## **COMMAND ROSTER**

PLAYER NAME FACTION Adeptus Mechanicus

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Skitarii Vanguard Alpha	Radium carbine, Phosphor blast pistol, Taser goad,		Leader, Bionics, Rad- saturation,		11
	Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Sniper, Bionics, Rad- saturation,		13
	Skitarii Vanguard	Radium carbine, Omnispex,		Comms, Bionics, Rad- saturation,		10
	Corpuscarii Electro-priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro-priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro-priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro-priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Fulgurite Electro- priest	Electroleech stave,		Combat, Siphoned Vigour, Fanatical Devotion, Voltagheist Field,		14
	Skitarii Ranger	Galvanic rifle, Omnispex,		Bionics,		10
	Skitarii Ranger Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Bionics,		13

Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,	Bionics, Rad-saturation,	13
Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,	Bionics, Rad-saturation,	13
Skitarii Ranger Gunner	Galvanic rifle,	Bionics,	10
Skitarii Ranger Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,	Bionics,	13
Infiltrator Princeps		Bionics, Neurostatic Aura,	15
Sicarian Infiltrator		Bionics, Neurostatic Aura,	14
Sicarian Infiltrator		Bionics, Neurostatic Aura,	14
Skitarii Ranger	Galvanic rifle,	Bionics,	9

NAME	M	WS	BS	S	Т	W	Α	LD	SV	Points MAX
Skitarii Vanguard Alpha	6"	4+	3+	3	3	1	2	7	4+	1
WEAPON	RANGE	TY	'PE	S	AP		D	A	BILITIES	
Radium carbine	18" Assault 3		ault 3	3	0		1	wound r	me you n oll of 6+ on, that h with a Da 3.	for this nit is
Phosphor blast pistol	12"	Pis	tol 1	5	-1		1	weapon penalty t	made wi do not su o hit rolls eing obso	ffer the for the
Taser goad	Melee	M	elee	+2	0		1	this wea	t roll of 6 pon cause her than	es 3 hits
Abilities:										
Bionics			Т	his mode	el has a 6-1	invul-	nerable	e save.		
Rad-saturation	Reduce t	he Toi	C	character of one or 1				by 1 whil ability.	st they are	e within
Specialism:	Leader									
Resourceful	As long							ken, you g battle rou		ditional
Experience: 🗆 🗆 🗖			]□□ F	lesh Wou	ınds: 🗆 l		Convale	escence: 🗆	New Re	cruit: 🗆

									13	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii										
Vanguard	6"	4+	3+	3	3	1	1	6	4+	3
Gunner										
Plasma caliver - Supercharge	18"	Assa	ault 2	8	-3		2	weapon's	earer is t after all	aken out of this
Plasma caliver - Standard	18"	Assa	ault 2	7	-3		1		-	
Abilities:										
Bionics			T	his mode	el has a 6-	+ invul	nerabl	e save.		
Rad-saturation	Reduce	e the Tou		character f one or 1				by 1 whils ability.	t they are	ewithin
Specialism:	Sniper									
Marksman	You	You can re-roll hit rolls of 1 for this model when it makes a shooting attack								
Experience:			]□□ Fl	lesh Wou	ınds: 🗆		Conval	escence: 🗆	New Re	cruit: 🗆

										10	Point
NAME	M	WS	BS	S	Ţ	W	A		LD	SV	MAX
Skitarii	6"	<b>4</b> +	3+	3	3	1	1		6	4+	_
Vanguard			<b>J</b> .							-,	
WEAPON	RANGE	TY	PE	S	AP		D		A	BILITIES	
Radium carbine	18"	Assa	ault3	3	0		1	wo	und ro weapo	me you r oll of 6+ on, that l with a Da 3.	for thi
Omnispex	of a frie	ndly m	odel eq	uipped v	ase you co with an C their hit co obsc	Omnisp	ex th	at is no	ot shak	en. Tha	t mode
Abilities:											
Bionics			T	his mode	el has a 6-	+ invul	Inerab	le savo	e.		
Rad-saturation	Reduce	he Tou			ristic of e more mo					st they ar	e withi
Specialism:	Comms										
	model f	rom yo		rolls for	hin 6" of r that mo	del in 1	this pl	iase.		can add	
Scanner  Experience:   NAME	model f	rom yo		rolls for	r that mo	del in 1	this pl	nase. Iescen		can add New Re	1 to hi
Experience:   NAME  Corpuscarii	model f		l□□ Fl	rolls for lesh Wou	r that mo unds: □	del in 1	this pl Conva	nase. lescen	ce: 🗆	can add New Re	1 to hi
Experience:   NAME	model f	ws	BS 3+	rolls for lesh Wou	r that mo unds: □ T	del in 1	this pl	nase. lescen	ce:   LD  8	New Re	1 to hir
NAME Corpuscarii Electro-priest WEAPON Electrostatic	model f	WS 4+ TY apon ca	BS 3+ PE an be uses or firit	s  s  ed as a ra ng Overv	r that mounds:   T  3  AP  unged we watch, us	W 1 apon as	Conva	lescen	LD  8  A  veaportle; who	New Re  13  SV  6+  BILITIES  n. When	1 to hi ceruit: [ Point MAX  - makin
NAME Corpuscarii Electro-priest WEAPON Electrostatic gauntlets Electrostatic	model f	WS 4+ TY apon cag attack	BS 3+ PE an be uses or firit	s  s  ed as a ra ng Overv	r that mounds:   T  AP  anged we:	W 1 apon as	Conva	elee w profile.	B A A A A A A A A A A A A A A A A A A A	New Re  13  SV  6+  BILITIES  n. When	Point MAX makin ng close l hit rol a attack scores
NAME Corpuscarii Electro-priest WEAPON Electrostatic gauntlets Electrostatic gauntlets - ranged Electrostatic	M 6" RANGE This we shooting	WS 4+ TY Assa	BS 3+ PE co	s  S  S  ed as a ra ng Overwombat at	T  3  AP  unged were watch, us ttacks, us	W 1 apon as	D nd a manged a elee p	elee with Eaco	B  A  A  A  A  Veapor le; wh  th unn  f 6 mae  th unn  f 6 mae  h this r	New Re  13  SV  6+  BILITIES  1. When en making modified de for an weapon	Point MAX  makin ng close l hit rol a attack scores in 1. l hit rol a ttack scores
NAME Corpuscarii Electro-priest WEAPON Electrostatic gauntlets - ranged Electrostatic gauntlets - ranged	M 6" RANGE This we shooting	WS 4+ TY Assa	BS 3+ PE an be used of firition of the state	s  s ed as a ra ng Overv ombat at	T  3  AP  anged we: watch, us ttacks, us	W 1 apon as	D  D  1	elee with Eaco	B  A  A  A  A  Veapor le; wh  th unn  f 6 mae  th unn  f 6 mae  h this r	New Res  13  SV  6+  BILITIES  1. When en making the modified de for an weapon ather than modified de for an weapon ather than weapon weapon weapon.	Point MAX  makin ng close l hit rol a attack scores in 1. l hit rol a ttack scores
NAME Corpuscarii Electro-priest WEAPON Electrostatic gauntlets Electrostatic gauntlets - ranged Electrostatic gauntlets - ranged WEAPON Electrostatic	model f	WS 4+ TY Assa	BS 3+  PE  an be used of first containing the second containing th	s  S  S  ed as a rang Overrombat at	T  3  AP  anged we: watch, us ttacks, us	W  1  appon as the ree the m	D  Onva  D  1  1  1	delee weeke with the second se	8  A  A  Veapor  th unn  f 6 maa  th this  hits r  th unn  f 6 maa  h this	New Res  13  SV  6+  BILITIES  1. When en making the modified de for an weapon ather that weapon at weap	Point MAX  makin ng close hit role attack scores un 1. hit role attack scores un 1.
Experience:   NAME  Corpuscarii  Electro-priest	M 6" RANGE This we shooting  Melee This management of the shooting of the shoo	WS 4+ TY apon ca Assa M  Odel's solded ha " of an	BS 3+ PE an be used of the second of the sec	s  s ed as a rang Overvombat at  target avulneral model, p	T  3  AP  unged we watch, us ttacks, us	W 1 appon as a tester returned to the most of the most	D  Onva  D  In this pl  D  D  D  D  D  D  D  D  D  D  D  D  D	elee with a laty to d. odel f within	B A A A A A A A A A A A A A A A A A A A	New Res  13  SV  6+  BILITIES  I. When en making weapon ather that weapon ather that weapon ather that hit rolls  es a charged roll a I	Point MAX  makin ng close a attack scores an 1. I hit rol a attack scores an 1. I for the

									13	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Corpuscarii Electro-priest	6"	4+	3+	3	3	1	2	8	6+	-
WEAPON	RANGE	TYF	E	S	AP		D	A	BILITIES	
Electrostatic gauntlets			or firi		watch, us	e the ra	nged p	lee weapo rofile; wh ofile.		
Electrostatic gauntlets - ranged	12"	Assai	ult 3	5	0		1	of 6 ma	modified de for an weapon ather tha	attack scores 3
Electrostatic gauntlets - melee	Melee	Me	lee	5	0		1	of 6 ma	modified de for an weapon rather tha	attack scores 3
Abilities:										
Vision of the Motive Force	This m	odel's s	hootin	~	do not su model b		^ .	ty to their	hitrolls	for the
Voltagheist Field		of an e	enemy	model, p	ick an en	emy mo	odel w	del finish ithin 1″ an rtal wounc	d roll a I	
Fanatical Devotion	Each tir	ne a mo	odel wi		oility lose s not lose			ll a D6; on	a 5+ the	model
Experience: 🗆 🗆 🗆			□□ F	lesh Wou	ınds: 🗆	□□С	onvale	scence: $\square$	New Re	cruit: □
									13	Points
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Corpuscarii Electro-priest	6"	4+	3+	3	3	1	2	8	6+	-
WEAPON	RANGE	TYF	PE	S	AP		D	A	BILITIES	
Electrostatic gauntlets			or firi		watch, us	e the ra	nged p	lee weapo rofile; wh ofile.		
Electrostatic gauntlets - ranged	12"	Assai		5	0		1	Each uni of 6 ma with this	de for an	attack scores 3
Electrostatic gauntlets - melee	Melee	Me	lee	5	0		1		modified de for an weapon	attack

						hits rather than 1.
Electrostatic gauntlets - melee	Melee	Melee	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.
Abilities:						
Vision of the Motive Force	This mo	del's shooti	U		er any penal 1g obscured	ty to their hit rolls for the
Voltagheist Field		of an enem	y model, pi	ick an enem	y model w	del finishes a charge move ithin 1" and roll a D6. On a rtal wound.
Fanatical Devotion	Each tim	e a model v		ility loses a not lose th		ll a D6; on a 5+ the model
Experience:			Flesh Wou	ınds: 🗆 🗆	□ Convale	escence:   New Recruit:

NAME		we	ne	c		w		ID		Point		
NAME Corpuscarii Electro-priest	6"	WS 4+	3+	3	3	1	2	8 8	6+	MAX -		
WEAPON	RANGE	TY	'PE	S	AP		D	A	BILITIES			
Electrostatic gauntlets		-	s or firi	ng Overv	-	e the rai	nged p	lee weapor rofile; wh ofile.		-		
Electrostatic gauntlets - ranged	12"	Ass	ault 3	5	0		1	with this	de for an	attack scores 3		
Electrostatic gauntlets - melee	Melee	М	elee	5	0		1	Each unmodified hi of 6 made for an att with this weapon sco hits rather than 1				
Abilities:												
Vision of the Motive Force	This n	nodel's	shooting		do not su model be			ty to their	hitrolls	for the		
Voltagheist Field		1" of an	enemy i	model, p	ick an en	emy mo	del w	del finisho ithin 1" an rtal wounc	d roll a I			
Fanatical Devotion	Each ti			th this ab		s a wou	nd, ro	ll a D6; on		model		
Experience: $\Box\Box$			□□ Fl	lesh Wot	ınds: 🗆	□□С	onvale	escence:	New Re	cruit: [		
									14	Point		
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX		
Fulgurite Electro-priest	6"	3+	4+	3	3	1	2	8	6+	-		
WEAPON	RANGE	TY	'PE	S	AP		D	A	BILITIES			
	Melee	М	elee	+2	-2	I	03	For each very for attack weapon, D3 morta	ks made the targe	by this		
Electroleech stave								of the n	ormal da	s instea		
Abilities:								of the n		s instea		
								of the n in the Figh inder of th	ormal da nt phase,	s instea mage. its		

Each time a model with this ability loses a wound, roll a D6; on a 5+ the model

does not lose that wound.

This model has a 5+ invulnerable save. When this model finishes a charge move

within 1" of an enemy model, pick an enemy model within 1" and roll a D6. On a roll of 6 the enemy model suffers a mortal wound.

Add 1 to this model's Attacks characteristic.

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

Fanatical

Devotion

Voltagheist Field

Specialism:

Expert Fighter

Combat

									10	Poin
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
WEAPON	RANGE	TY	PF	S	AP		D	Δ	BILITIES	
WEAT OIL	ILLIIUL						_		me you n	nake a
Galvanic rifle	30"	Raj Fit	pid ·e 1	4	0		1	wound r	oll of 6+ on, that h	for thi
Omnispex	of a frie	endly m	odel eq	uipped v	vith an C heir hit c	Omnisp	ex that	ner Skitarii t is not shak due to thei	cen. That	mode
Abilities:										
Bionics			T	his mode	el has a 6-	+ invul	nerabl	e save.		
Experience: 🗆 🗆 🛚			]□□ F	lesh Wou	ınds: 🗆		Conval	escence: 🗆	New Re	cruit:
									10	n . •
NAME	M	WS	BS	S	Т	W	A	LD	SV	Poin MA
Skitarii	IVI	113	Do	<u> </u>	•	**		LD	31	IVI A
Ranger	6"	4+	3+	3	3	1	1	6	4+	3
Plasma caliver - Supercharge	18"	Assa	ult2	8	-3		2	weapon's	earer is t after all	aken o of this
Plasma caliver - Standard	18"	Assa	ult2	7	-3		1		-	
Abilities:										
Bionics			T	his mode	el has a 6-	+ invul	nerabl	e save.		
Experience: 🗆 🗆 🖸			]□□ F	lesh Wou	ınds: 🗆		Conval	escence: 🗆		cruit: <b>Poin</b>
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Vanguard	M 6"	WS 4+	<b>BS</b> 3+	3	3	W 1	A 1		\$V 4+	MA)
Skitarii Vanguard Gunner Plasma caliver -		4+						On an un of 1, the book of action weapon's	4+ modified pearer is to	l hit roaken o
Skitarii Vanguard Gunner Plasma caliver - Supercharge	6"	4+ Assa	3+	3	3		1	On an un of 1, the book of action weapon's	4+ modified pearer is to a after all s shots ha	3 l hit roaken o
Skitarii Vanguard Gunner  Plasma caliver - Supercharge  Plasma caliver - Standard	<b>6"</b> 18"	4+ Assa	3+ ault 2	8	-3		2	On an un of 1, the book of action weapon's	4+ modified pearer is to a after all s shots ha	3 l hit roaken o
NAME Skitarii Vanguard Gunner  Plasma caliver - Supercharge  Plasma caliver - Standard  Abilities: Bionics	<b>6"</b> 18"	4+ Assa	3+ nult 2	8	-3 -3	1	2	On an un of 1, the bof action weapon's	4+ modified pearer is to a after all s shots ha	3 l hit roaken o

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

Skitarii Vanguard Gunner  Plasma caliver- Supercharge  18"										13	Poin
Vanguard Gunner  Plasma caliver- Supercharge  18" Assault 2 8 -3 2 On an unmodified hitr of 1, the bearer is taken of action after all of this weapon's shorts have be resolved.  Plasma caliver- Standard  Abilities:  Bionics  Rad-saturation  Reduce the Toughness characteristic of enemy models by 1 whilst they are with 1" of one or more models with this ability.  Experience: One of action after all of this weapon's shorts have be resolved.  To one or more models with this ability.  Skitarii  Ranger  Abilities:  Bionics  Rapid Fire 1 4 0 1  Each time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of Abilities:  Bionics  This model has a 6+ invulnerable save.  Skitarii  Bionics  This model has a 6+ invulnerable save.  This model has a 6+ invulnerable save.  Skitarii  Abilities:  Bionics  This model has a 6+ invulnerable save.  Skitarii  Abilities:  Bionics  This model has a 6+ invulnerable save.  Convalescence: New Recruite  13 Point  Abilities:  Bionics  This model has a 6+ invulnerable save.  Convalescence: One of action after all of this weapon's shots have be resolved.  Plasma caliver- Standard  18" Assault 2 8 -3 2 0 On an unmodified hitr of 1, the bearer is taken of action after all of this weapon's shots have be resolved.	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Plasma caliver- Supercharge  18" Assault 2 8 -3 2 of action after all of thi weapon's shots have be resolved.  Plasma caliver- Standard  18" Assault 2 7 -3 1  Abilities:  Bionics This model has a 6+ invulnerable save.  Reduce the Toughness characteristic of enemy models by 1 whilst they are with 1" of one or more models with this ability.  Experience: Plasma caliver- Skitarii 6" 4+ 3+ 3 3 1 1 6 4+ 3  Calvanic rifle 30" Rapid Fire 1 4 0 1 Each time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of Skitarii  Calvanic rifle 5 This model has a 6+ invulnerable save.	Skitarii Vanguard Gunner	6"	4+	3+	3	3	1	1	6	4+	3
Abilities:  Bionics This model has a 6+ invulnerable save.  Rad-saturation Reduce the Toughness characteristic of enemy models by 1 whilst they are with 1" of one or more models with this ability.  Experience: Rad-saturation Plasma caliver - Standard  18" Assault 2 7 -3 1  -3 1 -4 -3 1 -4 -3 1 1 -4 -4 3 -4 3 -4 -3 -4 -4 -4 3 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4 -4	Plasma caliver - Supercharge	18"	Assa	ult2	8	-3		2	of 1, the book of action weapon's	pearer is t n after all s shots ha	aken o
Rad-saturation  Reduce the Toughness characteristic of enemy models by 1 whilst they are with 1" of one or more models with this ability.  Experience:	Plasma caliver - Standard	18"	Assa	ult 2	7	-3		1		-	
Reduce the Toughness characteristic of enemy models by 1 whilst they are with  1" of one or more models with this ability.  xperience:   Convalescence:   New Recruit:  10 Point  11 Point  12 Pack time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of section of 1 Point  11 Point  12 Pack time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of section of 1 Point  13 Point  14 Point  15 Point  16 Pack time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of section of 6+ for the weapon, that hit is resolved with an AP of section of 6+ for the weapon, that hit is resolved with an AP of section of 6+ for the weapon, that hit is resolved with an AP of section of 1 Point  16 Pack time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of section of 1 Point  17 Pack time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of section of 1, the bearer is taken of action after all of this weapon's shots have be resolved.  18 Pack time you make a wound roll of 6+ for the weapon that hit is ability.  18 Point ABME	Abilities:										
To one or more models with this ability.   Superience:   New Recruit:   New Rec	Bionics			Tl	nis mode	el has a 6+	⊦ invul:	nerabl	e save.		
The point   The				1" o	f one or 1	nore mo	dels wi	th this	ability.		
Name	xperience: □□□			]□□ Fl	esh Wou	ınds: 🗆		Convale	escence: $\square$	New Re	cruit: [
Ranger  6" 4+ 3+ 3 3 1 1 6 4+ 3  Galvanic rifle  30" Rapid Fire 1 4 0 1 Each time you make a wound roll of 6+ for th weapon, that hit is resolved with an AP of abilities:  Bionics  This model has a 6+ invulnerable save.  This model has a 6+ invulnerable save.  13 Point IAME M WS BS S I W A LD SV MA  Skitarii Ranger  18" Assault 2 8 -3 2 On an unmodified hit rof 1, the bearer is taken of action after all of this weapon's shots have be resolved.  Plasma caliver - Standard  Plasma caliver - Standard  Assault 2 7 -3 1 - Standard										10	Poin
Ranger  Galvanic rifle  Galvanic rifle  30"  Rapid Fire 1  4  0  1  Each time you make a wound roll of 6+ for the weapon, that hit is resolved with an AP of Abilities:  Bionics  This model has a 6+ invulnerable save.  This model has a 6+ invulnerable save.  13 Point NAME  M  WS  BS  T  W  A  LD  SV  MA  Skitarii  Ranger  18"  Assault 2  8  -3  2  On an unmodified hit rof 1, the bearer is taken of action after all of this weapon's shots have be resolved.  Plasma caliver - Standard  Plasma caliver - Standard  Ranger  Assault 2  7  -3  1  -3  -3  -3  -3  -3  -3  -3  -3	IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Abilities:  Sionics  This model has a 6+ invulnerable save.  This model has a 6+ invul		6"	4+	3+	3	3	1	1	6	4+	3
This model has a 6+ invulnerable save.    Convalescence: New Recruit:   New Recru	Galvanic rifle	30"			4	0		1	wound r weap	oll of 6+ on, that l	for thi
The standard of the standard o	Abilities:										
Table 1	Bionics			Tl	nis mode	el has a 6-	invul:	nerabl	e save.		
Skitarii Ranger  6" 4+ 3+ 3 3 1 1 6 4+ 3  Plasma caliver- Supercharge  18" Assault 2 8 -3 2 On an unmodified hit rof 1, the bearer is taken of action after all of this weapon's shots have bear resolved.  Plasma caliver- Standard  18" Assault 2 7 -3 1 -											
Ranger  6" 4+ 3+ 3 3 1 1 6 4+ 3  Plasma caliver - Supercharge  18" Assault 2 8 -3 2 On an unmodified hit rof 1, the bearer is taken of action after all of this weapon's shots have bear resolved.  Plasma caliver - Standard  18" Assault 2 7 -3 1 -	Experience: 🗆 🗆			l□□ Fl	esh Wou	ınds: 🗆		Convale	escence: 🗆		
Plasma caliver - Supercharge  18" Assault 2 8 -3 2 of 1, the bearer is taken of action after all of this weapon's shots have been resolved.  Plasma caliver - Standard  18" Assault 2 7 -3 1 -	•									13	Poin
Standard 18" Assault 2 7 -3 1 -	NAME Skitarii	M	WS	BS	S	Ţ	W	A	LD	13 \$V	Poin
Abilities:	NAME Skitarii Ranger Plasma caliver -	M 6"	WS 4+	<b>BS</b> 3+	3	3	W	A 1	6 On an un of 1, the botaction weapon's	13 SV 4+ modified bearer is to a feter all	Point MAX  3  d hit ro aken or of this
	Skitarii Ranger Plasma caliver - Supercharge	M 6"	<b>WS 4</b> + Assa	3+ ault 2	3	3	W	<b>A 1</b> 2	6 On an un of 1, the botaction weapon's	13 SV 4+ modified bearer is to a feter all	Poin MA)  3  d hit roaken o of this

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

									15	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Infiltrator Princeps	8"	3+	3+	4	3	2	3	7	4+	1
Abilities:										
Bionics			Tł	nis mode	el has a 6	+ invuln	erable s	ave.		
Neurostatic Aura	Subt	ract 1 fro	om the Lo		p charact or more					ney are
			J□□ Fl	l. W	J. []		1		N D -	i- [
Experience: 🗆 🗖			JUU 11	esii wot	mus: 🗆		onvaresc	ence:		Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sicarian Infiltrator	8"	3+	3+	4	3	2	2	6	4+	-
Abilities:										
Bionics			Tŀ	nis mode	el has a 6	+ invuln	erable s	ave.		
Neurostatic Aura	Jube	ract I III	om the La		or more					icy arc
Experience: 🗆 🗆 🗖			□□ Fl		ınds: □	□ □ C	onvalesc		14	cruit: [
NAME		WS	Do	S	T	W	A	LD	SV	MAX
Sicarian	8"	3+	3+	4	3	2	A 2	6	4+	MAX -
Sicarian Infiltrator					3					MAX
Sicarian Infiltrator Abilities:			3+	4	3 el has a 6	2	2	6		MAX
NAME Sicarian Infiltrator Abilities: Bionics Neurostatic Aura	8"	3+	3+	4 nis mode	el has a 6	<b>2</b> + invuln	2 erable s	<b>6</b> ave.	4+	-

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Galvanic rifle	30"		pid re 1	4	0		1	wound re	on, that h	for thi
Abilities:										
Bionics			Т	his mode	l has a 6-	⊦ invuln	erable	e save.		