

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 |

1 / 2 <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 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|---------|-------|-----------|---|----|---|--|
| 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: ☐

1 / 2 <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 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------|-------|------------|---|----|---|--|
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |

Specialism: Veteran

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

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

1 / 2 <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 |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|--------|-------|------------|---|----|---|--|
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |

Specialism: Demolitions

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

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

1 / 2

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

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|----------|---|
| Frenzied | You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged. |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

1 / 2

<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: ☐

1 / 2 <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: ☐

1 / 2 <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 / 2 <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 / 2

<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: ☐

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: ☐

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: ☐

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: ☐

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+ | - |
| WEAPON | 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: ☐