COMMAND ROSTER

PLAYER NAME FACTION Thousand Sons

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
1	Twistbray	Autopistol, Chainsword,		Leader, Aura of Dark Glory,		8
2	Scarab Occult Sorcerer	Force stave, Inferno combi- bolter,		Leader, Death to the False Emperor, Terminator Armour, Transhuman Physiology,		38
2	Tzaangor	Tzaangor blades,		Zealot, Aura of Dark Glory,		7
1/2	Tzaangor	Tzaangor blades, Brayhorn,		Brayhorn, Aura of Dark Glory,		10
1/2	Aspiring Sorcerer	Force stave, Warpflame pistol,		Combat, Death to the False Emperor, Favoured of Tzeentch, Transhuman Physiology,		18
1/2	Rubric Marine	Warpflamer, Icon of Flame,		Veteran, Death to the False Emperor, All is Dust, Favoured of Tzeentch,		21
1	Rubric Marine	Warpflamer,		Demolitions, Death to the False Emperor, All is Dust, Favoured of Tzeentch,		20
1	Rubric Marine Gunner	Soulreaper Cannon,		Death to the False Emperor, All is Dust, Favoured of Tzeentch,		20
1/2	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
1/2	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
1/2	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
1/2	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7

									8	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Гwistbray	6"	3+	4+	4	4	1	2	7	6+	1
Autopistol	12" Melee		tol 1	3 User	0		1	fights addition	time the l s, it can m al attack v	rake 1
Abilities:									weapon.	
Aura of Dark Glory			T	his mode	el has a 5+	invuln	erable	e save.		
Specialism:	Leader									
Resourceful xperience: □□□		C	Commai	nd Point a	at the beg	inning	of the	ken, you g battle rou escence: □	ınd.	
									38	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scarab Occult Sorcerer	5"	3+	3+	4	4	2	2	9	2+	1
VEAPON	RANGE	TY	PE	S	AP		D		ABILITIES	
orce stave	Melee	М	elee	+2	-1	Γ)3		-	
nferno combi- oolter	24"		pid re 2	4	-2		1		-	
\bilities:										
	IMPER.	IUM m	odel, ea	ich time y ne weapoi	ou roll al	nit roll o the sam	of 6+ y	et. These a	nake an a	ddition
Emperor Ferminator Armour	IMPER atta	IUM m ck with	odel, ea the san th	ich time y ne weapor iemselves his mode	rou roll a l n against generate el has a 5+	nit roll o the sam any fur invuln	of 6+ ye targe ther a	you may r et. These a ttacks. e save.	make an a attacks car	ddition inot
Emperor Ferminator Armour Franshuman Physiology	IMPER atta	IUM m ck with	odel, ea the san th T alty to th	ich time y ne weapor iemselves his mode	rou roll a l n against generate el has a 5+	nit roll o the sam any fur invuln	of 6+ ye targe ther a	you may r et. These a ttacks.	make an a attacks car	ddition inot
Death to the False Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt	IMPER atta Ignore Manife: Psyb withi	IUM m ck with the pens st 1 D olt has a	the san the sa	ach time y ne weapon nemselves his mode nis model harge val-	ou roll a l n against generate el has a 5+ l's hit roll ue of 5. If te psyker	nit roll of the sam any fur invulnes from	of 6+ yet argorither a serable one floorested, 1 more	you may ret. These a ttacks. e save. esh wound the closes tal wound	nake an an uttacks car d it has s t enemy r d (pg 33).	ddition anot uffered model If the
Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt	IMPER atta Ignore Manife: Psyb withi	IUM m ck with the pens st 1 D olt has a	the san the sa	ach time y ne weapon nemselves his mode nis model harge val-	ou roll a l n against generate el has a 5+ l's hit roll ue of 5. If te psyker	nit roll of the sam any fur invulnes from	of 6+ yet argorither a serable one floorested, 1 more	you may rett. These a ttacks. e save. esh woun	nake an an uttacks car d it has so t enemy r d (pg 33).	ddition anot uffered model If the
Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt Specialism:	IMPER atta Ignore Manife: Psyb withi result. Leader	the penset 1 Doolt has a n 18" of the P	the san the alty to the awarp control of and vis sychic tempodel	the time y ne weapon nemselves this model tharge valuable to the est was 11 is on the l	ou roll a lan against: generate lan against: generate lan as a 5+ l's hit roll ue of 5. If the psyker 1+, the tan to battlefield	the sam any fur invuln s from Smanife suffers get suff	of 6+ y e targgether a erable one fl	you may ret. These a tracks. e save. esh woun the closes tal wound 3 mortal v	nake an an attacks car d it has s t enemy 1 d (pg 33). wounds i	ddition inot uffered model If the nstead.
Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt Specialism: Resourceful	IMPER atta Ignore Manife: Psyb withi result. Leader	the penset 1 Door the Poor t	alty to the san the sa	the time y ne weapon nemselves this model tharge values to the st was 11 is on the lad Point a	ou roll a land against; generate el has a 5+ l's hit roll ue of 5. If the psyker l+, the tan coattlefield at the beginning.	the sam any fur invuln s from manife suffers get suff	of 6+ y e targe ther a erable one fl essted, 1 mor fers D	you may ret. These a ttacks. e save. esh woun the closes tal wound 3 mortal v	nake an an attacks car d it has s t enemy 1 d (pg 33). wounds i gain an ad	ddition anot uffered model If the nstead.
Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt Specialism: Resourceful xperience:	IMPER atta Ignore Manife: Psyb withi result. Leader	the penset 1 Door the Poor t	alty to the san the sa	the time y ne weapon nemselves this model tharge values to the st was 11 is on the lad Point a	ou roll a land against; generate el has a 5+ l's hit roll ue of 5. If the psyker l+, the tan coattlefield at the beginning.	the sam any fur invuln s from manife suffers get suff	of 6+ y e targe ther a erable one fl essted, 1 mor fers D	you may ret. These a tracks. e save. esh woun the closes tal wound 3 mortal vecen, you go battle rou	t enemy r d (thas so t enemy r d (pg 33). wounds i gain an ad and.	ddition anot uffered model If the nstead.
Emperor Ferminator Armour Franshuman Physiology Psyker:	IMPER atta Ignore Manife: Psyb withi result. Leader	the penset 1 Door the Poor t	alty to the san the sa	the time y ne weapon nemselves this model tharge values to the st was 11 is on the lad Point a	ou roll a land against; generate el has a 5+ l's hit roll ue of 5. If the psyker l+, the tan coattlefield at the beginning.	the sam any fur invuln s from manife suffers get suff	of 6+ y e targe ther a erable one fl essted, 1 mor fers D	you may ret. These a tracks. e save. esh woun the closes tal wound 3 mortal vecen, you go battle rou	t enemy r d (thas so t enemy r d (pg 33). wounds i gain an ad and.	ddition anot uffered model If the nstead.
Emperor Ferminator Armour Franshuman Physiology Psyker: Psybolt Specialism: Resourceful experience:	Ignore Manife: Psyb withi result. Leader As long	the penset 1 Do of the Poor this gas this	alty to the san the sa	the time yes new eapon the model wharge values to the standard was 11 is on the land Point a lesh Would would be worth and the work was 11 is on the land Point a lesh Would be well as well a	ou roll a lan against: generate el has a 5+ l's hit roll ue of 5. If the psyker 1+, the tan battlefield at the beginnds:	introll of the sam any fur invulnts of from anife suffers get suff	of 6+y e targo ther a erable one fl essted, 1 mor fers D ot shal	you may ret. These a tracks. e save. esh woun the closes tal wound 3 mortal vecen, you go battle rougescence:	t enemy i d it has si d (pg 33). wounds i gain an ad and.	ddition anot uffered model If the nstead. ditional exeruit: [
Emperor Ferminator Armour Franshuman Physiology Psyker: Specialism: Resourceful Experience:	Imperation atta	the penset 1 Do of the Poor	alty to the san the sa	the time y ne weapon nemselves this model in the sible to the st was 11 is on the lad Point a lesh Would state the street was 12 is on the lad Point a lesh Would state the street was 15 is on the lad Point a lesh Would state the lad Point a le	ou roll a lan against: generate el has a 5+ l's hit roll ue of 5. If the psyker 1+, the tan battlefield at the beginnds:	the sam any fur invulnts from a from	of 6+y e targo ther a erable one fl essted, 1 mor of fers D ot shall of the	you may ret. These a tracks. e save. esh woun the closes tal wound 3 mortal vector, you go battle rouescence:	t enemy I d (pg 33). wounds i	ddition anot uffered model If the nstead. ditional
Emperor Ferminator Armour Franshuman Physiology Psyker: Specialism: Resourceful experience:	Ignore Manife: Psyb withi result. Leader As long	the penset 1 Do of the Poor	alty to the san the sa	the time y ne weapon temselves this model tharge values to the lest was 11 is on the lest Wood telesh Wood the wood telesh Wood the wood telesh wood t	ou roll a lan against: generate el has a 5+ el has a 5+ l's hit roll ue of 5. If the psyker lands the beginnds: I 4	the sam any fur invulnts from Smanifers get suffers get suff Comming C	one floor shall be started as the st	the closes attacks. e save. esh woun the closes attal wound 3 mortal vicen, you go battle roues cence:	t enemy in d (pg 33). wounds in an ad and. New Reserved.	uffered model If the nstead. ditional
Emperor Ferminator Armour Franshuman Physiology Psyker: Specialism: Resourceful Experience:	Imperation attained a	the penset 1 Do of the Poor	alty to the san the sa	the time y ne weapon temselves This mode this mode that ge values to the lest was 11 to the lest was 12 to the lest Wood Salues Wood Salues Wood Salues Wood Salues	ou roll a lan against: generate el has a 5+ l's hit roll ue of 5. If the psyker lands the beginnds:	the sam any fur invulnts from Smanifers get suffers get suff Comming C	one floor start of the converge of the converg	the closes attacks. e save. esh woun the closes attal wound 3 mortal vicen, you go battle roues cence:	t enemy r d (pg 33). wounds i gain an ad ind. New Ro 7 SV 6+ ABILITIES time the l s, it can m al attack v	addition anot uffered model If the instead. ditional ecruit: [Point MAX - coearer nake 1
Emperor Ferminator Armour Franshuman Physiology Psyker: Specialism: Resourceful experience:	Imperation attained a	the penset 1 Do of the Poor	alty to the san the sa	the time y ne weapon temselves this model tharge values to the st was 12 the to the st was 12 the	ou roll a lan against: generate el has a 5+ l's hit roll ue of 5. If the psyker lands the beginnds:	initroll of the sam any fur invulnts from a	one floor stands one floor shall be convaled at the convaled a	the closes tal wound 3 mortal viscen, you gbattle rougscence:	t enemy r d (pg 33). wounds i gain an ad ind. New Ro 7 SV 6+ ABILITIES time the l s, it can m al attack v	addition anot uffered model If the instead. ditional ecruit: [Point MAX - coearer nake 1
Emperor Ferminator Armour Franshuman Physiology Psyker: Specialism: Resourceful Experience: IAME Fzaangor VEAPON Fzaangor blades Abilities: Aura of Dark	Imperation attained a	the penset 1 Do of the Poor	alty to the san the sa	the time y ne weapon temselves this model tharge values to the st was 12 the to the st was 12 the	ou roll a lan against: generate el has a 5+ l's hit roll ue of 5. If the psyker lands the beginnds: I 4 AP -1	initroll of the sam any fur invulnts from a	one floor stands one floor shall be convaled at the convaled a	the closes tal wound 3 mortal viscen, you gbattle rougscence:	t enemy r d (pg 33). wounds i gain an ad ind. New Ro 7 SV 6+ ABILITIES time the l s, it can m al attack v	uffered model If the nstead. ditional

. / 2				Brayh	orn				10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Tzaangor blades	Melee	М	elee	User	-1		1	fights additiona	ime the b , it can m al attack v weapon.	rake 1
Brayhorn	Add 1	to Adv		d charge adly mod				NGORS w	vithin 6"	of any
Abilities:				•		•		•		
Aura of Dark Glory			T	his mode	el has a 5+	invul:	nerable	e save.		
1			□□ F	lesh Wou	ınds: □		Convale	scence: 🗆		
1/2	M	WS	BS	lesh Wou	ınds: □	W	Convale A	scence: LD		
1 / 2 NAME Aspiring									18	Point
NAME Aspiring Sorcerer	M	WS 3+	BS	S	T	W 1	A	LD	18 SV	Point MAX
NAME Aspiring Sorcerer Force stave	M 6"	WS 3+	BS 3+	S 4	T 4	W 1	A 2	LD 8 This weap	18 SV 3+	Point MAX 1 maticall
NAME Aspiring Sorcerer Force stave Warpflame pistol	M 6" Melee	WS 3+	BS 3+	\$ 4 +2	T 4 -1	W 1	A 2 D3	LD 8 This weap	18 SV 3+	Point MAX 1 maticall
NAME Aspiring Sorcerer Force stave Warpflame pistol Abilities: Death to the False	M 6" Melee 6" If a mo	MS 3+ M Pisto	BS 3+ Gelee ol D6 Atth this a nodel, ea	4 +2 3 ability ma	4 -1 -2 ukes an attoou roll a	tack in thit roll the san	2 D3 1 the Fig. of 6+ y ne targe	R This weat hit phase wood may ment. These at	3+ coon autoos its targetyhich targake an ac	Point MAX 1 maticall et. gets an dditiona
Experience: 1 / 2 NAME Aspiring Sorcerer Force stave Warpflame pistol Abilities: Death to the False Emperor Favoured of Tzeentch	M 6" Melee 6" If a mo	MS 3+ M Pisto	BS 3+ Gelee ol D6 ath this a nodel, ear the san	4 +2 3 ability match time yne weapon	4 -1 -2 akes an attou roll a nagainst generate	tack in thit roll the san any fu	2 D3 1 the Fig. of 6+ y ne targer ther at	This weather that the phase wou may must. These attacks.	3+ coon autoos its targetyhich targake an ac	Point MAX 1 maticall et. gets an dditiona

Psybolt has a warp charge value of 5. If manifested, the closest enemy model

within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

Add 1 to this model's Attacks characteristic.

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

Psyker:

Psybolt

Specialism:

Expert Fighter

Manifest | Deny

Combat

1 / 2 NAME	M	WS	BS	S	T	W	A	LD	SV	Point MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Warpflamer	8"		ault 06	4	-2		1	This weap hit	oon autor s its targe	
Icon of Flame		n equij	pped wit	th an Ico	n of Flan	ie. On a	6 infli	for each n ct 1 morta being rol	d wound	
Abilities:										
Death to the False Emperor	IMPER	UM m	odel, eac the sam	ch time y e weapoi	ou roll a	hit roll o	of 6+ y e targe	t. These at	ake an ac	dition
All is Dust	In addi	tion, th	e-1 mod	lifier to h	nit rolls fo	or movi	ng and	Damage of Shooting rab Occul	Heavy v	veapons
Favoured of Tzeentch			T1	his mode	el has a 5+	-invuln	erable	save.		
Specialism:	Vetera	n								
Grizzled	This	model	ignores p	penalties	to its Lea	dership	charac	cteristic an	ıd Nerve	tests.
Experience: 🗆 🗆 🗆]□□ Fl	lesh Wou	ınds: 🗆 [□ C	onvale	scence:	New Re	cruit: [
									20	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Warpflamer	8"		ault 06	4	-2		1	This weap hit	oon autor s its targe	
Abilities:										
Death to the False	IMPER	IUM m	odel, ead	ch time y	ou roll a	hit roll (of 6+ y	nt phase w ou may m t. These at	ake an ad	dition
Emperor	acca			.^	generate					

In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.

This model has a 5+ invulnerable save.

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

All is Dust

Favoured of

Demolitions

Tzeentch

Specialism:

									20	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric										
Marine	5"	3+	3+	4	4	1	1	7	3+	1
Gunner										
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Soulreaper Cannon	24"	Hea	vy 4	5	-3		1		-	
Abilities:										
Death to the False Emperor	IMPER	IUM m	odel, ea the sam	ch time y	ou roll a n against	hit roll the san	of 6+ y	t. These at	ake an ac	ldition
All is Dust	In addi	tion, the	e-1 mod	lifier to h	it rolls fo	or mov	ring and	Damage o I shooting rab Occult	Heavy w	eapon
Favoured of										
Гzeentch			Τ.	his mode	i has a 5+	⊦ınvul	nerable	save.		
xperience: □□□			□□ F	lesh Wou	nds: □		Convale	scence: \square	New Re	cruit: [
/ 2									7	Poin
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Гzaangor	6"	3+	4+	4	4	1	1	6	6+	-
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Гzaangor blades	Melee	Mo	elee	User	-1		1	fights,	ime the b , it can m Il attack w weapon.	ake 1
Abilities:										
Aura of Dark			711	his mode	11	1	1.1			
Glory										
xperience: □□ <mark>□</mark>			□□ F	lesh Wou	.nds: □		Convale	scence: □	New Re	cruit: [
1	<mark>]</mark>		□□ Fl	lesh Wou	nds: □		Convale	scence: 🗆		
xperience: □□□ / 2 NAME	M	WS	BS	lesh Wou	nds: □	W	Convale	scence: LD		cruit: [Point
/ 2									7	Poin
/ 2 NAME Tzaangor	M	WS	BS 4+	S	T	W	A	LD 6	7 SV	Poin MAX
/ 2 NAME	M 6"	WS 3+	BS 4+	\$ 4	T 4	W	A 1	LD 6 A Each ti fights, additiona	SV 6+ BILITIES time the b	Point MAX - earer ake 1
/ 2 NAME I'zaangor NEAPON	M 6" RANGE	WS 3+	BS 4+ PE	\$ 4 \$	T 4 AP	W	A 1 D	LD 6 A Each ti fights, additiona	SV 6+ BILITIES ime the b	Point MAX - earer ake 1
/ 2 NAME L'zaangor NEAPON L'zaangor blades	M 6" RANGE	WS 3+	BS 4+ PE	\$ 4 \$	T 4 AP -1	W 1	1 D	LD 6 A Each ti fights, additiona	SV 6+ BILITIES ime the b	Point MAX earer ake 1
/ 2 NAME Tzaangor NEAPON Tzaangor blades Abilities: Aura of Dark	M 6" RANGE	WS 3+	BS 4+ PE	S 4 S	T 4 AP -1	W 1	1 D	LD 6 A Each ti fights, additiona	SV 6+ BILITIES ime the b	Point MAX earer ake 1

./2 Name	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIES	
Tzaangor blades	Melee	М	elee	User	-1		1	fight	time the l s, it can m al attack v weapon.	nake 1
Abilities:										
Aura of Dark Glory			Ή	his mode	el has a 5-	+ invııl	nerabl	e save		
xperience: □□□]□□ F	lesh Wou	ınds: 🗆		Conval	escence: [] New Re	ecruit: [
]□□ F	Flesh Wou	ınds: 🗆		Conval	escence: [
xperience: □□□ / 2	M	WS]□□ F BS	lesh Wou	ınds: □	W	Conval	escence: LD		Point
/ 2 IAME								LD	7	Point
/ 2 IAME I'zaangor	M	WS 3+	BS	S	Ţ	W	A	LD 6	7 SV	Point MAX
/ 2	M 6"	WS 3+	BS 4+	\$ 4	T 4	W	A 1	Each fight	7 SV 6+	Point MAX - Dearer nake 1
/ 2 NAME I'zaangor VEAPON	M 6" RANGE	WS 3+	BS 4++	\$ 4 \$	T 4 AP	W	A 1 D	Each fight	7 SV 6+ ABILITIES time the least, it can mal attack week	Point MAX - Dearer nake 1
/ 2 NAME T'zaangor VEAPON T'zaangor blades	M 6" RANGE	WS 3+	BS 4+ PE	\$ 4 \$	T 4 AP -1	W 1	1 D	Each fight addition	7 SV 6+ ABILITIES time the least, it can mal attack week	Point MAX - Dearer nake 1
/ 2 NAME Tzaangor VEAPON Tzaangor blades Abilities: Aura of Dark	M 6" RANGE	WS 3+	BS 4+ PE	S 4 S User	T 4 AP -1	W 1	1 D	Each fight addition	7 SV 6+ ABILITIES time the least, it can mal attack week	Point MAX - Dearer nake 1