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	RANGE T		/PE	S	AP	D		Al	BILITIES	3
Plasma grenade	6"		nade D6	4	-1		1		-	
2x Avenger shuriken catapult	18"		sault 2	4	0	:	l	wound ro	on, that l	for th
ABILITIES:										
Battle Fortune			A Dire	Avenger	Exarch h	as a 4+ i	invuln	erable sav	e.	
Ancient Doom	in whi	ch it ch	arges or	is charge	d by a SI	LAANE	SH m	is model i odel. Hov any SLA <i>P</i>	vever, yo	u mus
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 _:	y hit on a	roll of 5	or 6.
	LEAD		model fi	ires Over	watch, th	ney succ	essfull _:	y hit on a	roll of 5	or 6.
SPECIALISM:	LEAD	ER s long as	s this m	odel is or	n the batt	lefield a	nd no	t shaken, y	ou gain	an
SPECIALISM:	LEAD	ER 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	ER 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	ER 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 Ulth	n the batt oint at th nds: □□	lefield a ne begin □ Con	nd not ning o	t shaken, y	you gain le round New Re	an cruit: [Poin :
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 Ulth S	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 Ulth S	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 Cornel FI	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	ıwe			10	Points	
NAME	M	WS	BS	S	T	W	/ A LD		SV	MAX
Storm Guardian Gunner	7" 3+		3+	3	3	1	1	7	2	
WEAPON	RANGE T		PE	S	AP		D	Al	BILITIES	
Plasma grenade	6"		nade 06	4	-1		1		-	
Flamer	8"		sault D6	4	0		1	automa	is weapo atically h target.	
ABILITIES:										
Battle Focus							_	hase, weap emained st		
Ancient Doom	in whic	h it ch	arges o	r is charge	d by a SI	LAANI	ESH m	nis model i odel. Hov any SLA <i>P</i>	vever, yo	u must
SPECIALISM:	VETER	AN								
Grizzled	This n	nodel i	gnores	penalties	to its Lea	dership	chara	cteristic ar	nd Nerv	e tests.
Experience: □□			□ F	lesh Wou	nds: □□	□ Coi	nvalesc	ence: □]	New Re	cruit: □

Arision the I	Arision the Implacable			Ulth	ıwe			10 Point			
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Storm Guardian Gunner	7" 3+		3+	3	3	1	1	7	5+	2	
WEAPON	RANG	E TY	PE	S	AP		D	Al	BILITIES	S	
Plasma grenade	6"		nade 06	4	-1		1		-		
Fusion gun	12"		sault 1	8	-4	Ι	D6	If the target is with range of this weap two dice when inf damage with it discard the lowest		pon, roll nflicting t and	
ABILITIES:											
Battle Focus								hase, weap emained st	•	U	
Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this model in a battle in which it charges or is charged by a SLAANESH model. However, you add 1 to Nerve tests for this model if it is within 3" of any SLAANESH is								ou must		
SPECIALISM:	SCOL	JT									
Swift	You can re-roll Advance rolls for this model.										
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Coı	nvalesc	ence: 🗆 🗎	New Re	cruit: 🗆	

Requiel Rhia	nthari			Ulth	we			10	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-
WEAPON	RANGE	T)	/PE	S	AP)	AE	BILITIES	3
Avenger shuriken catapult	18" As		sault 2	4	0		1	Each tin wound ro weapo resolved w	lll of 6+ n, that l	for thi nit is
Plasma grenade	6"		nade D6	4 -1			1		-	
ABILITIES:										
Ancient Doom	in which	h it ch	arges or	is charge	d by a SI	LAANE	SH mo	s model ii odel. How iny SLAA	ever, yo	u must
Battle Focus	If this model moves or Advances in its Movement phase, weapons (exclude Heavy weapons) are used as if the model had remained stationary.								U	
Defence Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 0								or 6.	

Emperience:				icsii wou			11 vares	cence. 🗀	1 10 11 100	cruit. 🗆
Yrion Ceifulg	gaithan	ın		Ulth	ıwe				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	RANG	E TY	/PE	S	AP		D	Al	BILITIES	3
Avenger shuriken catapult	18"		sault 2	4	0		1	wound ro	on, that	for this
Plasma grenade	6"		enade D6	4	-1		1		÷	
ABILITIES:										
Ancient Doom	in whi	ch it ch	arges o	r is charge	ed by a SI	LAAN	ESH m	nis model i nodel. Hov Fany SLA <i>P</i>	vever, yo	u must
Battle Focus								hase, weap emained st		
Defence	Wh	en this t	model :	fires Over	watch th	nev suc	cessful	ly hit on a	roll of 5	or 6

Tactics

When this model fires Overwatch, they successfully hit on a roll of $5\ \mathrm{or}\ 6.$

Fian Son of C	Coheria			Ulth	we				10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-
WEAPON	RANG	E T \	/PE	S	AP		D	Al	BILITIES	
Avenger shuriken catapult	18" As		sault 2	4	0		1	wound ro	on, that l	for this
Plasma grenade	6"		enade D6	4	-1		1		-	
ABILITIES:										
Ancient Doom	in whic	ch it ch	arges or	is charge	d by a SI	LAANI	ESH m	nis model i odel. Hov any SLA <i>A</i>	vever, yo	u must
Battle Focus								nase, weap emained st		luding
Battle Focus Defence Tactics	I	Heavy v	weapons	s) are use	d as if the	e model	l had re		ationary	luding
Defence	Whe	Heavy v	weapons model fi	s) are used	d as if the	e model	l had re	emained st	ationary	luding or 6.
Defence Tactics Experience: □□	Whe	Heavy v	weapons model fi	s) are used	d as if the watch, th nds: □□	e model	l had re	y hit on a	ationary roll of 5 New Rec	luding or 6.
Defence Tactics Experience: □□	Whe	Heavy v	weapons model fi	s) are used res Over- esh Wou	d as if the watch, th nds: □□	e model	l had re	y hit on a	ationary roll of 5 New Rec	luding or 6.
Defence Tactics	Whe	Heavy ven this s	weapons model fi	s) are used res Over esh Wou Ulth	d as if the watch, th nds: □□	e model	l had re	y hit on a	ationary roll of 5 New Rec	luding or 6. cruit:
Defence Tactics Experience: I'arvaril Shel NAME Dire Avenger	When	WS 3+	weapons model fi	s) are used tres Over- esh Wou Ulth	d as if the watch, the nds: we T	Con	l had recessfull	y hit on a cence:	ationary roll of 5 New Rec	or 6. Points MAX
Defence Tactics Experience: Tarvaril Shele NAME Dire Avenger WEAPON Avenger shuriken	When	WS 3+ Ass	model fi	s) are used res Overres Overresh Wou Ulth S	d as if the watch, the mas:	Con W	had recessfull	y hit on a tence: LD 8 Al Each tir wound ro	roll of 5 New Red SV 4+ BILITIES me you roll of 6+ on, that I	or 6. Point: MAX anake a for this hit is
Defence Tactics Experience: Tarvaril Shel NAME Dire	When we-nin M	WS 3+ Ass	model file sault	s) are used ress Overress Overress Wou Ulth S 3	d as if the watch, the mas:	Con W	had recessfull	y hit on a cence: LD 8 Al Each tir wound re weape	roll of 5 New Red SV 4+ BILITIES me you roll of 6+ on, that I	or 6. Points MAX anake a for this hit is

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.

If this model moves or Advances in its Movement phase, weapons (excluding

Heavy weapons) are used as if the model had remained stationary.

When this model fires Overwatch, they successfully hit on a roll of 5 or 6.

Ancient

Doom

Battle Focus

Defence

Tactics

									11	Point
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	T	/PE	S	AP		D	AE	BILITIES	3
Starcannon	36"	Hea	avy 2	6	-3	Γ)3		-	
ABILITIES:										
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										
Ancient Doom	in whic	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.								
		If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.								

Arision the W	Vanderer		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	TYI	PE	S	AP		D	Al	BILITIES	3
Cameleoline Cloak								ng attack tl s an additio		
Shuriken pistol	12"	Pisto	ol 1	4	0		1	Each tir wound ro weapo resolved v	oll of 6+ on, that l	for this hit is
Ranger long rifle	36"	Heav	vy 1	4	0		1	suffer the for the long rar you roll: 6+ for t inflict wound in	Rifle does te penalt target be nge. Each a wound his weap s one me	es not y to hit eing at h time I roll of con, 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" of any SLAANESH models.