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, Camo cloak, Frag missile, Krak missile, Missile launcher, | | Sniper, And They Shall Know No Fear, Transhuman Physiology, | | 17 |
| | 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 | Poin |
|--|-------------------------------|--|--|--|---|--|--|------------------------------------|---|-----------------------|
| 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 | TYF | PE | S | AP | | D | A | BILITIES | |
| Bolt pistol | 12" | Pisto | ol 1 | 4 | 0 | | 1 | | - | |
| Frag grenade | 6" | Gren D | | 3 | 0 | | 1 | | - | |
| Krak grenade | 6" | Grena | ade 1 | 6 | -1 | I |)3 | | - | |
| Boltgun | 24" | Rap Fire | | 4 | 0 | | 1 | | - | |
| Abilities: | | | | | | | | | | |
| And They Shall Know No Fear | | | You car | n re-roll f | failed Ne | rve Tes | ts for th | is model | | |
| Transhuman Physiology | Ignore | penalti | es to thi | is model' | s hit roll: suff | | one flesł | n wound | this mod | lel has |
| Specialism: | Leader | | | | | | | | | |
| D | As long | as this 1 | model i | s on the l | battlefiel | d and n | ot shake | n, you ga | ain an ado | dition |
| Resourceful Experience: 🗆 🗆 🗆 | | Co | omman | d Point a | at the beg | inning | of the b | en, you ga attle rour cence: | nd. | |
| Experience: 🗆 🗆 🗖 | | C ₀ | omman | id Pointa lesh Wou | at the beg ands: □ | inning □ □ C | of the b onvales | attle roui | nd. New Re 17 | |
| Experience: NAME | M | Co IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII | omman | nd Point a lesh Wou | at the beg | inning | of the b onvales | attle rour | nd. New Re 17 SV | cruit: Poin MA) |
| Experience: NAME | M | C ₀ | omman | id Pointa lesh Wou | at the beg ands: □ | inning □ □ C | of the b onvales | attle roui | nd. New Re 17 | cruit: Poin |
| NAME Scout Gunner WEAPON | M | WS 3+ TYF | BS 3+ | nd Point a lesh Wou | at the beg | inning C W 1 | of the b onvales | attle rour cence: LD 7 | nd. New Re 17 SV | cruit: Poin MA) 2 |
| NAME Scout Gunner WEAPON | M 6" | WS 3+ TYP | BS 3+ | d Point a lesh Wou S 4 | at the beg ands: □ T 4 | inning C W 1 | of the boonvales | attle rour cence: LD 7 | nd. New Re 17 SV 4+ | cruit: Poin MA) 2 |
| NAME Scout Gunner WEAPON Bolt pistol | M 6" RANGE | WS 3+ TYP Pister Green | BS 3+ PE ool 1 made | d Point a lesh Would S 4 | t the beg | inning C W 1 | of the boonvales | attle rour cence: LD 7 | nd. New Re 17 SV 4+ | Poin MA) |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade | M 6" RANGE 12" | WS 3+ TYP | BS 3+ PE ool 1 made 6 | d Point a lesh Wou | at the begands: □ T 4 AP 0 | inning C W 1 | A 1 D 1 | attle rour cence: LD 7 | nd. New Re 17 SV 4+ | cruit: Poin MA) 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade | M 6" RANGE 12" 6" When a | WS 3+ TYP Piste Grena Model 1 | BS 3+ PE ool 1 nade 66 aade 1 makes a | s de Point a de Point | T 4 AP 0 0 -1 Cor a shoot | inning C W 1 Outing att: lel is ob. | A 1 D 1 1 23 ack that scured, | attle rour cence: LD 7 | nd. New Re 17 SV 4+ BILITIES model eq | Poin MA) 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade Camo cloak | M 6" RANGE 12" 6" When a with | WS 3+ TYF Pisto Grena model 1 with a co | BS 3+ PE ol 1 nade 6 ade 1 makes a camo cl | s de Pointa desh Wouldesh Wouldesh Wouldesh Wouldesh Wouldesh Wouldesh desh desh de | T 4 AP 0 0 -1 For a shoot that mod ditional | inning C W 1 Interpretation of the control of t | A 1 D 1 1 23 ack that scured, fier | LD 7 | nd. New Re 17 SV 4+ BILITIES model eqoil suffer | Poin MAX 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade Camo cloak Missile launcher | M 6" RANGE 12" 6" When a with | WS 3+ TYF Pisto Grena model 1 with a co | BS 3+ PE ol 1 made 6 ade 1 makes a camo cl | s de Pointa desh Wouldesh Wouldesh Wouldesh Wouldesh Wouldesh Wouldesh desh desh de | T 4 AP 0 0 -1 For a shoot that mod ditional | W 1 Inting attitle is obtained, choosed, | A 1 D 1 1 23 ack that scured, fier | LD 7 Attargets a that hit r | nd. New Re 17 SV 4+ BILITIES model eqoil suffer | Poin MAX 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade Camo cloak Missile launcher Frag missile | M 6" RANGE 12" 6" When a with | WS 3+ TYF Pisto Gren Gren model I with a o | BS 3+ PE ol 1 made 6 ade 1 makes a camo clutacking y D6 | s 4 S 4 S A Chitroll fook, and ad with this | T 4 AP 0 -1 Cor a shoot that mod ditional is weapon | W 1 I oting attalel is obtained attalel, choosed | A 1 D 1 1 23 ack that scured, fier e one of | LD 7 Attargets a that hit r | nd. New Re 17 SV 4+ BILITIES model eqoil suffer | Poin MAX 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile | M 6" RANGE 12" 6" When a with | WS 3+ TYF Pista Grena Model 1 with a cat Heavy | BS 3+ PE ol 1 made 6 ade 1 makes a camo clutacking y D6 | S 4 S 4 A A A B A B A B A A B A B B B B B B B | T 4 AP 0 0 -1 For a shoot that mod ditional is weapon | W 1 I oting attalel is obtained attalel, choosed | A 1 D 1 1 D3 ack that scured, fier e one of 1 | LD 7 Attargets a that hit r | nd. New Re 17 SV 4+ BILITIES model eqoil suffer | Poin MAX 2 |
| Experience: 🗆 🗆 🗖 | M 6" RANGE 12" 6" When a with | WS 3+ TYF Pisto Grena model I with a of When att Heavy | BS 3+ PE ol 1 nade 6 ade 1 makes a camo cl tacking y D6 vy 1 | s d Point a lesh Would | T 4 AP 0 -1 Cor a shoot that mod ditional is weapon 0 -2 | w 1 I otting attelel is obeling of the colors of the colo | A 1 D 1 1 23 ack that scured, fier e one of 1 D6 | LD 7 Attargets a that hit r | nd. New Re 17 SV 4+ BILITIES model eq oll suffer es below | Poin MAX 2 |
| NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade Camo cloak Missile launcher Frag missile Krak missile Abilities: And They Shall | M 6" RANGE 12" 6" When a with | WS 3+ TYP Pisto Grena model 1 with a co | BS 3+ PE ol 1 nade 6 ade 1 makes a camo cl tacking y D6 vy 1 | s d Point a lesh Would Point a lesh Would Point a lesh Would Barbara a l | T 4 AP 0 0 -1 For a shoothat mod ditional sweapon 0 -2 | w 1 I oting attalel is obe-1 modify, chooses | A 1 D 1 1 23 ack that scured, fier e one of 1 26 | LD 7 A targets a that hit r | nd. New Re 17 SV 4+ BILITIES | Poin MA 2 |

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

Experience:

| | | | | | | | | | Poin |
|--|------------------------------------|--|--|--|------------------------|--------------------------------------|--|--|---|
| 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 | A | BILITIES | , |
| Frag grenade | 6" | Grenade D6 | 3 | 0 | | 1 | | - | |
| Krak grenade | 6" | Grenade 1 | 6 | -1 | Ι |)3 | | - | |
| Bolt pistol | 12" | Pistol 1 | 4 | 0 | | 1 | | - | |
| Boltrifle | 30" | Rapid Fire 1 | 4 | -1 | | 1 | | - | |
| Auspex | model w | rt of the shoo vithin 3" of a f odel does not | friendly m | nodel equ | ipped v heir hit | vith a | n auspex tl | nat is not | shaker |
| Abilities: | | | | | | | | | |
| And They Shall Know No Fear | | You c | an re-roll f | failed Ne | rve Test | s for t | his model | | |
| Transhuman Physiology | Ignore | penalties to tl | his model' | s hit rolls | | ne fle | sh wound | this mod | del has |
| Specialism: | Comms | | | | | | | | |
| Scanner | _ | oer Shooting p | • | | | | | - | |
| | model f | rom your kill | team with rolls for | hin 6" of that mo | this mo del in th | del to is pha | shoot, you ise. | ı can add New Re | 1 to hi |
| Experience: 🗆 🗆 🗀 | model f | rom your kill | l team with rolls for Flesh Wou | hin 6" of that moo ands: 🗆 | this mo del in th | del to is pha onvale | shoot, you use. uscence: | n can add New Re | 1 to hi cruit: l |
| Experience: NAME Sternguard | model f | rom your kill | team with rolls for | hin 6" of that mo | this mo del in th | del to is pha | shoot, you ise. | ı can add New Re | 1 to hi |
| NAME Sternguard Gunner | model f | ws BS | team with rolls for Flesh Wou | hin 6" of that mod ands: T | this mo del in th Co W | del to is pha onvale | shoot, you use. escence: | New Re | 1 to hi |
| NAME Sternguard Gunner WEAPON | model f | WS BS 3+ 3+ | team with rolls for Flesh Woo | hin 6" of that mod ands: T | this model in the Co | del to is pha onvale A 2 | shoot, you use. escence: | New Re 19 SV 3+ | 1 to hi |
| NAME Sternguard Gunner WEAPON Frag grenade | model f | WS BS 3+ 3+ TYPE Grenade | team with rolls for Flesh Wou \$ 4 | thin 6" of that moo | this model in the | del to is pha onvale A 2 | shoot, you use. escence: | New Re 19 SV 3+ | 1 to hi |
| NAME Sternguard Gunner WEAPON Frag grenade Krak grenade | model f | WS BS 3+ 3+ TYPE Grenade D6 | team with rolls for Flesh Woo | hin 6" of of that modulates: T 4 AP | this model in the | del to is pha onvale A 2 | shoot, you use. escence: | New Re 19 SV 3+ | 1 to hi |
| Scanner Experience: NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp | model f | WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 | team with rolls for Flesh Woods S 4 S 3 6 | thin 6" of of that most unds: T 4 AP 0 -1 | this model in the Co | A 2 D | shoot, you use. LD 8 If the t characte better, td | New Re 19 SV 3+ | 1 to hi Poin MA) 2 a Save 3 + or on has |
| NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp | model f M 6" RANGE 6" 6" 12" | WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 | s 4 S 3 6 4 | T | this model in the Co | A 2 DD | shoot, you use. LD 8 If the t characte better, td | New Results and American Address and American Address and American Address and American Ameri | 1 to hin his hin to hin his hin to hin his hin to hin his hin his hin hin his hin |
| NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp Abilities: And They Shall | model f M 6" RANGE 6" 6" 12" | WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4 | s 4 S 3 6 4 | thin 6" of of that mover and s: T 4 AP 0 -1 0 -3 | this model in the Co | A 2 D 1 1 23 1 1 | shoot, you use. Secence: LD 8 If the t characte better, the dark of the secence of the sece | New Re 19 SV 3+ BILITIES arget has teeristic of nis weapon nage of E | 1 to hi Poin MA) 2 a Save 3 + or on has |
| NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp Abilities: And They Shall Know No Fear Transhuman | model f | WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4 | s 4 S 3 6 4 S can re-roll | hin 6" of that move unds: T 4 AP 0 -1 0 -3 | this model in the Co | A 2 DD 1 1 1 1 | shoot, you use. LD 8 If the t characte better, the darmis model. | New Research Street Str | 1 to hi Poin MA) 2 a Save 3 + or on has 33. |
| NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and | model f | WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4 | s 4 S 3 6 4 S can re-roll | hin 6" of that move unds: T 4 AP 0 -1 0 -3 | this model in the Co | A 2 DD 1 1 1 1 | shoot, you use. LD 8 If the t characte better, the darmis model. | New Research Street Str | 1 to hid to hid to hid a Save a Save a Save on has 33. |

Experience:

| NAME | | we | P.O. | _ | - | | | | | Point |
|--|----------------------|-------------------------------|---|--------------|---------------|-----------|---------------------|----------------------------|--|--------------------|
| NAME C. 1 | M | WS | BS | S | T | W | A | LD | SV | MAX |
| Sternguard Veteran | 6" | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 3+ | - |
| WEAPON | RANGE | TYI | PE | S | AP | | D | A | BILITIES | ; |
| Frag grenade | 6" | Gren D | nade 06 | 3 | 0 | | 1 | | - | |
| Krak grenade | 6" | Gren | ade 1 | 6 | -1 | I |)3 | | - | |
| Bolt pistol | 12" | Pist | ol 1 | 4 | 0 | | 1 | | - | |
| Combi | When att | _ | | _ | | | | of the prof with this v | | w. If yo |
| Boltgun | 24" | Rap Fir | | 4 | 0 | | 1 | | - | |
| Grav-gun | 18" | Rap Fir | | 5 | -3 | | 1 | charact better, th | arget has teristic of his weapo nage of I | 3+ or on has a |
| Abilities: | | | | | | | | | | |
| And They Shall Know No Fear | | | You ca | ın re-roll | failed Ne | erve test | s for t | nis model. | | |
| | | | | | | | 0 1 01 0 | | • | |
| | Ignore | he pena | alty to th | nis model | 's hit roll | s from | | esh wound | | uffered |
| Physiology | | | | | | | one fl | esh wound | d it has sı | |
| Physiology | | | | | | | one fl | | d it has si New Re | |
| Physiology Experience: □□□ | | | | | | | one fl | | d it has si New Re | ecruit: [|
| Physiology Experience: NAME Tactical Marine | | | l□□ F | lesh Wou | ınds: □ l | ⊐□с | one fl | escence: 🗆 | d it has si New Re | ecruit: [Point |
| Physiology Experience: NAME Tactical Marine Gunner | M | WS | BS 3+ | lesh Wou | ınds: □ [| W | one fl | LD 7 | d it has si New Re 16 SV | Point MAX |
| Physiology Experience: NAME Tactical Marine Gunner WEAPON | M 6" | WS 3+ | BS 3+ PE | S 4 | Inds: □ [| W | one floonvale | LD 7 | New Res | Point MAX |
| Physiology Experience: NAME Tactical Marine Gunner WEAPON Frag grenade | M 6" RANGE | WS 3+ TYI Green | BS 3+ PE | lesh Wou | T 4 AP | W 1 | one floonvale | LD 7 | New Res | Point MAX |
| Physiology Experience: NAME Tactical Marine Gunner WEAPON Frag grenade Krak grenade | M 6" RANGE | WS 3+ TYI Green | BS 3+ PE nade 06 ade 1 | \$ 4 S 3 | T 4 AP 0 | W 1 | one floonvale A 1 | LD 7 | New Res | Point MAX |
| Physiology Experience: NAME Tactical Marine Gunner WEAPON Frag grenade Krak grenade Bolt pistol | M 6" RANGE 6" | WS 3+ TYI Green Green | BS 3+ PE nade 06 ade 1 rol 1 pid | \$ 4 S 3 6 | T 4 AP 0 -1 | W 1 | A 1 D 1 | LD 7 | New Res | Point MAX |
| Transhuman Physiology Experience: NAME Tactical Marine Gunner WEAPON Frag grenade Krak grenade Bolt pistol Boltgun Plasma gun (Standard) | M 6" RANGE 6" 5" 12" | WS 3+ TYI Green Pist Rap | BS 3+ PE nade 06 ade 1 pid pid pid pid | \$ 4 S 3 6 4 | T 4 AP 0 -1 0 | W 1 | A 1 1 D 1 1 D 1 | LD 7 | New Res | Poin MA) |

| Δ | bi | lities: |
|---|----|---------|
| n | UI | แนธง. |

Plasma gun (Supercharged)

| And They Shall Know No Fear | You can re-roll failed Nerve Tests for this model. |
|--------------------------------|--|
| Transhuman | Ignore penalties to this model's hit rolls from one flesh wound this model has |
| Physiology | suffered. |
| Experience: | □□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □ |

8

-3

2

weapon is taken out of

action after all this weapon's shots have been resolved.

Rapid Fire 1

24"

| NAME | M | WS | BS | S | T | W | A | LD | SV | Points MAX |
|--|---------------------|-----------------------------------|---------------------------------------|----------------|-------------------|-----------|-------------------------|-------------------|--|---------------|
| Sternguard Veteran | 6" | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 3+ | - |
| WEAPON | RANGE | TY | PE | S | AP | | D | A | BILITIES | |
| 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 | I |)3 | | - | |
| Special-issue boltgun | 30" | | pid :e 1 | 4 | -2 | | 1 | | - | |
| Abilities: | | | | | | | | | | |
| And They Shall Know No Fear | | | You ca | ın re-roll | failed Ne | erve test | s for tl | nis model. | | |
| Transhuman Physiology | | - | - | | | | | esh wound | | |
| Experience: 🗆 🗆 🗆 | | |]□□ F | lesh Wou | ınds: 🗆 [| □□с | onvale | scence: | New Re | cruit: 🗆 |
| | | | | | | | | | 16 | Point |
| NAME | М | WS | BS | S | T | W | A | LD | SV | MAX |
| Company Veteran | 6" | 3+ | 3+ | 4 | 4 | 1 | 2 | 8 | 3+ | 4 |
| WEAPON | RANGE | TY | PE | S | AP | | D | A | BILITIES | |
| Frag grenade | 6" | | nade 06 | 3 | 0 | | 1 | | - | |
| Krak grenade | 6" | Gren | ade 1 | 6 | -1 | I | D3 | | - | |
| Chainsword | Melee | M | elee | User | 0 | | 1 | fights, additions | ime the b it can ma al attack v weapon. | ke one |
| Flamer | 8" | | ault 06 | 4 | 0 | | 1 | This weap | pon autor s its targe | |
| Abilities: | | | | | | | | | | |
| And They Shall Know No Fear | | | You ca | ın re-roll | failed Ne | erve test | s for tl | nis model. | | |
| Transhuman Physiology | Ignore | the pena | alty to th | nis model | l's hit roll | s from | one fl | esh wound | d it has su | ıffered. |
| Experience: 🗆 🗆 🗆 | | |]□□ F | lesh Wou | ınds: 🗆 [| ⊐□с | onvale | scence: 🗆 | New Re | cruit: 🗆 |
| | | | | | | | | | 16 | Point |
| MAME | М | WS | BS | S | T | W | A | LD | SV | MAX |
| NAME | | | В | <u> </u> | | | | | | |
| Tactical Marine | 6" | 3+ | 3+ | 4 | 4 | 1 | 1 | 7 | 3+ | 2 |
| Tactical Marine Gunner | | | 3+ | 4 | 4 | | | | | |
| Tactical Marine Gunner WEAPON | RANGE | TY | 3+ PE | 4 \$ | 4 AP | | 1 D | | 3+ | |
| Tactical Marine Gunner WEAPON Bolt pistol | | Pist Gree | 3+ PE tol 1 nade | 4 | 4 | | D | | | |
| Tactical Marine Gunner WEAPON Bolt pistol Frag grenade | RANGE | Pist Gree | 3+ PE tol 1 | S 4 | AP 0 | | D | | | |
| Tactical Marine Gunner WEAPON Bolt pistol Frag grenade Krak grenade | RANGE 12" 6" | Pist Gree Green Ra | 3+ PE tol 1 nade | S 4 3 | 4 AP 0 0 | I | D 1 | | | |
| Tactical Marine Gunner WEAPON Bolt pistol Frag grenade Krak grenade | RANGE 12" 6" | Pist Gree Green Ra Fin | PE tol 1 nade 06 nade 1 pid re 1 ault | S 4 3 6 | 4 AP 0 0 | I | D 1 1 | This wea | ABILITIES - - - - | maticall |
| Tactical Marine Gunner WEAPON Bolt pistol Frag grenade Krak grenade Boltgun Flamer | RANGE 12" 6" 6" 24" | Pist Gree Gren Ra Fin | PE tol 1 nade 06 nade 1 pid re 1 ault | \$ 4 3 6 4 | 4 AP 0 0 -1 0 | I | D 1 1 1 1 03 1 | This wea | BILITIES | maticall |
| NAME Tactical Marine Gunner WEAPON Bolt pistol Frag grenade Krak grenade Boltgun Flamer Abilities: And They Shall Know No Fear | RANGE 12" 6" 6" 24" | Pist Gree Gren Ra Fin | PE tol 1 nade 06 aade 1 pid re 1 ault | \$ 4 3 6 4 4 | 4 AP 0 0 -1 0 0 | I | D 1 1 2)3 1 | This wea | pon autor | maticall |

| | | | | | | | | | 14 | Point |
|---|-------------------|---|---|-------------------|------------------------------|----------------|------------------------|-----------|--------------------|--------------------------|
| 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 | | D | A | BILITIES | |
| Bolt pistol | 12" | Pis | tol 1 | 4 | 0 | | 1 | | - | |
| Frag grenade | 6" | | nade D6 | 3 | 0 | : | 1 | | - | |
| Krak grenade | 6" | Gren | nade 1 | 6 | -1 | Γ | 03 | | - | |
| Heavy bolter | 36" | Hea | avy 3 | 5 | -1 | | 1 | | - | |
| Abilities: | | | | | | | | | | |
| And They Shall Know No Fear | | | You ca | n re-roll f | ailed Ne | ve Test | s for thi | is model. | | |
| Itilow I vo I cai | | | | | | | | | | |
| Transhuman Physiology | · | | | | s hit rolls suffe | red. | | | | |
| Transhuman Physiology Experience: | · | | | | suffe | red. | | | | |
| Transhuman Physiology | · | | | | suffe | red. | | | New Re | |
| Transhuman Physiology Experience: □□□ | · | | | | suffe | red. | | | New Re | cruit: □ |
| Transhuman Physiology | | | □□ F | lesh Wou | suffe ınds: □ [| red. | onvalesc | cence: 🗆 | New Re | cruit: [Point |
| Transhuman Physiology Experience: NAME Sternguard Veteran | M | WS 3+ | □□ F BS | lesh Wou | suffe unds: □ [| w 1 | onvales c | LD 8 | New Re | cruit: [Point |
| Transhuman Physiology Experience: NAME Sternguard | M 6" | WS 3+ | BS 3+ | lesh Wou | suffe unds: □ [T 4 | w 1 | A 2 | LD 8 | New Re 18 SV 3+ | cruit: [Point |
| Transhuman Physiology Experience: NAME Sternguard Veteran WEAPON | M 6" RANGE | WS 3+ TY Pis Green | BS 3+ | S 4 | sufferands: T 4 AP | w 1 | A 2 | LD 8 | New Re 18 SV 3+ | cruit: [Point |
| Transhuman Physiology Experience: NAME Sternguard Veteran WEAPON Bolt pistol Frag grenade | M 6" RANGE 12" | WS 3+ TY Pis Gree | BS 3+ PE tol 1 enade | S 4 S 4 | sufferunds: T AP 0 | w 1 | A 2 D 1 | LD 8 | New Re 18 SV 3+ | cruit: [Point |
| Transhuman Physiology Experience: NAME Sternguard Veteran WEAPON Bolt pistol | M 6" RANGE 12" 6" | WS 3+ TY Pis Gree I Grer cacking | BS 3+ PE tol 1 enade D6 nade 1 g with th | S 4 3 6 is weapon | sufferends: T AP 0 0 | W 1 Cone or l | A 2 D 1 1 2 2 Dooth of | LD 8 A | New Res | Point MAX |

You can re-roll failed Nerve tests for this model.

Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Experience:

This weapon automatically

hits its target.

Assault

8"

Flamer

Abilities:And They Shall

Know No Fear Transhuman

Physiology