COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
1/2	Chaos Cultist Champion	Shotgun,		Leader,		5
1/2	Chaos Cultist Gunner	Flamer,		Veteran,		8
1/2	Chaos Cultist Gunner	Flamer,		Demolitions,		8
1/2	Berserker Champion	Frag grenade, Krak grenade, Lightning claw,		Zealot, Death to the False Emperor, Transhuman Physiology, Blood for the Blood God,		20
1/2	Chaos Space Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Plasma gun - Standard, Plasma gun - Supercharge,		Transhuman Physiology, Death to the False Emperor,		16
1/2	Chaos Space Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Autocannon,		Transhuman Physiology, Death to the False Emperor,		16
1/2	Chaos Cultist	Autogun,				4
1/2	Chaos Cultist	Autogun,				4
1/2	Chaos Cultist	Autogun,				4
Swarm	Chaos Cultist	Autogun,				4
1	Chaos Cultist	Autogun,				4
1	Khorne Berserker	Frag grenade, Krak grenade, Chainsword, Chainaxe,		Death to the False Emperor, Transhuman Physiology, Blood for the Blood God,		17
1	Chaos Cultist	Autogun,				4
1	Chaos Cultist	Autogun,				4
1	Chaos Cultist	Autogun,				4
1	Chaos Cultist	Autogun,				4
2	Terminator Champion	Chainfist, Combi-flamer - Boltgun, Combi- flamer - Flamer, Combi-flamer,		Death to the False Emperor, Transhuman Physiology, Terminator Armour,		38

1/2			<n< th=""><th>lark of</th><th>f Chaos</th><th>></th><th></th><th></th><th>5</th><th>Point</th></n<>	lark of	f Chaos	>			5	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist Champion	6"	6" 4+ 4+ 3 3 1 2 6							6+	1
WEAPON	RANG	RANGE TYPE S AP D						A	BILITIES	S
Shotgun	12"		sault 2	3	0		1	_	get is wit add 1 to on's strei	o this
SPECIALISM:	LEAD	ER								
Resourceful		_			the batt oint at th					
Experience: □□			□□ Fle	esh Wou	nds: □□I	□ Coı	nvalesce	nce: 🗆	New Re	cruit: 🗆
1 / 2			<n< td=""><td>Iark of</td><td>f Chaos</td><td>></td><td></td><td></td><td>8</td><td>Point</td></n<>	Iark of	f Chaos	>			8	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
NAME Chaos Cultist Gunner	6"	4 +	4+	3	3	W 1	1	LD 5	SV 6+	2
Cultist		4+				1		5		2
Chaos Cultist Gunner	6"	4+ E TY	4+	3	3	1	1	5 Al	6+	2 S
Chaos Cultist Gunner WEAPON Flamer	6"	4+ E TY Ass	4+ /PE	3	3 AP	1	1	5 Al	6+ BILITIES is weapo	2 S
Chaos Cultist Gunner WEAPON Flamer	6" RANG 8" VETE	4+ Ass I	4+ /PE sault	S	3 AP	1	1 D	5 Th	6+ BILITIES is weapon atically harder.	2 on nits its
Chaos Cultist Gunner WEAPON Flamer SPECIALISM:	6" RANG 8" VETE	4+ Ass I RAN model is	4+ (PE sault D6	3 S 4	AP	1 dership	1 D charace	5 Th autom	6+ BILITIES is weapon atically hard target.	2 On nits its
Chaos Cultist Gunner WEAPON Flamer SPECIALISM: Grizzled	6" RANG 8" VETE	4+ Ass I RAN model is	4+ /PE sault D6 gnores p □ Fk	3 Separation with the second	3 AP 0 to its Lea	1 dership □ Con	1 D charace	5 Th autom	6+ BILITIES is weapo atically h target. nd Nerv	2 On nits its

1/2		<mark chaos="" of=""> 8 Points</mark>										
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Chaos Cultist Gunner	6"	4 +	4 +	3	3	1	1	5	6+	2		
WEAPON	RANGE	TY	'PE	S	AP		D	AE	BILITIES			
Flamer	8"		ault 06	4	0		1	automa	is weapo atically h target.			
SPECIALISM:	DEMO	LITIO	NS									
Breacher	You c	an add	1 to this	s model's	wound	rolls ag	ainst ta	rgets that	are obsc	cured.		
Experience: □□			□□ Fle	esh Wou	nds: □□	□ Coi	nvalesce	ence: 🗆 🛚	New Re	cruit: 🗆		

1 / 2									20	Point
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Berserker Champion	6"	3+	3+	5	4	1	3	8	3+	1
WEAPON	RANGE	T	/PE	S	AP		D	A	BILITIES	S
Frag grenade	6"		enade D6	3	0		1			
Krak grenade	6"	Gre	nade 1	6	-1	I	D3		-	
Lightning claw	Melee	М	elee	User	-2			wound weapon armed wi claws, eac it ca		or this odel is ightning t attacks one
ABILITIES:										
Death to the False Emperor	IMP	ERIU	M moo	ability mal del, each ti th the sam ot themsel	ime you e weapo	roll a h n again	it roll of st the sa	f 6+ you ime targe	may mal t. These	ce an
Transhuman Physiology	Ignore t	he pen	alty to	this mode	el's hit ro	lls fron	one fle	esh woun	d it has s	suffered.
Blood for the Blood God	when i	t is you	ır turn	fter this m to pick a m d to fight	model to for a sec	fight v	vith late	er in the s	ame pha	se, this
SPECIALISM:	ZEALO	T								
Frenzied	You ca	ın add	1 to th	is model's round	Attacks in whic		_		istics in a	battle

Experience: \square \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

1/2			<	Mark of	f Chaos	s >			16	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Space Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
WEAPON	RANG	E T \	/PE	S	AP		D	Al	BILITIES	3
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"	Gre	nade 1	6	-1	I	D3		-	
Plasma gun - Standard	24"		ipid re 1	7	-3		1		-	
Plasma gun - Supercharge	24"		ipid re 1	8	-3		2	On an uroll of 1, the after all of shots have	of this w	er is slain eapon's
ABILITIES:										
Transhuman Physiology	Ignore	the pen	alty to	this mode	el's hit rol	lls from	one fl	lesh woun	d it has s	uffered.
Death to the False Emperor	IM	PERIU	M mod	del, each t	ime you i ie weapoi	roll a hi n again	t roll c	ght phase v of 6+ you i same targe er attacks.	nay mak t. These	e an
Experience: □□			□□ F	lesh Wou	nds: □□	□ Co	nvaleso	cence: 🗆 🗎	New Re	cruit: □
1/2				Mark of	f Chao				16	Points

1/2		16	Points							
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Space Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2
WEAPON	RANGE	TY	PE	S	AP)	AE	BILITIES	}
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		nade 06	3	0	:	1		-	
Krak grenade	6"		nade 1	6	-1	Г)3	-		
Autocannon	48"	Hea	vy 2	7	-1	2	2		-	
ABILITIES:										
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound								d it has s	uffered.
Death to the False Emperor	If a model with this ability makes an attack in the Fig IMPERIUM model, each time you roll a hit roll of additional attack with the same weapon against the s cannot themselves generate any furth							6+ you n	nay mak These	e an
Experience: □□			□ I	Flesh Wou	nds: □□	□ Con	ıvalescei	nce: 🗆 🛚 1	New Re	cruit: 🗆

/ 2			<n< th=""><th>Iark o</th><th>f Chaos</th><th>s></th><th></th><th></th><th>4</th><th>Poin</th></n<>	Iark o	f Chaos	s>			4	Poin
IAME	M	WS	BS	S	T	W	A	LD	SV	MA
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
VEAPON	RANGE	. TY	/PE	S	AP		D	Al	BILITIES	3
Autogun	24"		ipid re 1	3	0		1		-	
Experience: □□			□□ Fl	esh Wou	ınds: □□	□ Coı	nvalesce	nce: 🗆 🗎	New Re	cruit:
/ 2			<n< td=""><td>Iark o</td><td>f Chaos</td><td>s></td><td></td><td></td><td>4</td><td>Poin</td></n<>	Iark o	f Chaos	s>			4	Poin
IAME	M	WS	BS	S	T	W	A	LD	SV	MA
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
VEAPON	RANGE	. TY	/PE	S	AP		D	Al	BILITIES	3
Autogun	24"		ipid re 1	3	0		1		-	
Experience: □□			□□ Fl	esh Wou	ınds: □□	□ Coı	nvalesce	nce: 🗆 🗎	New Re	cruit:
/ 2			<n< td=""><td>1ark o</td><td>f Chaos</td><td>s></td><td></td><td></td><td>4</td><td>Poin</td></n<>	1ark o	f Chaos	s>			4	Poin
IAME	M	WS	BS	S	T	W	A	LD	SV	MA
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
VEAPON	RANGE	TY	/PE	S	AP		D	Al	BILITIES	3
Autogun	24"		ipid re 1	3	0		1		-	
Experience: □□			□□ Fl	esh Wou	ınds: □□	□ Coi	nvalesce	nce: 🗆 🗎	New Re	cruit:
warm			<n< td=""><td>1ark o</td><td>f Chaos</td><td>s></td><td></td><td></td><td>4</td><td>Poin</td></n<>	1ark o	f Chaos	s>			4	Poin
IAME	M	WS	BS	S	T	W	A	LD	SV	MA
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
VEAPON	RANGE	TY	/PE	S	AP		D	Al	BILITIES	3
Autogun	24"		ipid re 1	3	0		1		-	
Experience: □□			□□ Fl	esh Wou	ınds: □□	□ Coı	nvalesce	nce: 🗆 🗎	New Re	cruit:
			<n< td=""><td>1ark o</td><td>f Chaos</td><td>s></td><td></td><td></td><td>4</td><td>Poin</td></n<>	1ark o	f Chaos	s>			4	Poin
IAME	M	WS	BS	S	Ţ	W	A	LD	SV	MA
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
WEAPON	RANGE	TY	/PE	S	AP		D	Al	BILITIES	3
Autogun	24"		ipid re 1	3	0		1		-	

1										17	Points
NAME	M	WS	BS	S	T	W		A	LD	SV	MAX
Khorne Berserker	6"	3+	3+	5	4	1		2	7	3+	-
WEAPON	RANGE	T۱	/PE	S	AP		D		AE	BILITIES	3
Frag grenade	6"		nade 06	3	0		1			-	
Krak grenade	6"		nade 1	6	-1		D3			-	
Chainsword	Melee	М	elee	User	0		1		fights, it		ke one k with
Chainaxe	Melee	M	elee	+1	-1		1			-	
ABILITIES:											
Death to the False Emperor	IMP	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.								te an	
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered										
Blood for the				ıfter this n to pick a ı		_			_		

model can be selected to fight for a second time if it is within $3^{\prime\prime}$ of any enemy

Blood God

1		<mark chaos="" of=""> 4 Points</mark>								
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4 +	4+	3	3	1	1	5	6+	-
WEAPON	RANGE	T	/PE	S	AP		D	AF	BILITIES	
Autogun	24"		ipid re 1	3	0		1		-	
Experience: □□			□□ Fle	esh Wou	nds: □□	□ Cor	valesce	nce: 🗆 🛚	New Red	cruit: 🗆

1		<mark chaos="" of=""> 4 Points</mark>								
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4 +	4+	3	3	1	1	5	6+	-
WEAPON	RANGE	TY	'PE	S	AP		D	AE	BILITIES	i
Autogun	24"		pid re 1	3	0		1		-	
Experience: □□			□□ Fle	esh Wou	nds: □□	□ Cor	ivalesce	nce: □ I	New Red	ruit: 🗆

-			< N	Iark of	Chaos	>			4	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-
WEAPON	RANG	E TY	PE	S	AP)	Al	BILITIES	3
Autogun	24"		pid re 1	3	0		1		-	
Experience: $\Box\Box$				esh Wou			ivalesc	ence: 🗆 🗎		cruit: Points
NAME	M	WS	BS	S S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4 +	3	3	1	1	5	6+	-
WEAPON	RANG	E TY	PE	S	AP)	Al	BILITIES	3
Autogun	24"		pid re 1	3	0		1		-	
Experience: □□			□□ Fle	esh Wou	nds: □□	□ Con	valesc	ence: 🗆 🗎	New Re	cruit: 🗆
2			<n< td=""><td>Iark of</td><td>Chaos</td><td>></td><td></td><td></td><td>38</td><td>Points</td></n<>	Iark of	Chaos	>			38	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Terminator Champion	5"	3+	3+	4	4	2	3	9	2+	-
WEAPON	RANG	E TY	PE	S	AP	ا)	Al	BILITIES	3
Chainfist	Melee	e Mo	elee	x2	-4	2	2	When att weapo subtract	on, you	nust
Combi-flamer - Boltgun	24"		pid re 1	4	0		1		-	
Combi-flamer - Flamer	8"		sault D6	4	0		1	autom	is weapo atically l target.	
Combi-flamer	_		-		_		-	below.	-	one or ofiles hoose

ABILITIES:

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.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Terminator Armour	This model has a 5+ invulnerable save.
Experience:	□□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □□

hit rolls made for this weapon.