COMMAND ROSTER

PLAYER NAME		FACTION	Adeptus Astartes

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Scout Sergeant	Bolt pistol, Frag grenade, Krak grenade, Boltgun,		Leader, And They Shall Know No Fear, Transhuman Physiology,		11
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade,		Sniper, And They Shall Know No Fear, Transhuman Physiology,		11
	Intercessor	Frag grenade, Krak grenade, Bolt pistol, Bolt rifle, Auspex,		Comms, And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Gunner	Frag grenade, Krak grenade, Bolt pistol, Grav-cannon and grav-amp,		Heavy, And They Shall Know No Fear, Transhuman Physiology,		19
	Sternguard Veteran	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Grav-gun, Combi,		And They Shall Know No Fear, Transhuman Physiology,		17
	Tactical Marine Gunner	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Plasma gun (Standard), Plasma gun (Supercharged),		And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Special-issue boltgun,		And They Shall Know No Fear, Transhuman Physiology,		14
	Company Veteran	Frag grenade, Krak grenade, Chainsword, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Tactical Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Boltgun, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade, Heavy bolter,		And They Shall Know No Fear, Transhuman Physiology,		14
	Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Boltgun, Flamer, Combi,		And They Shall Know No Fear, Transhuman Physiology,		18

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Sergeant	6"	3+	3+	4	4	1	2	8	4+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Boltgun	24"	Rapid Fire 1	4	0	1	-

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

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: ☐

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

Specialism: **Sniper**

Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Auspex		At the start of the shooting phase, you can choose another ADEPTUS ASTARTES model within 3" of a friendly model equipped with an auspex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured				

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

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: ☐

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Gunner	6"	3+	3+	4	4	1	2	8	3+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Grav-cannon and grav-amp	24"	Heavy 4	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a damage of D3.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Specialism: Heavy

Relentless	This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi	When attacking with this weapon, choose one or both of the profiles below. If you choose both subract 1 from all hit rolls made with this weapon.					
Boltgun	24"	Rapid Fire 1	4	0	1	-
Grav-gun	18"	Rapid Fire 1	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Plasma gun (Standard)	24"	Rapid Fire 1	7	-3	1	-
Plasma gun (Supercharged)	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer of this weapon is taken out of action after all this weapon's shots have been resolved.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

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

14 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Special-issue boltgun	30"	Rapid Fire 1	4	-2	1	-

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

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

16 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Company Veteran	6"	3+	3+	4	4	1	2	8	3+	4

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make one additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

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

16 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

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

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14 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Heavy bolter	36"	Heavy 3	5	-1	1	-

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve Tests for this model.
Transhuman Physiology	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.

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

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18 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Combi	When attacking with this weapon, choose one or both of the profiles below. If you choose both subtract 1 from all hit rolls made with this weapon.					
Boltgun	24"	Rapid Fire 1	4	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

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