COMMAND ROSTER

PLAYER NAME		FACTION	Heretic Astartes

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
1 / 2	Chaos Cultist Champion	Shotgun,		Leader, <Mark of Chaos>,		5
1 / 2	Chaos Cultist Gunner	Flamer,		Veteran, <Mark of Chaos>,		8
1 / 2	Chaos Cultist Gunner	Flamer,		Demolitions, <Mark of Chaos>,		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,		<Mark of Chaos>, Transhuman Physiology, Death to the False Emperor,		16
1 / 2	Chaos Space Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Autocannon,		<Mark of Chaos>, Transhuman Physiology, Death to the False Emperor,		16
1 / 2	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
1 / 2	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
1 / 2	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
Swarm	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
1	Chaos Cultist	Autogun,		<Mark of Chaos>,		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,		<Mark of Chaos>,		4
1	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
1	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
1	Chaos Cultist	Autogun,		<Mark of Chaos>,		4
2	Terminator Champion	Chainfist, Combi-flamer - Boltgun, Combi-flamer - Flamer, Combi-flamer,		<Mark of Chaos>, Death to the False Emperor, Transhuman Physiology, Terminator Armour,		38

      \<Mark of Chaos\>   **5 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist Champion	6"	4+	4+	3	3	1	2	6	6+	1
Shotgun	12"	Assault 2		3	0	1	If the target is within half range, add 1 to this weapon's strength.			

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: ☐

      \<Mark of Chaos\>   **8 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist Gunner	6"	4+	4+	3	3	1	1	5	6+	2
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.			

Specialism: **Veteran**

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.

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

      \<Mark of Chaos\>   **8 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist Gunner	6"	4+	4+	3	3	1	1	5	6+	2
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.			

Specialism: **Demolitions**

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.

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

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Berserker Champion	6"	3+	3+	5	4	1	3	8	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it attacks it can make one additional attack with them.

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.
Blood for the Blood God	In the Fight phase, after this model has fought in that phase for the first time, when it is your turn to pick a model to fight with later in the same phase, this model can be selected to fight for a second time if it is within 3" of any enemy models.

Specialism: **Zealot**

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.

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

<Mark of Chaos> **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	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	-
Plasma gun - Standard	24"	Rapid Fire 1	7	-3	1	-
Plasma gun - Supercharge	24"	Rapid Fire 1	8	-3	2	On an unmodified hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

Abilities:

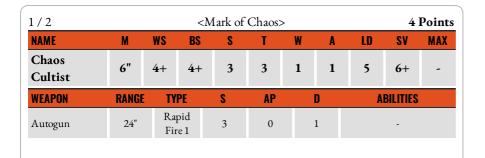|	
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Death to the False Emperor	If a model with this ability makes an attack in the Fight phase which targets an IMPERIUM model, each time you roll a hit roll of 6+ you may make an additional attack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

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

        <Mark of Chaos>   **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	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	-
Autocannon	48"	Heavy 2	7	-1	2	-

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: ☐

        <Mark of Chaos>   **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

        <Mark of Chaos>   **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

<Mark of Chaos> **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

Swarm <Mark of Chaos> **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

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1 <Mark of Chaos> **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

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	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.
Chainaxe	Melee	Melee	+1	-1	1	-

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.
Blood for the Blood God	In the Fight phase, after this model has fought in that phase for the first time, when it is your turn to pick a model to fight with later in the same phase, this model can be selected to fight for a second time if it is within 3" of any enemy models.

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

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1 — <Mark of Chaos> — 4 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

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1 — <Mark of Chaos> — 4 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

1   <Mark of Chaos>   **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

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1   <Mark of Chaos>   **4 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Chaos Cultist	6"	4+	4+	3	3	1	1	5	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-

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

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2   <Mark 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+	-

	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-flamer - Boltgun	24"	Rapid Fire 1	4	0	1	-
Combi-flamer - Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-flamer	-	-	-	-	-	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon.

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: ☐