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

1										Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Twistbray	6"	3+	4+	4	4	1	2	7	6+	1
WEAPON	RANGE		YPE	S	AP		D	, l	BILITIES	
Autopistol	12"	Pis	stol 1	3	0		1	T 1		
Chainsword	Melee	M	Ielee	User	0		1	fights addition	ime the b , it can m al attack v weapon.	ake 1
Abilities:										
Aura of Dark Glory				This mode	el has a 5+	- invul	nerabl	e save.		
Specialism:	Leader									
Resourceful Experience: 🗆 🗆 🗖		(Comma	is on the l nd Point a Flesh Wou	at the beg	inning	g of the	battle rou	nd.	
2									38	Point
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	T	YPE	S	AP		D	ı	BILITIES	
Force stave	Melee	M	Ielee	+2	-1		D3		-	
Inferno combi- bolter	24"		apid ire 2	4	-2		1		-	
Abilities:										
Death to the False Emperor Terminator Armour			tack wi cann	del, each t th the sam ot themse This mode	ie weapor lves gener	again ate an	st the s y furth	ame targe er attacks.	t. These a	
Transhuman Physiology	Ignore	the pe	nalty to	this mod	el's hit rol	ls fron	n one f	esh woun	d it has su	ıffered.
Psyker:	Manifes	t 1	Deny 1	I						
Psybolt	within 18	8" of a	nd visib	charge val ble to the p t was 11+,	syker suf	fers 1 1	mortal	wound (p	g 33). If t	he resul
Specialism:	Leader									
Resourceful	As long			is on the l nd Point a						ditional
Experience: 🗆 🗆 🗖				Flesh Wot	ınds: 🗆 🛚		Convale	scence:	New Re	cruit: 🗆
2									7	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	
	DAMOE	-					n	ı		-
WEAPON	RANGE	I	YPE	S	AP		D		BILITIES	-
Tzaangor blades	Melee	Т	YPE Lelee	User	-1		1	Each t fights addition	ime the b , it can m al attack v weapon.	earer
Tzaangor blades Abilities:		Т						Each t fights addition	ime the b , it can m al attack v	earer
Tzaangor blades Abilities: Aura of Dark		Т	[elee		-1	- invul	1	Each (fights addition	ime the b , it can m al attack v	earer
Tzaangor blades Abilities: Aura of Dark Glory		Т	[elee	User	-1	- invul	1	Each (fights addition	ime the b , it can m al attack v	earer
Tzaangor blades	Melee Zealot	M	[elee	User This model	-1 el has a 5+	and St	1 nerable	Each (fights addition) e save.	ime the b , it can m al attack v weapon.	earer ake 1 vith thi

1/2				Brayh	norn					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		AE	BILITIES	
Tzaangor blades	Melee	M	elee	User	-1		1	fi	ghts, tional	me the b it can m l attack v veapon.	ake 1
Brayhorn	Add 1	to Adv		nd charge ndly mod						ithin 6"	of any
Abilities:											
Aura of Dark Glory			T	This mode	el has a 5-	+ invu	lnerab	le save.			
Experience: $\Box\Box\Box$			l□□ F	Flesh Woi	ınds: □ l	ПП	Conva	lescence	e. 🗆 1	New Re	cruit: [
*				ican woo	ands. 🗀		J011 v a.	iescerie	с. ш .		
1 / 2 NAME	М	WS	BS	S	Т	W	A		LD	SV	Point MAX
Aspiring Sorcerer	6"	3+	3+	4	4	1	2		8	3+	1
WEAPON	RANGE	TY	/PE	S	AP		D		AE	BILITIES	
WEAPON Force stave	RANGE Melee		PE elee	\$ +2	AP -1		D D3		AE	BILITIES -	
		M				Ŧ		This	weap	on autor	
Force stave	Melee	M	elee	+2	-1		D3	This	weap	on auto	
Force stave Warpflame pistol	Melee 6" If a mo	Pisto odel wit PERIU	elee ol D6 th this a M mod ack wit	+2	-1 -2 kes an atti	roll a h n agair	D3 1 the Finit roll inst the	ight pha of 6+ y same ta	weap hits ase wl	on autor its targe hich targ aay make	et. gets an
Force stave Warpflame pistol Abilities: Death to the	Melee 6" If a mo	Pisto odel wit PERIU	elee ol D6 th this a M mod cack wit canno	+2 3 Ibility ma Iel, each t h the sam	-1 -2 kes an attime you he weapoolves gene	roll a h n agair rate an	D3 1 the Finit roll ast the ay furt	ight pha of 6+ y same ta her atta	weap hits ase wl you m arget.	on autor its targe hich targ aay make	gets an
Force stave Warpflame pistol Abilities: Death to the False Emperor Favoured of	Melee 6" If a monormal important in the second in the sec	M Pisto odel wit PERIU onal att	elee ol D6 th this a M mod eack with	+2 3 bility ma lel, each t h the sam of themse	-1 -2 kes an atti ime you he weapoolves gene	roll a h n agair rate an + invu	D3 1 the Finit roll ast the ay furt	ight pha of 6+ y same ta her atta lle save.	weap hits ase wl you m arget. acks.	on autor its targe hich targ ay make These a	gets an e an ttacks
Force stave Warpflame pistol Abilities: Death to the False Emperor Favoured of Tzeentch Transhuman Physiology	Melee 6" If a monormal important in the second in the sec	Pisto odel wit PERIU onal att	th this a M mod cack wit canno	+2 3 bility ma del, each t h the sam of themse	-1 -2 kes an atti ime you he weapoolves gene	roll a h n agair rate an + invu	D3 1 the Finit roll ast the ay furt	ight pha of 6+ y same ta her atta lle save.	weap hits ase wl you m arget. acks.	on autor its targe hich targ ay make These a	gets an e an ttacks
Force stave Warpflame pistol Abilities: Death to the False Emperor Favoured of Tzeentch Transhuman Physiology Psyker:	Melee 6" If a monormal in its addition in its	Model with PERIU on all att	th this a M mod ack wit cannot nalty to a warp c	+2 3 bility ma del, each t h the sam of themse This mode	-1 -2 kes an attime you he weapon lives generally shit rought of the second of the se	roll a h n agair rate an + invu lls fron f man	D3 1 the Fire the Fi	ight pha of 6+ y same to her atta ble save. flesh w	weaphits hits ase where we were a common to the common to	on autorits targethich	gets an e an ttacks
Force stave Warpflame pistol Abilities: Death to the False Emperor Favoured of Tzeentch Transhuman Physiology Psyker: Psybolt	Melee 6" If a monormal in its addition in its	Pisto odel with PERIU on al att	th this a M mod ack wit cannot nalty to a warp c	+2 3 bility ma del, each t h the sam of themse this mode	-1 -2 kes an attime you he weapon lives generally shit rought of the second of the se	roll a h n agair rate an + invu lls fron f man	D3 1 the Fire the Fi	ight pha of 6+ y same to her atta ble save. flesh w	weaphits hits ase where we were a common to the common to	on autorits targethich	gets an e an ttacks

If a mo IMI additio Add 1 to In addi	Ass Itart of y m equip closes odel with PERIU onal att	th this ab JM mode tack with cannot g throws he -1 mo	h an Ico model v bility ma el, each t a the san t themse for this	AP -2 Psychic plum of Flamwithin 12' kes an attime you rule weapor elves gener model if to hit rolls for the system of the sy	e. On a control of the ack in against the act and the act ack in the act ack in ack in a control of the act ack in a control of the ack in a contr	oll a D6 of inflice model the Fight t roll of st the sa of furthe	This weap hits for each r at 1 morta being roll t phase w 6+ you n me target r attacks. Damage	s its targe model fro al wound ed for. hich targ may make . These a characte g Heavy	et. om your l on the gets an e an uttacks cristic of weapon
RANGE 8" At the st kill team If a mo IMI addition Add 1 to In addition	Asset I I I I I I I I I I I I I I I I I I I	ypE sault D6 your turn pped wit st enemy th this al JM mode tack with cannot g throws he -1 mo	s an in the han Ico model would be left and the san to the san to themse for this	AP -2 Psychic pl n of Flam within 12 kes an att ime you r ne weapor lves gener model if to hit rolls to	hase, roe. On a ck in tooll a hi nagains rate any the atta	D 1 oll a D6 6 inflice model the Fight t roll of st the sa furthe ck has a	This weap hits for each r tt 1 morta being roll t phase w 6+ you n me target r attacks.	BILITIES oon autor s its targe model fro ll wound ed for. hich targ nay make . These a	et. om your l on the gets an e an uttacks cristic of weapon
8" At the st kill tean IMI addition Add 1 to In addi	Ass Itart of y m equip closes odel with PERIU onal att	sault D6 your turn pped wit st enemy th this ab JM mode tack with cannot g throws he -1 mo	a in the an Ico model who ility matel, each to the same to themse for this	-2 Psychic pl n of Flam within 12' kes an att ime you r ne weapor lves gener model if t hit rolls t	e. On a control of the ack in against the act and the act ack in the act ack in ack in a control of the act ack in a control of the ack in a contr	oll a D6 a 6 inflice model the Fight t roll of st the sa of furthe	This weap hits for each r at 1 morta being roll t phase w 6+ you n me target r attacks. Damage	noon autor s its targe model fro ll wound ed for. hich targ hay make . These a characte g Heavy	et. om your on the gets an e an attacks cristic of weapon
At the st kill tean If a mo IMI additio Add 1 to In addi	I tart of y m equip closes odel with PERIU onal attention, t	your turi pped wit st enemy th this ab JM mode tack with canno g throws the -1 mode	n in the han Ico model would be will be a san to the san to the san to the sa	Psychic pl n of Flam within 12' kes an att ime you r ne weapor lves gener model if t	e. On a control of the ack in against the act and the act ack in the act ack in ack in a control of the act ack in a control of the ack in a contr	oll a D6 of inflice model the Fight t roll of st the sa of furthe	hits for each r at 1 morta being roll t phase w 6+ you n me target r attacks. Damage	s its targe model fro al wound ed for. hich targ may make . These a characte g Heavy	et. om your l on the gets an e an uttacks cristic of weapon
If a mo IMI additio Add 1 to In addi	closes odel wir PERIU onal att o savins ition, t	th this ab JM mode tack with cannot g throws he -1 mo	h an Ico model v bility ma el, each t a the san t themse for this	n of Flam within 12' kes an att ime you r ne weapor lves gener model if to b hit rolls f	e. On a control of the ack in the ack in the ack in the ack in against the act any of the act any of the act ack in a control of the act ack i	the Fight troll of the sa	et 1 morta being roll at phase w 6+ you n me target r attacks.	ll wound ed for. hich targ nay make . These a characte g Heavy	gets an et an attacks
IMI additio Add 1 to In addi	odel wit PERIU onal att o savinș ition, t	th this ak JM mode tack with cannor g throws the -1 mo	oility ma el, each t i the san t themse for this	kes an att ime you r ne weapor lves gener model if r o hit rolls f	ack in tool a hi noll a hi n agains rate any the atta for mov	the Fight roll of the saturation the saturation the saturation that the saturation the saturation that the	t phase w 6+ you n me target r attacks.	hich targ nay make . These a characte g Heavy	e an attacks eristic of weapon
IMI additio Add 1 to In addi	PERIU onal att o saving ition, t	JM mode tack with cannor g throws the -1 mo	el, each to the sand themse for this	ime you r ne weapor lves gener model if t hit rolls f	roll a hi n agains rate any the atta for mov	t roll of st the sa furthe ck has a	6+ you n me target r attacks. ı Damage	nay make . These a characte g Heavy	e an attacks eristic of weapon
In addi	ition, t	he -1 mo		hit rolls f	for mov		_	g Heavy v	weapon
		apply to	Rubric	Marine G	unners	or Scar	ab Occul	t Gunne	13.
		T	his mod	el has a 5+	⊦ invulı	nerable	save.		
eteran	1								
This r	model i	ignores p	enalties	to its Lea	dership	charac	teristic an	nd Nerve	tests.
]□□ Fl	esh Wo	unds: □ [ПС	onvales	cence: \square	New Re	cruit: [
								20	Point
M	WS	BS	S	Ţ	W	A	LD	SV	MAX
5"	3+	3+	4	4	1	1	7	3+	-
RANGE	T۱	YPE	S	AP		D	A	BILITIES	
8"			4	-2		1			
IMI	PERIU	JM mode tack with	el, each t the san	ime you r ne weapor	oll a hi n agains	t roll of st the sa	6+ you n me target	nay make	e an
	M 5" RANGE 8" If a modadition addition additio	This model M WS 5" 3+ RANGE T 8" As If a model wi IMPERIU additional at Add 1 to savin In addition, t	This model ignores produced by the same statement of the same stat	This model ignores penalties This model ignores penalties Flesh Work Assault Assault D6 Flesh Work Assault Assault D6 Flesh Work Flesh Work Assault Assault Assault D6 Assault Add If a model with this ability ma IMPERIUM model, each to additional attack with the sam cannot themse Add I to saving throws for this In addition, the -1 modifier to	This model ignores penalties to its Lea This model ignores penalties to its Lea Flesh Wounds:	This model ignores penalties to its Leadership This model ignores penalties to its Leadership Flesh Wounds: Flesh Wounds: Flesh Wounds: Flesh Wounds: Assault This model with the same weapon against additional attack with the same weapon against cannot themselves generate any add 1 to saving throws for this model if the atta. In addition, the -1 modifier to hit rolls for more than the same weapon against the saving throws for this model if the atta.	This model ignores penalties to its Leadership characters. This model ignores penalties to its Leadership characters. Flesh Wounds: Convales. Flesh Wounds: Convales. M WS BS S T W A S" 3+ 3+ 4 4 1 1 RANGE TYPE S AP D 8" Assault 4 -2 1 If a model with this ability makes an attack in the Figh IMPERIUM model, each time you roll a hit roll of additional attack with the same weapon against the sa cannot themselves generate any further. Add 1 to saving throws for this model if the attack has a In addition, the -1 modifier to hit rolls for moving and	This model ignores penalties to its Leadership characteristic ar This model ignores penalties to its Leadership characteristic ar Flesh Wounds: Convalescence: M WS BS S T W A LD S" 3+ 3+ 4 4 1 1 7 RANGE TYPE S AP D A S" Assault 4 -2 1 This weat hits This weat hits If a model with this ability makes an attack in the Fight phase we IMPERIUM model, each time you roll a hit roll of 6+ you meadditional attack with the same weapon against the same target cannot themselves generate any further attacks. Add 1 to saving throws for this model if the attack has a Damage In addition, the -1 modifier to hit rolls for moving and shooting and shooting and shooting the same of the same weapon against the same arget cannot themselves generate any further attacks.	This model ignores penalties to its Leadership characteristic and Nervel This model ignores penalties to its Leadership characteristic and Nervel Convalescence: New Re 20 M WS BS S T W A LD SV 3+ 3+ 4 4 1 1 7 3+ RANGE TYPE S AP D ABILITIES 8" Assault D6 4 -2 1 This weapon auto hits its target If a model with this ability makes an attack in the Fight phase which target IMPERIUM model, each time you roll a hit roll of 6+ you may make additional attack with the same weapon against the same target. These a

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.

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

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	avy 4	5	-3		1		-	
Abilities:										
Death to the False Emperor	IM additi	PERIU onal att	M mod ack wit canno	lel, each ti h the sam ot themsel	me you i e weapoi ves genei	roll a h n again rate an	it roll o st the s y furth	ht phase w f 6+ you n ame target er attacks.	nay make These a	e an ttacks
All is Dust	1. In add	lition, tl	ne -1 m	odifier to	hit rolls	for mo	ving an	a Damage d shootin rab Occul	g Heavy	weapo
Favoured of				This mode						
Гzeentch										
xperience: 🗆 🗆 🗆			l□□ F	lesh Wou	ınds: 🗆 [Convale	scence: \square	New Re	cruit: [
/2									7	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	ТҮ	'PE	S	AP		D	A	BILITIES	
Гzaangor blades	Melee	М	elee	User	-1		1	fights,	ime the l , it can m ıl attack v weapon.	ake 1
Abilities:										
Aura of Dark			'n	This mode	11	1	1.1			
Glory			1	nis mode	ı nas a 5-	+ invui	nerabie	e save.		
xperience: □□□□			□□ F	Elesh Wou	ınds: 🗆 [Convale	scence: 🗆	7	cruit: [Poin
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
	M 6"	WS 3+	BS 4+	\$ 4	T 4	W 1	A 1	LD 6	SV 6+	MAX -
NAME Tzaangor		3+						6		-
NAME	6"	3+ TY	4+	4	4		1	Each t fights, additiona	6+ BILITIES ime the b	earer ake 1
NAME I'zaangor NEAPON	6" RANGE	3+ TY	4+ PE	4 S	4 AP		1 D	Each t fights, additiona	6+ BILITIES ime the b	earer ake 1
NAME L'zaangor NEAPON L'zaangor blades	6" RANGE	3+ TY	4+ PE	4 S	4 AP -1	1	1 D	Each t fights, additiona	6+ BILITIES ime the b	earer ake 1
NAME L'zaangor NEAPON L'zaangor blades Abilities: Aura of Dark	6" RANGE	3+ TY	4+ PE	4 S User	4 AP -1	1	1 D	Each t fights, additiona	6+ BILITIES ime the b	earer ake 1

. / 2 Name	М	WS	BS	S	Ţ	W	A	LD	SV	Poin MA)
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON	RANGE	Τ\	YPE	S	AP		D	A	BILITIES	
Tzaangor blades	Melee	М	elee	User	-1		1	fights additiona	ime the l , it can m al attack weapon.	nake 1 with th
Abilities:										
Aura of Dark Glory			-	Γhis mode	el has a S	+ invııl	nerabl	e save		
Experience: 🗆 🗆 🗖] 🗆 🗖 1	Flesh Wot	ınds: 🗆		onvale	escence: \square	New Re	ecruit: l
] [[]	Flesh Wou	ınds: 🗆		onvale	escence: 🗆		
. / 2	M	WS	BS	Flesh Wou	ınds: □	W	onvale A	escence: LD		Poin
/2									7	Poin
/ 2 NAME Tzaangor	M	WS 3+	BS	S	Ţ	W	A	LD 6	7 SV	Poin MA)
/ 2 NAME Tzaangor WEAPON	M 6"	WS 3+	BS 4+	\$ 4	T 4	W	A 1	Each t fights additiona	7 SV 6+ BILITIES time the late of the late	Poin MA) - bearer nake 1
Experience: / 2 NAME Tzaangor WEAPON Tzaangor blades Abilities:	M 6" RANGE	WS 3+	BS 4+	\$ 4 \$	T 4 AP	W	A 1	Each t fights additiona	SV 6+ BILITIES ime the lattice of th	Poin MA) - bearer nake 1
NAME Tzaangor WEAPON Tzaangor blades Abilities: Aura of Dark	M 6" RANGE	WS 3+	BS 4+ YPE	\$ 4 \$	T 4 AP -1	W 1	1 D	Each t fights additiona	SV 6+ BILITIES ime the lattice of th	Poin MA) - bearer nake 1
/ 2 NAME Tzaangor WEAPON Tzaangor blades	M 6" RANGE	WS 3+	BS 4+ YPE	\$ 4 \$	T 4 AP -1	W 1	1 D	Each t fights additiona	SV 6+ BILITIES ime the lattice of th	Poin MAX bearer nake 1