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,		Sniper, And They Shall Know No Fear, Transhuman Physiology,		11
	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	Points
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	TY	PE	S	AP		D	A	BILITIES	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"	Gren	nade 1	6	-1	I)3		-	
Boltgun	24"		pid re 1	4	0		1		-	
Abilities:										
And They Shall Know No Fear			You ca	n re-roll f	ailed Ne	rve Tes	ts for th	is model.		
Transhuman Physiology	Ignore	penalt	ies to th	is model'	s hit rolls suffe		one flesł	n wound	this mod	lel has
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: Convalescence: New Recruit:										

									11	Points
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	Al	BILITIES	
Bolt pistol	12"	Pist	col 1	4	0		1		-	·
Frag grenade	6"		nade 06	3	0		1		-	
Krak grenade	6"	Gren	ade 1	6	-1	Ι)3		-	·
Abilities:										
And They Shall Know No Fear			You ca	n re-roll f	ailed Ne	rve Test	s for th	is model.		
Transhuman Physiology	Ignore	penalt	ies to th	is model'	s hit rolls suffe		one flesh	n wound	this moc	lel has
Specialism:	Sniper									
Marksman	You o	can re-r	oll hit r	olls of 1 f	or this m	odel wl	hen it m	akes a sh	ooting at	tack.
Experience: $\Box\Box\Box$			l□□ F	lesh Wou	ınds: 🗆 l		onvales	cence: 🗆	New Re	cruit: 🗆

									16	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	ı	ABILITIES	
Frag grenade	6"	Grena D6	de	3	0		1		-	
Krak grenade	6"	Grenad	le 1	6	-1	J)3		-	
Bolt pistol	12"	Pistol	1	4	0		1		•	
Boltrifle	30"	Rapio Fire 1		4	-1		1		-	
Auspex	model v	vithin 3" o	of a fr	iendly m	odel equ	ipped heir hi	with a	er ADEP n auspex t ury rolls c	hat is not	shake
Abilities:					C					
And They Shall Know No Fear		Y	ou car	n re-roll f	failed Ne	rve Tes	ts for	his model	l.	
Transhuman Physiology	Ignore	penalties	to thi	s model'	s hit rolls		one fle	sh wound	l this mo	del has
Specialism:	Comms	;								
	model f	from you	r kill t	eam with rolls for	nin 6" of that mo	this mo del in tl	del to nis ph		ı can add	1 to h
experience: □□□	model f	from your	r kill t	eam with rolls for lesh Wou	nin 6" of that mod unds: □	this mo del in tl	odel to nis ph onval	shoot, you ase. escence:	ı can add l New Re	1 to h cruit: Poin
Experience: □□□	model f	from you	r kill t	eam with rolls for	nin 6" of that mo	this mo del in tl	del to nis ph	shoot, you ase.	ı can add l New Re	1 to h cruit: Poin
Experience: DDD	model f	from your	r kill t	eam with rolls for lesh Wou	nin 6" of that mod unds: □	this mo del in tl	odel to nis ph onval	shoot, you ase. escence:	ı can add l New Re	1 to h ccruit: Poin
NAME Sternguard Gunner	model f	from your	r kill t Fl BS 3+	rolls for lesh Wou	nin 6" of that mounds: T	this model in the	odel to nis ph onval	shoot, you ase.	1 can add New Re	1 to h ccruit: Poin MA
NAME Sternguard Gunner WEAPON	model f	WS 3+	r kill t	rolls for esh Wou	nin 6" of that modules: T 4	this model in the	odel to nis ph onval	shoot, you ase.	1 can add New Re 19 SV 3+	1 to h ccruit: Poin MA
NAME Sternguard Gunner WEAPON Frag grenade	M 6" RANGE	WS 3+ TYPE Grenae	BS 3+	rolls for lesh Wot	nin 6" of that mooninds: T 4	this model in the control of the con	odel to nis pho onval	shoot, you ase.	1 can add New Re 19 SV 3+	1 to h ccruit: Poin MA
NAME Sternguard Gunner WEAPON Frag grenade Krak grenade	M 6" RANGE	WS 3+ TYPE Grenae D6	BS 3+ de	seam with rolls for lesh Wood	nin 6" of of that moonings: T 4 AP	this model in the control of the con	A 2 D	shoot, you ase.	1 can add New Re 19 SV 3+	1 to h ccruit: Poir MA
NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp	model f	WS 3+ TYPE Grenac D6 Grenac	BS 3+	seam with rolls for lesh Woods	nin 6" of that mooninds: T 4 AP 0 -1	this model in the control of the con	A 2 D	shoot, you ase. Escence: LD 8 If the character, t	1 can add New Re 19 SV 3+	1 to h 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	WS 3+ TYPE Grenad D6 Grenad Pistol	BS 3+	seam with rolls for esh Woods \$ 4 \$ \$ 3 \$ 6 \$ 4	nin 6" of that moonds: □ T 4 AP 0 -1 0	this model in the control of the con	A 2 D D 1	shoot, you ase. Escence: LD 8 If the character, t	19 SV 3+ ABILITIES target has teristic of his weapon	1 to h Poin MA 2 a Save 3 + or on has
NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and	model f	WS 3+ TYPE Grenad D6 Grenad Pistol Heavy	BS 3+	seam with rolls for esh Woods \$ 4 \$ \$ 3 \$ 6 \$ 4 \$ 5	inin 6" of that mooninds: T 4 AP 0 -1 0	this model in the	A 2 D 1 1 D3 1 1	shoot, you ase. Escence: LD 8 If the character, t	a can add New Re 19 SV 3+ ABILITIES carget has teristic of his weaponage of I	1 to h Point 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 3+ TYPE Grenae D6 Grenad Pistol Heavy	BS 3+ Edde 1 1	seam with rolls for esh Woods S 4 5 5 5 5 5 5 5 5 5 5 6 6 7 6 7 7 8 7 8 7 9 7 9 7 9 7 9 7 9 7 9 7 9 7	inin 6" of that mooninds: T 4 AP 0 -1 0 failed No	this model in the last of the	A 2 D 1 1 1 1	shoot, you ase. escence: LD 8 If the character, t	a can add I New Re 19 SV 3+ ABILITIES target has teristic of his weaponage of I	1 to h Point MA 2 a Save 3 + or on has
NAME Sterng uard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp Abilities: And They Shall	model f	WS 3+ TYPE Grenae D6 Grenad Pistol Heavy	BS 3+ Edde 1 1	seam with rolls for esh Woods S 4 5 5 5 5 5 5 5 5 5 5 6 6 7 6 7 7 8 7 8 7 9 7 9 7 9 7 9 7 9 7 9 7 9 7	inin 6" of that mooninds: T 4 AP 0 -1 0 failed No	this model in the last of the	A 2 D 1 1 1 1	shoot, you ase. Escence: LD 8 If the character, the day this model	a can add I New Re 19 SV 3+ ABILITIES target has teristic of his weaponage of I	1 to h Poin MA 2 a Save 3+ or on has

NAME	M	WS	BS	S	Т	W	A	LD	17 SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
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	Γ)3		-	
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Combi	When at							of the profi with this v		w. If yo
Boltgun	24"		pid :e 1	4	0		1		-	
Grav-gun	18"		pid :e 1	5	-3		1	charact better, th	arget has eristic of his weapo nage of I	3+ or on has a
Abilities:										
And They Shall Know No Fear			You ca	n re-roll	failed Ne	erve tests	s for tl	his model.		
Transhuman Physiology	Ignore t	he pen	alty to th	is mode	l's hit roll	s from	one fl	esh wound	l it has sı	uffered.
Experience: 🗆 🗆 🛚]□□ F	lesh Wou	ınds: □ [onvale	escence: \square	New Re	ecruit: [
									16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	
Tactical	-11					1		7		MAX
	6"	3+	3+	4	4		1	,	3+	MAX 2
Gunner										2
Gunner WEAPON	RANGE	TY Gre	PE nade	S 3	AP 0		1 D		3+ BILITIES	2
Gunner WEAPON Frag grenade	RANGE	Gre I	PE	S	AP		D			2
Gunner WEAPON Frag grenade Krak grenade	RANGE	Gree I	PE nade 06	S	AP 0	Γ	D		BILITIES	2
Gunner WEAPON Frag grenade Krak grenade Bolt pistol	RANGE 6"	Gree I Greer Piss	PE nade 06 nade 1	S 3 6	AP 0 -1	Γ	1 1 23		BILITIES	2
Marine Gunner WEAPON Frag grenade Krak grenade Bolt pistol Boltgun Plasma gun (Standard)	6" 6" 12"	Gree Greer Piss Raa Fin	PE nade 06 nade 1 tol 1	\$ 3 6 4	0 -1 0	Γ	1 1 23 1		BILITIES	2

Abilities:

Plasma gun (Supercharged)

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

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

Rapid Fire 1

									14	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	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	D3		-				
Special-issue boltgun	30"		pid :e 1	4	-2		1		-				
Abilities:													
And They Shall Know No Fear			You o	can re-roll	failed Ne	erve test	s for th	is model.					
Transhuman Physiology Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.													
Experience: 🗆 🗆 🗆				Flesh Wou	ınds: □	$\Box\Box$ C	onvales	cence: \square	New Re	cruit: 🗆			
									1.0	Dalmer			
NAME	M	we	DC	c	т.	W		LD	CV CV	Points			

									16	Points	
NAME	M	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		D3		-		
Chainsword	Melee	M	elee	User	0		1	Each ti fights, i additiona	ke one		
Flamer	8"	Ass D	ault 06	4	0		1	This weapon automatic hits its target.			
Abilitios											

Abilities:

And They Shall Know No Fear	You can re-roll failed Nerve tests for this model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Experience:	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

									16	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2		
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	Ι)3		-			
Boltgun	24"		pid :e 1	4	0		1		-			
Flamer	8"		ault 06	4	0		1	This weap	oon autor			
Abilities:												
And They Shall Know No Fear			You can	n re-roll f	failed Ne	rve Test	s for t	his model.				
Transhuman Physiology	Ignore	Ignore penalties to this model's hit rolls from one flesh wound this model has suffered.										
Experience: 🗆 🗆 🗖	Experience:											

									14	Points
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 06	3	0		1		-	
Krak grenade	6"	Gren	nade 1	6	-1	I	D3		-	
Heavy bolter	36"	Hea	avy 3	5	-1		1		-	
Abilities:										
And They Shall Know No Fear			You c	an re-roll f	failed Ne	rve Tes	ts for thi	is model.		
Transhuman Physiology	Ignore	penalt	ies to tl	nis model'	s hit rolls suffe		one flesh	wound	this mod	lel has
Experience:				Flesh Wot	ınds: 🗆 [$\Box\Box$ C	onvales	ence: 🗆	New Re	cruit: 🗆

									18	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	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	Ι)3		-			
Combi	When att	0						f the profi vith this w		v. If you		
Boltgun	24"		pid :e 1	4	0		1		-			
Flamer	8"		ault 06	4	0		1	This weap hits	on autor its targe	•		
Abilities:												
And They Shall Know No Fear		You can re-roll failed Nerve tests for this model.										
Transhuman Physiology	Ignoret	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered										
Experience:			□□ Fl	esh Wou	ınds: 🗆	$\Box\Box$ C	onvales	scence: 🗆	New Re	cruit: 🗆		