

COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Traitor Guardsman Sergeant	Laspistol, Chainsword, Frag grenade,		Leader, Servants of the Abyss,		5
	Traitor Guardsman Gunner	Frag grenade, Flamer,		Demolitions, Servants of the Abyss,		8
	Traitor Guardsman Gunner	Frag grenade, Flamer,		Veteran, Servants of the Abyss,		8
	Negavolt Cultist	Voltageist Field, Electro-goads,		Combat, Fanatical Devotion, Servants of the Abyss,		9
	Rogue Psyker	Laspistol, Chaos stave,		Unrestrained Power, Servants of the Abyss,		20
	Negavolt Cultist	Voltageist Field, Electro-goads,		Fanatical Devotion, Servants of the Abyss,		9
	Negavolt Cultist	Voltageist Field, Electro-goads,		Fanatical Devotion, Servants of the Abyss,		9
	Negavolt Cultist	Voltageist Field, Electro-goads,		Fanatical Devotion, Servants of the Abyss,		9
	Cultist of the Abyss Gunner	Frag grenade, Krak grenade, Grenade launcher, Grenade launcher - Frag, Grenade launcher - Krak,				8
	Cultist of the Abyss Gunner	Frag grenade, Krak grenade, Heavy stubber,				8
	Chaos Beastman	Laspistol / Autopistol, Melee weapon, Frag grenade,		Savage Charge, Servants of the Abyss,		7
	Chaos Beastman	Laspistol / Autopistol, Melee weapon, Frag grenade,		Savage Charge, Servants of the Abyss,		7
	Black Legionnaire	Boltgun, Frag grenade, Krak grenade, Bolt pistol,		Transhuman Physiology, Death to the False Emperor,		12
	Cultist of the Abyss	Autogun, Frag grenade, Krak grenade,				5

5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Traitor Guardsman Sergeant	6"	4+	4+	3	3	1	2	7	5+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laspistol	12"	Pistol 1	3	0	1	-				
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				
Frag grenade	6"	Grenade D6	3	0	1	-				

ABILITIES:

Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.
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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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Traitor Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.
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SPECIALISM: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Traitor Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.
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SPECIALISM: VETERAN

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

9 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Voltageist Field	This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.									
Electro-goats	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.				

ABILITIES:

Fanatical Devotion	Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rogue Psyker	6"	4+	4+	3	3	4	2	8	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laspistol	12"	Pistol 1	3	0	1	-				
Chaos stave	Melee	Melee	User	-1	D3	-				

ABILITIES:

Unrestrained Power	You can re-roll any dice rolls of 1 when taking a Psychic test for this model. However, this model suffers Perils of the Warp on any Psychic test roll of a double, not just double 1 or double 6.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

PSYKER: MANIFEST 1 | DENY 1

Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

9 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Voltageist Field	This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.									
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.				

ABILITIES:

Fanatical Devotion	Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

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

9 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Voltageist Field	This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.									
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.				

ABILITIES:

Fanatical Devotion	Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

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

9 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Voltageist Field	This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.									
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.				

ABILITIES:

Fanatical Devotion	Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

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

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cultist of the Abyss Gunner	6"	4+	4+	3	3	1	1	6	6+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Grenade launcher	-	-	-	-	-	When attacking with this weapon, choose one of the profiles below:				
Grenade launcher - Frag	24"	Assault D6	3	0	1	-				
Grenade launcher - Krak	24"	Assault 1	6	-1	D3	-				

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

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cultist of the Abyss Gunner	6"	4+	4+	3	3	1	1	6	6+	2
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Heavy stubber	36"	Heavy 3	4	0	1	-				

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

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Beastman	6"	3+	4+	4	4	1	1	6	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laspistol / Autopistol	12"	Pistol 1	3	0	1	-				
Melee weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				
Frag grenade	6"	Grenade D6	3	0	1	-				

ABILITIES:

Savage Charge	Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

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

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Beastman	6"	3+	4+	4	4	1	1	6	5+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laspistol / Autopistol	12"	Pistol 1	3	0	1	-				
Melee weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				
Frag grenade	6"	Grenade D6	3	0	1	-				

ABILITIES:

Savage Charge	Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.
Servants of the Abyss	You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.

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

12 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Black Legionnaire	6"	3+	3+	4	4	1	1	7	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Boltgun	24"	Rapid Fire 1	4	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				
Bolt pistol	12"	Pistol 1	4	0	1	-				

ABILITIES:

Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an Imperium model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.

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

5 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cultist of the Abyss	6"	4+	4+	3	3	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Autogun	24"	Rapid Fire 1	3	0	1	-				
Frag grenade	6"	Grenade D6	3	0	1	-				
Krak grenade	6"	Grenade 1	6	-1	D3	-				

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