COMMAND ROSTER

PLAYER NAME FACTION Asuryani

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
Eldos the Unyielding Fire	Dire Avenger Exarch	Plasma grenade,		Leader, Ulthwe, Battle Fortune, Ancient Doom, Battle Focus, Defence Tactics,		11
Tamishar Ulthos	Guardian Defender	Shuriken catapult, Plasma grenade,		Comms, Ulthwe, Battle Focus, Ancient Doom,		7
Rhidhal Undroil	Storm Guardian Gunner	Plasma grenade, Flamer,		Veteran, Ulthwe, Battle Focus, Ancient Doom,		10
Arision the Implacable	Storm Guardian Gunner	Plasma grenade, Fusion gun,		Scout, Ulthwe, Battle Focus, Ancient Doom,		10
Requiel Rhianthari	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ulthwe, Ancient Doom, Battle Focus, Defence Tactics,		10
Yrion Ceifulgaithann	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ulthwe, Ancient Doom, Battle Focus, Defence Tactics,		10
Fian Son of Coheria	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ulthwe, Ancient Doom, Battle Focus, Defence Tactics,		10
Tarvaril Shelwe- nin	Dire Avenger	Avenger shuriken catapult, Plasma grenade,		Ulthwe, Ancient Doom, Battle Focus, Defence Tactics,		10
	Heavy Weapons Platform	Starcannon,		Crewed Weapon, Ancient Doom, Battle Focus,		11
Arision the Wanderer	Ranger	Shuriken pistol, Ranger long rifle,		Ulthwe, Battle Focus, Ancient Doom,		11

Eldos the Unyie				Ulth						Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Dire Avenger Exarch	7"	3+	3+	3	3	2	2	8	4+	1
WEAPON	RANGE	TY	PE	S AP			D	A	BILITIES	
Plasma grenade	6"		nade 06	4	-1		1		-	
Abilities:										
Battle Fortune			A Dire	Avenger	Exarch h	as a 4+ i	nvuln	erable save	e.	
Ancient Doom	which it	charge	s or is ch	arged by	a SLAA	NESH 1	model.	model in However SLAANI	, you mu	ıst add
Battle Focus								ase, weap mained st	•	
		ricary	··· cup orro	,					,	
Defence Tactics						iey succ		y hit on a		
		en this				iey succ				
Defence Tactics Specialism: Resourceful	Who Leader	en this	model fi model i	s on the	watch, th	d and no	essfull ot shak		roll of 5 o	or 6.
Specialism:	Who Leader As long	g as this	model fi model i Comman	s on the	watch, the	d and no	essfull ot shak of the l	y hit on a : en, you ga	roll of 5 on an adouble and.	or 6. ditional
Specialism: Resourceful Experience:	Whe	g as this	model fi model i Comman	s on the	battlefield at the beg	d and no	essfull ot shak of the l	y hit on a s en, you ga pattle rour	roll of 5 on an ado and. New Re	or 6. ditional
Specialism: Resourceful Experience: Camishar Ulthor	Whe	g as this	model fi model i Comman	s on the d Point:	battlefield at the beg	d and no	essfull ot shak of the l	y hit on a s en, you ga pattle rour	roll of 5 on an ado and. New Re	or 6. ditional
Specialism: Resourceful Experience: Camishar Ulthor NAME Guardian	Who Leader As long	en this	model fi model i Comman I□□ FI	s on the lad Point: lesh Wou	watch, the battlefield at the beg	d and no inning	essfull ot shak of the l	y hit on a en, you ga pattle rour scence: □	roll of 5 on an adouble nd. New Re	or 6. ditional cruit: [Point
Specialism: Resourceful Experience: Camishar Ulthor NAME Guardian Defender	Who Leader As long	g as this	model ii Comman	s on the d Point: lesh Wou	battlefield at the beg ands:	d and no inning Co W	ot shak of the l	y hit on a gaen, you gaen, you gaen cattle rour scence:	roll of 5 of an and of and. New Re	or 6. ditional cruit: [Point MAX
Specialism:	Who Leader As long	g as this company ws ws 3+	model i Comman Fl BS 3+	s on the lad Point: lesh Wou Ulth \$	battlefield at the beg unds:	d and no inning	essfull ot shak of the l onvales	en, you ga cattle rour scence: LD 7 A Each tir wound r	roll of 5 of an and and. New Re 7 SV 5+ BILITIES me you moll of 6+ on, that he	or 6. ditional cruit: [Point MAX nake a for this
Specialism: Resourceful Experience: Camishar Ulthor NAME Guardian Defender WEAPON Shuriken catapult	Who Leader As long S M 7"	ws Assa Green this seems this s	model ii Comman III FI BS 3+	s on the d Point: lesh Wot Ulth \$	battlefield at the beg unds:	d and no inning Co W 1	ot shak of the l onvales	en, you ga cattle rour scence: LD 7 A Each tir wound r weapo	roll of 5 of an and and. New Re 7 SV 5+ BILITIES me you moll of 6+ on, that he	or 6. ditional cruit: [Point MAX nake a for this
Specialism: Resourceful Experience: Camishar Ulthor NAME Guardian Defender WEAPON	Whee Leader As long S M 7" RANGE	ws Assa Green this seems this s	model fi model i Comman D FI BS 3+ PE ault 2	s on the d Point: lesh Wot Ulth S S	battlefield the begunds:	d and no inning Co W 1	essfull ot shak of the l onvales	en, you ga cattle rour scence: LD 7 A Each tir wound r weapo	roll of 5 of an and and. New Re 7 SV 5+ BILITIES me you moll of 6+ on, that he	or 6. ditional cruit: [Point MAX nake a for this

You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add $1\,$

to Nerve tests for this model if it is within 3" of any SLAANESH models.

Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit

rolls for that model in this phase.

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

Ancient Doom

Specialism:

Scanner

Comms

Rhidhal Undro	ál			Ulth	we				10	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Storm Guardian Gunner	7"	3+	3+	3	3	1	1	7	5+	2
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES	
Plasma grenade	6"	Grei D		4	-1		1		-	
Flamer	8"	Assa D		4	0		1	This weap hits	oon autor s its targe	•
Abilities:										
Battle Focus								hase, weap emained st	•	
Ancient Doom	which it	charges	or is cl	harged by	a SLAA	ÑESH	model	s model in . However y SLAANI	, you mu	ıst add 1
Specialism:	Veteran	l								
Grizzled	This r	nodel i	gnores	penalties	to its Lea	dershij	o chara	cteristic an	d Nerve	tests.
Experience:			□□ F	lesh Wou	ınds: 🗆		onvale	escence: \square	New Re	cruit: 🗆

Arision the Imp	lacable			Ulth	we				10	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Storm Guardian Gunner	7"	3+	3+	3	3	1	1	7	5+	2
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	;
Plasma grenade	6"		nade 06	4	-1		1		-	
Fusion gun	12"	Assa	ult 1	8	-4	I	06	If the targ range of t two dice damage w the lo	his weap when in	oon, roll flicting d discard
Abilities:										
Battle Focus								hase, weap emained st		-
Ancient Doom	which it	Heavy weapons) are used as if the model had remained stational You can re-roll failed hit rolls in the Fight phase for this model in a batt which it charges or is charged by a SLAANESH model. However, you to Nerve tests for this model if it is within 3" of any SLAANESH madel.							, you m	ust add 1
Specialism:	Scout									
Swift			You	can re-rol	l Advan	ce rolls	for thi	is model.		
Experience:] 🗆 🗆 I	Flesh Wou	ınds: 🗆	□□С	onval	escence: 🗆	New Re	cruit: 🗆

Requiel Rhiantl	nari			Ulth	we				10	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-	
WEAPON	RANGE	TY	PE	S	AP		D	Į.	ABILITIES		
Avenger shuriken catapult	18"	Ass	ault 2	4	0		1	Each time you make a wound rolll of 6+ for thi weapon, that hit is resolved with an AP of -3			
Plasma grenade	6"	0.0	nade 06	4	-1		1		-		
Abilities:											
Ancient Doom	which it	charge	s or is ch	arged by	a SLAA	NESH	I mode	s model ir l. Howeve y SLAAN	r, you mu	ıstadd 1	
Battle Focus	to Nerve tests for this model if it is within 3" of any SLAANESH models. If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.							C			
Defence Tactics	Whe	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.									
Experience:											

Yrion Ceifulgait	hann			Ulth [,]	we				Points	
NAME	M	WS	BS	S	T	W	A	LD	MAX	
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-
WEAPON	RANGE	TYP	'E	S	AP		D	A	BILITIES	
Avenger shuriken catapult	18"	Assau	ılt 2	4	0		1	wound ro	on, that h	for this nit is
Plasma grenade	6"	Gren Do		4	-1		1		-	

Abilities:

Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.
Battle Focus	If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.
Defence Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.
Experience: □□□	□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

Fian Son of Coh	eria			Ulth	we				10 P			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-		
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES			
Avenger shuriken catapult	18"	Assa	ult 2	4	0		1	wound ro	on, that h	for this ait is		
Plasma grenade	6"	Grer D		4	-1		1		-			

Abilities:

Ancient Doom	You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add 1 to Nerve tests for this model if it is within 3" of any SLAANESH models.
Battle Focus	If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.
Defence Tactics	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.
Experience: $\Box\Box$	□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□

Tarvaril Shelwe-	nin			Ulth	we				10	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Dire Avenger	7"	3+	3+	3	3	1	1	8	4+	-	
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES		
Avenger shuriken catapult	18"	Assa	ault 2	4	0		1	wound r	on, that h	for this ait is	
Plasma grenade	6"	010	nade 06	4	-1		1		-		
Abilities:											
Ancient Doom	which it	charge	s or is ch	arged by	a SLAA1	NESH	I model	s model in l. However y SLAAN	r, you mu	ıstadd 1	
Battle Focus	to Nerve tests for this model if it is within 3" of any SLAANESH models. If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.								uding		
Defence Tactics	Whe	When this model fires Overwatch, they successfully hit on a roll of 5 or 6.									
Experience:		□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □□□									

1										
									11	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Heavy Weapons Platform	7"	6+	3+	3	3	2	1	7	3+	1
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Starcannon	36"	Hea	ivy 2	6	-3	Ι)3		-	
Abilities:										
Crewed Weapon	frien Weapo could : may not may no	dly Gu ons Plat still sho fire any ot charge	ardian I form shoot its ow of its ov e, may no	Defender oots, you in range wn rango ot be spe	that is n i must cl d weapor ed weapo ccialists, a	ot shake noose on n in that ons this p are not p	en is with ne such (phase, t phase. H art of a f	nin 3″ of Guardian hat Guar Ieavy We ìre team	it. If a H it. If a H Defend rdian De eapons P and do n Nerve te	leavy er that fender latforms not gain

Ancient Doom

Battle Focus

You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a SLAANESH model. However, you must add $1\,$

to Nerve tests for this model if it is within 3" of any SLAANESH models. If this model moves or Advances in its Movement phase, weapons (excluding

Heavy weapons) are used as if the model had remained stationary.

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

Arision the War	nderer			Ulth	we				11	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Ranger	7"	3+	3+	3	3	1	1	7	5+	-
WEAPON	RANGE	TY	PE	S	AP		D	ABILITIES		
Shuriken pistol	12"	Pis	tol 1	4	0		1	wound r	on, that h	for this it is
Ranger long rifle	36"	Hea	uvy 1	4	0		1	Long Rift the penal target bein Each t wound r weapor mortal we	lty to hit ng at lon ime you oll of 6+ n, it inflic	ot suffer for the grange roll a for this cts one
Cameleoline Cloak				er makes a l obscured,						
Abilities:										
Battle Focus				s or Advan ns) are use					•	
Ancient Doom	which it	charge	s or is	nit rolls in charged by this model	a SLAA	NESH	model	l. However	, you mu	ıst add
Experience: 🗆 🗆 🗀				Flesh Wou	ınds: 🗆	□□С	onvale	escence:	New Re	cruit: [