COMMAND ROSTER

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

									11 PC	INT
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	TY	PE	S	AP	I	D		ABILITIES	
Bolt pistol	12"	Pist	tol 1	4	0		1		-	
Frag grenade	6"		nade 06	3	0		1			
Krak grenade	6"	Gren	ade 1	6	-1	Ι)3		-	
Boltgun	24"	Rapid	Fire 1	4	0		1		-	
Abilities										
And They Shall Know No Fear			You	u can re-rol	l failed Ne	rve Tests	for thi	s model.		
Franshuman Physiology	Ignor	e penalt	ies to thi	is model's h	it rolls fro	n one fle	sh wou	nd this mo	del has suff	ered.
Specialism Leader Resourceful	Ü]	Point at the	e beginnin	g of the l	battle r	ound.	lditional Co	
Experience: \Box				Flesh Wo	unds: 🗆 🗆	□ Co	nvaleso	ence: 🗆 1	New Recru	ıit: 🗆
									11 PC	INT
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2
WEAPON	RANGE	TV	PE	S	AP		D		ABILITIES	
Bolt pistol	12"		tol 1	4	0		1		ADILITIES	
Frag grenade	6"	Grei	nade 06	3	0		1		-	
Krak grenade	6"		ade 1	6	-1	Г)3			
Abilities										
And They Shall Know No Fear			You	u can re-rol	l failed Ne	rve Tests	for thi	s model		
							s for till	o moden		
	Ignor	e penalt	ies to thi	is model's h	it rolls from				del has suff	ered.
Transhuman Physiology Specialism Sniper	Ignor					n one fle	sh wou	nd this mo		ered.
Physiology Specialism Sniper	Ignor			is model's h		n one fle	sh wou	nd this mo		ered.
Physiology		You can	n re-roll h	it rolls of 1	for this me	n one fle	sh wou n it ma	nd this mo		
Physiology Specialism Sniper Marksman		You can	n re-roll h	it rolls of 1	for this me	n one fle	sh wou n it ma	nd this mo	ing attack.	nit: 🗆
Physiology Specialism Sniper Marksman Experience:		You can	n re-roll h	it rolls of 1	for this me	n one fle	sh wou n it ma	nd this mo	ing attack. New Recru	nit: 🗆
Physiology Specialism Sniper Marksman Experience: NAME		You can	n re-roll h	ait rolls of 1 Flesh Wo	for this mo unds: □ [n one fle	sh wou n it ma nvalesc	nd this mo kes a shoot cence: □ 1	ing attack. New Recru	iit: □ DINT
Physiology Specialism Sniper Marksman Experience:	M	You can WS 3+	n re-roll h	rit rolls of 1 Flesh Wor	for this mo unds: □ □	odel whe	sh wou n it ma nvalesc	nd this mo	ing attack. New Recru 16 PC	iit: □ DINT
Physiology Specialism Sniper Marksman Experience: NAME Intercessor NEAPON	M 6"	You can WS 3+ TY Grei	BS 3+	it rolls of 1 Flesh Woo	for this mounds:	odel whe	sh wou n it ma onvalesc A 2	nd this mo	ing attack. New Recru 16 PC SV 3+	iit: □ DIN T
Physiology Specialism Sniper Marksman Experience: NAME Intercessor WEAPON Frag grenade	M 6" RANGE	You can WS 3+ TY Green	BS 3+ PE nade	Flesh Woo	for this me	odel whe	sh wou n it ma onvalesc A 2	nd this mo	ing attack. New Recru 16 PC SV 3+	iit: □ DIN T
Physiology Specialism Sniper Marksman Experience: NAME Intercessor NEAPON Frag grenade Krak grenade	M 6" RANGE 6'	You can WS 3+ TY Gren Gren	BS 3+	Flesh Wood S 4 S 3	for this mo	w 2	n it ma	nd this mo	ing attack. New Recru 16 PC SV 3+	iit: □ DIN T
Physiology Specialism Sniper Marksman Experience: NAME Intercessor WEAPON Frag grenade Krak grenade Bolt pistol	M 6" RANGE 6" 6"	You can WS 3+ TY Gren Pist	BS 3+ PE nade 06 adde 1	Flesh Wood S 4 S 3 6	for this mo	w 2	n it ma nonvalesce A 2 D 1	nd this mo	ing attack. New Recru 16 PC SV 3+	iit: □ DIN T
Physiology Specialism Sniper Marksman Experience: Intercessor NEAPON Frag grenade Strak grenade Solt pistol Solt rifle	M 6" RANGE 6" 12" 30" At the star	WS 3+ TY Gren Pist Rapid rt of the endly me	BS 3+ PE nade 06 ade 1 tool 1 Fire 1 shooting odel equ	Flesh Wood S 4 S 3 6 4 4 phase, you	for this mo	w 2 If the content of the content o	A 2 D D 1 1 D 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	nd this mo	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX
Physiology Specialism Sniper Marksman Experience: NAME Intercessor NEAPON Frag grenade Krak grenade Bolt pistol Bolt rifle Auspex	M 6" RANGE 6" 12" 30" At the star	WS 3+ TY Gren Pist Rapid rt of the endly me	BS 3+ PE nade 06 ade 1 tool 1 Fire 1 shooting odel equ	Flesh Woo S 4 S 3 6 4 4 phase, you ipped with	for this mo	w 2 If the content of the content o	A 2 D D 1 1 D 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1	nd this mo	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX
Physiology Specialism Sniper Marksman Experience: NAME Intercessor WEAPON Frag grenade Krak grenade Bolt pistol Bolt rifle Auspex Abilities And They Shall	M 6" RANGE 6" 12" 30" At the star	WS 3+ TY Gren Pist Rapid rt of the endly me	BS 3+ PE nade 06 ade 1 Fire 1 shooting odel equ lties to the	Flesh Woo S 4 S 3 6 4 4 phase, you ipped with	for this mo	m one fle	n it ma novalesce A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	nd this mo	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX
Physiology Specialism Sniper Marksman Experience: NAME Intercessor NEAPON Frag grenade Krak grenade Bolt pistol Bolt rifle Auspex Abilities And They Shall Know No Fear Transhuman	M 6" RANGE 6" 12" 30" At the star 3" of a frie	You can WS 3+ TY Gree Cree Pist Rapid rt of the endly me pena	BS 3+ PE nade 06 ade 1 tol 1 Fire 1 shooting odel equ lities to the	Flesh Wood S 4 S 3 6 4 4 phase, you ipped with heir hit or i	for this mo	m one fle	n it ma novalesce A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	nd this mo	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX - sidel without suff-
Physiology Specialism Sniper Marksman Experience: IMME Intercessor WEAPON Frag grenade Solt pistol Bolt rifle Auspex Abilities And They Shall Know No Fear Iranshuman Physiology	M 6" RANGE 6" 12" 30" At the star 3" of a frie	You can WS 3+ TY Gree Cree Pist Rapid rt of the endly me pena	BS 3+ PE nade 06 ade 1 tol 1 Fire 1 shooting odel equ lities to the	Flesh Wood S 4 S 3 6 4 4 phase, you ipped with heir hit or i	for this mo	m one fle	n it ma novalesce A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	nd this mo	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX - sidel without suff
Physiology Specialism Sniper Marksman	M 6" RANGE 6" 12" 30" At the star 3" of a frid	You can WS 3+ TY Gree Gren Pist Rapid rt of the endly me pena	BS 3+ PE nade 06 add 1 tol 1 Fire 1 Shooting odel equilities to thing g phase,	Flesh Work S 4 S 3 6 4 4 phase, you ipped with heir hit or i	T 4 AP 0 -1 0 -1 a can choo an ausper njury rolls I failed Ne	w 2 See another that is reduce to the rive Tests on one flee	A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	kes a shoot sence: LD 7 PPTUS AST sen. That r get being of s model. and this model.	ing attack. New Recru 16 PC SV 3+ ABILITIES	DIN'T MAX - sidel with not suffi

NAME	M	MG	DC	S	ī	W		I D		DINTS
Sternguard Sternguard	M	WS	BS				A	LD	SV	MAX
Gunner	6"	3+	3+	4	4	1	2	8	3+	2
WEAPON	RANGE	_	YPE	S	AP		D		ABILITIES	
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"	Grei	nade 1	6	-1	I)3		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Grav-cannon and grav-amp	24"	Не	avy 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			Yo	ou can re-re	oll failed N	erve tests	for thi	s model.		
Transhuman Physiology	I	gnore th	e penalty	to this me	odel's hit ro	lls from o	one fles	h wound it	has suffere	d.
Specialism Heavy										
Relentless	p	receding	Moveme	ent phase,	or for shoo	ting an A	ssault v	eavy weapor weapon afte cence: N	r Advanci	ng.
									17 DC	OINTS
NAME	М	WS	BS	S	ī	W	A	LD	SV SV	MAX
Sternguard										
Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	T	YPE	S	AP	ı	D	1	ABILITIES	
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"		nade 1	6	-1	I	03		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Boltgun	24"	Rapio	d Fire 1	4	0		1		-	
Grav-gun	18"	Rapio	d Fire 1	5	-3	1		If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.		
Combi	When at	ttacking			hoose one			rofiles below	v. If you ch	oose both
Abilities			300	ract I IIoi	ii ali iiit ioli	s made w	vicii ciiis	weapon.		
And They Shall Know No Fear			Yo	ou can re-re	oll failed N	erve tests	for thi	s model.		
Transhuman	I	gnore th	e penalty	to this me	odel's hit ro	lls from o	one fles	h wound it i	has suffere	d.
Physiology Experience:								ence: 🗆 N		
препенее.				Tiesii we	ourius. 🗀 t		nivaics	chec. 🗆 1	vew recert	лс. 🗀
										DINTS
NAME T 1.M	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	T	YPE	S	AP		D	ı	ABILITIES	
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"		nade 1	6	-1	I)3		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Boltgun	24"	Rapio	l Fire 1	4	0		1		-	
Plasma gun (Standard)	24"	Rapio	d Fire 1	7	-3		1		-	
Plasma gun (Supercharged)	24"	Rapio	d Fire 1	8	-3		2	On an unmodified hit roll of 1 the bearer of this weapon is taken out of action after all thi weapon's shots have been resolved.		
Abilities And They Shall										
Know No Fear			Yo	u can re-ro	oll failed No	erve Tests	s for thi	s model.		
Transhuman Physiology	Igno	ore penal	ties to th	is model's	hit rolls fro	m one fle	sh wou	nd this moo	del has suff	fered.

		V:C			_				14 PC	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	T	/PE	S	AP	1	D	1	ABILITIES	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"	Grenade D6		3	0		1		-	
Krak grenade	6"	Grer	nade 1	6	-1	Ι)3		-	
Special-issue boltgun	30"	Rapio	l Fire 1	4	-2		1		-	
Abilities And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.									
Transhuman Physiology	Ιį	gnore the	e penalty	to this mo	odel's hit ro	olls from o	one fles	h wound it l	nas suffere	d.
Experience:	M	WS .	BS	Flesh Wo	ounds: 🗆 [□ Co W	onvales	cence: N	16 PC	
Сотрапу		110	Во		'	"			31	IVIAA
Veteran	6"	3+	3+	4	4	1	2	8	3+	4
WEAPON	RANGE	T	/PE	s	AP		D		ABILITIES	
Frag grenade	6"	Gre	nade D6	3	0		1		-	
Krak grenade	6"	Grer	nade 1	6	-1	Ι)3			
Chainsword	Melee	M	elee	User	0		1	Each time the bearer fights, can make one additional attac with this weapon.		
Flamer	8"	Assault D6		4	0		1	This weapon automatically hi its target.		
Abilities And They Shall Know No Fear			Yo	u can re-ro	oll failed N	erve tests	for thi	s model.	·	
Transhuman Physiology	Ι _ξ	gnore the	e penalty	to this mo	odel's hit ro	olls from o	one fles	h wound it l	nas suffere	d.
Experience: 🗌 🗖 🗖 🛭				Flesh Wo	ounds: 🗆 [_	onvales	cence: N	lew Recru	iit: 🗆
		1110		_	_				16 PC	
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	T	/PE	S	AP		D		ABILITIES	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		nade D6	3	0		1		-	
Krak grenade	6"	Grer	nade 1	6	-1	Ι)3		-	
Boltgun	24"	Rapio	l Fire 1	4	0		1		-	
Flamer	8"	Assaı	ult D6	4	0		1	This weapon automatically hits target.		
Abilities										
And They Shall Know No Fear			Yo	u can re-ro	oll failed No	erve Tests	for th	is model.		
Transhuman Physiology	Igno	re penal	ties to th	is model's	hit rolls fro	m one fle	sh wou	ınd this moo	lel has suff	ered.

									14 PC	
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	TY	PE	S	AP	I)		ABILITIES	
Bolt pistol	12"	Pist	tol 1	4	0		1		-	
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"	Gren	ade 1	6	-1	Ι)3		-	
Heavy bolter	36"	Hea	avy 3	5	-1		1		-	
Abilities										
And They Shall Know No Fear			You	ı can re-ro	ll failed Ne	erve Tests	for th	is model.		
Transhuman Physiology	Ignor	re penalt	ties to thi	s model's l	hit rolls from	m one fle	sh wou	ınd this mo	del has suff	fered.
Experience: 🗆 🗆 🗖									18 PC	OINT
Experience: NAME Sternguard	M	WS	BS	S	T	W	A	LD	18 PC	
NAME Sternguard									18 PC	OINT
NAME Sternguard Veteran	M	WS 3+	BS	S	T	W 1	A	LD 8	18 PC	OINT
NAME Sternguard Veteran WEAPON	M 6"	WS 3+	B\$ 3+	\$ 4	T 4	W 1	A 2	LD 8	18 PC sv 3+	OINT
NAME Sternguard Veteran WEAPON Bolt pistol	M 6" RANGE	WS 3+ TY Pist	BS 3+	\$ 4 \$	T 4	W 1	A 2	LD 8	18 PC sv 3+	INT
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 3+ TY Pist Green	BS 3+ (PE tol 1 nade	\$ 4 \$	T 4 AP 0	W 1	2 D	LD 8	18 PC sv 3+	INT
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade	M 6" RANGE 12" 6"	WS 3+ TY Pist Green Green	BS 3+ PPE tol 1 nade 06	\$ 4 S 4 3	T 4 AP 0 0	W 1	2 D 1	LD 8	18 PC sv 3+	INT
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Boltgun	M 6" RANGE 12" 6"	WS 3+ TY Pist Gree Gren Rapid	BS 3+ PE tol 1 nade 06 nade 1	\$ 4 3 6	T 4 AP 0 0 -1	W 1	A 2 2 1 1 1 1 2 3 3	LD 8	18 PC SV 3+ ABILITIES	DIN'T
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Boltgun Flamer	M 6" RANGE 12" 6" 24" 8"	WS 3+ TY Pist Gree C Gren Rapid Assau	BS 3+ PE tol 1 nade 06 nade 1 l Fire 1 ult D6 with this	\$ 4 \$ 4 3 6 4 weapon, c	T 4 AP 0 0 -1 0	T I I I I I I I I I I I I I I I I I I I	2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 This weap	18 PC SV 3+ ABILITIES	MAX - tically hi
NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade Krak grenade Boltgun Flamer Combi	M 6" RANGE 12" 6" 24" 8"	WS 3+ TY Pist Gree C Gren Rapid Assau	BS 3+ PE tol 1 nade 06 nade 1 l Fire 1 ult D6 with this	\$ 4 \$ 4 3 6 4 weapon, c	T 4 AP 0 0 -1 0 0 hoose one of	T I I I I I I I I I I I I I I I I I I I	2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	8 This weap	18 PC SV 3+ ABILITIES	DIN'T
NAME	M 6" RANGE 12" 6" 24" 8"	WS 3+ TY Pist Gree C Gren Rapid Assau	BS 3+ PE tol 1 nade 06 ade 1 I Fire 1 alt D6 with this v	\$ 4 3 6 4 weapon, c	T 4 AP 0 0 -1 0 0 hoose one of	Too both oo s made w	A 2 D 1 1 1 1 1 f the p	This weap	18 PC SV 3+ ABILITIES	MAX - tically hi