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 Undroíl	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 Shelwe-nin	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 Unyielding Fire

Ulthwe   **11 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma grenade	6"	Grenade D6	4	-1	1	-
2x Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound rolll of 6+ for this weapon, that hit is resolved with an AP of -3.

ABILITIES:

Battle Fortune	A Dire Avenger Exarch has a 4+ invulnerable save.
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" of any SLAANESH models.
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 Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

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

Tamishar Ulthos

Ulthwe   **7 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Guardian Defender	7"	3+	3+	3	3	1	1	7	5+	

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Plasma grenade	6"	Grenade D6	4	-1	1	-

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" of any SLAANESH models.

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: ☐

Rhidhal Undroíl — Ulthwe — 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	TYPE	S	AP	D	ABILITIES
Plasma grenade	6"	Grenade D6	4	-1	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

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" of any SLAANESH models.

SPECIALISM: VETERAN

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.

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

Arision the Implacable — Ulthwe — 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	TYPE	S	AP	D	ABILITIES
Plasma grenade	6"	Grenade D6	4	-1	1	-
Fusion gun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

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" of any SLAANESH models.

SPECIALISM: SCOUT

Swift	You can re-roll Advance rolls for this model.

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

Requiel Rhianthari — Ulthwe — 10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound rolll of 6+ for this weapon, that hit is resolved with an AP of -3.
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES:

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" of any SLAANESH models.
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 Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

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

Yrion Ceifulgaithann — Ulthwe — 10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound rolll of 6+ for this weapon, that hit is resolved with an AP of -3.
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES:

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" of any SLAANESH models.
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 Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

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

Fian Son of Coheria — Ulthwe — 10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound rolll of 6+ for this weapon, that hit is resolved with an AP of -3.
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES:

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" of any SLAANESH models.
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 Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

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

Tarvaril Shelwe-nin — Ulthwe — 10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Avenger shuriken catapult	18"	Assault 2	4	0	1	Each time you make a wound rolll of 6+ for this weapon, that hit is resolved with an AP of -3.
Plasma grenade	6"	Grenade D6	4	-1	1	-

ABILITIES:

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" of any SLAANESH models.
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 Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Heavy Weapons Platform	7"	6+	3+	3	3	2	1	7	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Starcannon	36"	Heavy 2	6	-3	D3	-

ABILITIES:

Crewed Weapon	A Heavy Weapons Platform can only move, Advance, React, shoot or fight if a friendly Guardian Defender that is not shaken is within 3" of it. If a Heavy 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.
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" of any SLAANESH models.
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.

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

Arision the Wanderer　　　　**Ulthwe**　　　　**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	S	AP	D	ABILITIES
Cameleoline Cloak						When an enemy player makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier.
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3.
Ranger long rifle	36"	Heavy 1	4	0	1	A model firing a Ranger Long Rifle does not suffer the penalty to hit for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts one mortal wound in addition to any other damage.

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" of any SLAANESH models.

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