

COMMAND ROSTER

PLAYER NAME		FACTION	Thousand Sons
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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

1 **8 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Twistbray	6"	3+	4+	4	4	1	2	7	6+	1
Autopistol	12"	Pistol 1	3	0	1	-				
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark Glory

This model has a 5+ invulnerable save.

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: ☐2 **38 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scarab Occult Sorcerer	5"	3+	3+	4	4	2	2	9	2+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Force stave	Melee	Melee	+2	-1	D3	-				
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	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.

Terminator Armour

This model has a 5+ invulnerable save.

Transhuman Physiology

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

Psyker: Manifest 1 | Deny 1

Psycholt

Psycholt 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.

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: ☐2 **7 Points**

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark Glory

This model has a 5+ invulnerable save.

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: ☐

1 / 2 Brayhorn 10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				
Brayhorn	Add 1 to Advance and charge rolls made for TZAANGORS within 6" of any friendly models equipped with a brayhorn.									

Abilities:Aura of Dark
Glory

This model has a 5+ invulnerable save.

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

1 / 2 18 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Aspiring Sorcerer	6"	3+	3+	4	4	1	2	8	3+	1
Force stave	Melee	Melee	+2	-1	D3	-				
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.				

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.

Favoured of
Tzeentch

This model has a 5+ invulnerable save.

Transhuman
Physiology

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

Psyker: Manifest | Deny

Psybolt

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.

Specialism: Combat

Expert Fighter

Add 1 to this model's Attacks characteristic.

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

1 / 2

21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.				
Icon of Flame	At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Flame. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.									

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. 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.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

Specialism: Veteran

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

1

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.				

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. 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.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

Specialism: Demolitions

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

1

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine Gunner	5"	3+	3+	4	4	1	1	7	3+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Soulreaper Cannon	24"	Heavy 4	5	-3	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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. 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.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

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

1 / 2

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

1 / 2

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.
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Experience: ☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark
Glory

This model has a 5+ invulnerable save.

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.				

Abilities:

Aura of Dark
Glory

This model has a 5+ invulnerable save.

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