	18" Assault			4	0		1	wound re	on, that	for this	
Plasma grenade	6"		nade 06	4	-1		1		-		
ABILITIES:											
Ancient Doom	in whic	h it ch	arges o	r is charge	d by a SI	LAANI	ESH n	his model nodel. Hov Fany SLA	wever, yo	u must	
Battle Focus							_	hase, weap emained s		-	
Defence Tactics	When	n this 1	nodel	fires Over	watch, tł	ney succ	cessful	ly hit on a	roll of 5	or 6.	

Fian Son of C	oheria			Ultl	ıwe				10	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7" 3+ 3+		3+	3	3	1	1	8	4+	,
WEAPON	RANGE TYPE			S	AP		D	ABILITIES		
Avenger shuriken catapult	18" Assault 2			4	0		1	wound ro	on, that l	for this
Plasma grenade	6"		enade D6	4	-1		1		-	
ABILITIES:										
Ancient Doom	in which	h it ch	arges o	r is charge	d by a SI	LAANI	ESH m	is model i odel. Hov any SLA <i>A</i>	vever, yo	u must
Battle Focus							_	nase, weap emained st		-
Defence Tactics	When	When this model fires Overwatch, they successfully hit on a roll of 5 or 6							or 6.	
Experience: □□	Experience:   Convalescence:   New Recruit:								cruit: □	

Tarvaril Shelv	we-nin			Ulth	we				10	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+ 3+		3	3	1	1	8	4+	-
WEAPON	RANGI	ANGE TYPE		S	AP		D	ABILITIES		
Avenger shuriken catapult	18"		sault 2	4	0		1	Each tir wound ro weapo resolved v	olll of 6+ on, that l	for this
Plasma grenade	6"		nade D6	4	-1		1		-	
ABILITIES:										
Ancient Doom	in whic	h it ch	arges o	hit rolls ir or is charge for this mo	d by a SI	LAANE	SH m	odel. Hov	vever, yo	u must
Battle Focus				or Advanons) are used						
Defence Tactics	Whe	n this 1	model :	fires Overv	watch, th	ney succ	essfull	y hit on a	roll of 5	or 6.
Experience: 🗆 🗆			□□ F	Flesh Wou	nds: □□	□ Cor	ivalesc	ence: 🗆 ]	New Re	cruit: 🗆

									11	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Heavy Weapons Platform	7"	6+	3+	3	3	2	1	7	3+	1
WEAPON	RANGI	E <b>T</b> \	/PE	S	AP		D	Al	BILITIES	
Starcannon	36"	He	avy 2	6	-3	Γ	)3		-	
ABILITIES:										
Crewed	could s	Weapons Platform shoots, you must choose one such Guardian Defender that could still shoot its own ranged weapon in that phase, that Guardian Defender may not fire any of its own ranged weapons this phase. Heavy Weapons Platforms may not charge, may not be specialists, are not part of a fire team and do not gain experience. A Heavy Weapon Platform automatically passes Nerve tests.								
Crewed Weapon	may Platfori	not fi ns may	re any of not cha	f its own arge, may	d weapon ranged w not be sy vy Weapo	veapons pecialist on Platf	this ph	that Gua ase. Hea ot part of	vy Weap f a fire te	ons am anc
Weapon	Platforn do not You car in whice	y not fi ns may gain ex n re-rol ch it ch	re any of not cha perience I failed h arges or	f its own arge, may e. A Hea nit rolls in is charge	d weapon ranged w not be s vy Weapo tes n the Figh	veapons pecialiss on Platf ets.  ht phase LAANE	this ph ts, are no form aut	that Gua ase. Hea ot part of comatica model i	vy Weap f a fire te lly passes n a battle vever, yo	ons am and s Nerve e round u must
Weapon  Ancient  Doom	Platform do not go You car in which add 1 to If this	y not fi ms may gain ex n re-rol ch it ch o Nerve model	re any of not char perience I failed h arges or e tests fo moves o	f its own arge, may e. A Hea nit rolls in is charge or this mo	d weapon ranged w not be s vy Weapo tes n the Figh	veapons pecialist on Platf its.  AANE s within	this photos, are no corm autorior this est this photos at 3" of an arent photos the thin the	that Gua ase. Hea to part of comatica model i del. Hov ny SLAA	vy Weap f a fire te fly passes  n a battle wever, yo  NESH f	ons am and s Nerve e round u must models
Weapon  Ancient  Doom	You car in whice add 1 to If this	y not fi ms may gain ex n re-rol ch it ch o Nervo model Heavy	re any of v not char perience I failed h arges or e tests fo moves o weapons	f its own arge, may e. A Hea hit rolls in is charge or this mo or Advan	d weapon ranged w v not be s vy Weapon tes n the Figle ed by a SI odel if it i	veapons pecialist on Platf its.  ht phase AANE s within Movem	this ph ts, are no form aut for this SH mo a 3" of an aent pha	that Gua ase. Hea ot part of comatica model i del. How my SLAA se, weap nained st	yy Weap f a fire te lly passes n a battle vever, yo aNESH a ons (exci- ationary	ons am and s Nerve e round u must models luding
Meapon  Ancient  Doom  Battle Focus  Experience: □□	Platforn do not you car in whice add 1 to	y not fins may gain ex n re-rol ch it ch o Nerve model Heavy	re any of v not char perience I failed h arges or e tests fo moves o weapons	f its own arge, may e. A Hea hit rolls in is charge or this mo or Advan	d weapon ranged w rot be s vy Weapo tes n the Figle d by a SI odel if it i ces in its d as if the	veapons pecialist on Platf its.  ht phase AANE s within Movem	this ph ts, are no form aut for this SH mo a 3" of an aent pha	that Gua ase. Hea ot part of comatica model i del. How my SLAA se, weap nained st	yy Weap f a fire te lly passes n a battle vever, yo aNESH ons (exc ationary	ons am and s Nerve e round u must models luding . cruit:
Meapon  Ancient  Doom  Battle Focus  Experience: □□  Arision the V	Platforn do not you car in whice add 1 to	y not fins may gain ex n re-rol ch it ch o Nerve model Heavy	re any of v not char perience I failed h arges or e tests fo moves o weapons	f its own arge, may e. A Hea nit rolls in is charge or this mo or Advan s) are use esh Wou	d weapon ranged w rot be s vy Weapo tes n the Figle d by a SI odel if it i ces in its d as if the	veapons pecialist on Platf its.  ht phase AANE s within Movem	this ph ts, are no form aut for this SH mo a 3" of an aent pha	that Gua ase. Hea ot part of comatica model i del. How my SLAA se, weap nained st	yy Weap f a fire te lly passes n a battle vever, yo aNESH ons (exc ationary	ons am and s Nerve e round u must models luding . cruit:
Weapon  Ancient Doom  Battle Focus	Platforn do not you can in white add 1 to If this If	y not fins may gain ex not re-role to Nervo model Heavy v	re any of not char perience.  I failed harges or e tests for moves of weapons.	f its own arge, may e. A Hea hit rolls in is charge or this mo or Advan s) are use esh Wou	d weapon ranged w res tes the Figle d by a SI odel if it i ces in its d as if the	veapons pecialisi on Platf its.  ht phase AANE s within Movem e model	this photos, are no communities for this SH moon 3" of an annual ment phathad ren avalescent section of the communities of the	that Guase. Hear of part of comatica model i del. How my SLAA se, weap nained st	yy Weap f a fire te lly passes n a battle vever, yo nNESH ons (exc. ationary New Rec	ons am and s Nerve e round u must models luding . cruit:

Arision the W	Vander	er		Ulth	we				11	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Ranger	7"	3+	3+	3	3	1	1	7	5+	-
WEAPON	RANGE TYPE		/PE	S	AP	D		AE	BILITIES	3
Cameleoline Cloak			, , ,	·				ig attack th an additio	U	
Shuriken pistol	12"	Pis	tol 1	4	0	I	1		oll of 6+ on, that l	for this
Ranger long rifle	36"	Hea	avy 1	4	0	1	L	A model firing a Long Rifle dos suffer the penalt for the target be long range. Eac you roll a wound 6+ for this wea inflicts one m wound in additio		es not y to hit eing at h time I roll of bon, it ortal n to any

## **ABILITIES:**

Battle Focus	If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within $3^{\prime\prime}$ of any SLAANESH models.
Experience: □□	□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □