COMMAND ROSTER

Player Name		Resources		Current Kill Team Force	289 Points
Faction	Thousand Sons	Intelligence	8	Current Kill Team's Name	
Mission		Materiel	8		
Background		Morale	8		
Squad Quirk		Territory	8		

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Twistbray	Tzaangor blades,		Leader, Aura of Dark Glory,		8
	Aspiring Sorcerer	Force stave, Warpflame pistol,		Veteran, Death to the False Emperor, Favoured of Tzeentch, Transhuman Physiology,		18
	Rubric Marine Gunner	Soulreaper Cannon,		Demolitions, Death to the False Emperor, All is Dust, Favoured of Tzeentch,		20
	Tzaangor	Tzaangor blades,		Combat, Aura of Dark Glory,		7
	Tzaangor	Tzaangor blades, Brayhorn,		Comms, Brayhorn, Aura of Dark Glory,		10
	Tzaangor	Tzaangor blades,		Zealot, Aura of Dark Glory,		7
	Rubric Marine	Warpflamer,		Demolitions, Death to the False Emperor, All is Dust, Favoured of Tzeentch,		20
	Scarab Occult Gunner	Power sword, Heavy warpflamer, Hellfyre missile rack,		Death to the False Emperor, All is Dust, Terminator Armour,		37
	Scarab Occult Sorcerer	Force stave, Inferno combi-bolter,		Death to the False Emperor, Terminator Armour, Transhuman Physiology,		38
	Scarab Occult Terminator	Inferno combi-bolter, Power sword, Hellfyre missile rack,		Death to the False Emperor, All is Dust, Terminator Armour,		36
	Rubric Marine	Inferno Boltgun,		Death to the False Emperor, All is Dust, Favoured of Tzeentch,		16
	Rubric Marine	Inferno Boltgun,		Death to the False Emperor, All is Dust, Favoured of Tzeentch,		16
	Rubric Marine	Warpflamer, Icon of Flame,		Death to the False Emperor, All is Dust, Favoured of Tzeentch,		21
	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7

	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7

	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7
	Tzaangor	Tzaangor blades,		Aura of Dark Glory,		7

8 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Twistbray	6"	3+	4+	4	4	1	2	7	6+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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: ☐

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18 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Aspiring Sorcerer	6"	3+	3+	4	4	1	2	8	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Force stave	Melee	Melee	+2	-1	D3	-
Warpflame pistol	6"	Pistol D6	3	-2	1	This weapon automatically hits its target.

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.
Favoured of Tzeentch	This model has a 5+ invulnerable save.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Psyker: **Manifest | Deny**

Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

Specialism: **Veteran**

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

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine Gunner	5"	3+	3+	4	4	1	1	7	3+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Soulreaper Cannon	24"	Heavy 4	5	-3	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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

Specialism: **Demolitions**

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

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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

Specialism: **Combat**

Expert Fighter	Add 1 to this model's Attacks characteristic.

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

Brayhorn

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Brayhorn	Add 1 to Advance and charge rolls made for TZAANGORS within 6" of any friendly models equipped with a brayhorn.					

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

Specialism: **Comms**

Scanner	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: ☐☐☒☐☐☐☒☐☐☐☒ Flesh Wounds: ☐ ☐ ☐ Convalescence: ☐ New Recruit: ☐

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

Specialism: **Zealot**

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.

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

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

Specialism: **Demolitions**

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

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

37 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scarab Occult Gunner	4"	3+	3+	4	4	2	2	8	2+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power sword	Melee	Melee	User	-3	1	-
Heavy warpflamer	8"	Heavy D6	5	-2	1	-
Hellfyre missile rack	24"	Heavy 2	8	-2	D3	-

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Terminator Armour	This model has a 5+ invulnerable save.

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

<div align="right">**38 Points**</div>

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	TYPE	S	AP	D	ABILITIES
Force stave	Melee	Melee	+2	-1	D3	-
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	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.
Terminator Armour	This model has a 5+ invulnerable save.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

Psyker: **Manifest 1 | Deny 1**

Psybolt	Psybolt has a warp charge value of 5. If manifested, the closest enemy model within 18" of and visible to the psyker suffers 1 mortal wound (pg 33). If the result of the Psychic test was 11+, the target suffers D3 mortal wounds instead.

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

<div align="right">**36 Points**</div>

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scarab Occult Terminator	4"	3+	3+	4	4	2	2	8	2+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno combi-bolter	24"	Rapid Fire 2	4	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Hellfyre missile rack	24"	Heavy 2	8	-2	D3	-

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Terminator Armour	This model has a 5+ invulnerable save.

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

16 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno Boltgun	24"	Rapid Fire 1	4	-2	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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

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

16 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno Boltgun	24"	Rapid Fire 1	4	-2	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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

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

21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warpflamer	8"	Assault D6	4	-2	1	This weapon automatically hits its target.
Icon of Flame	At the start of your turn in the Psychic phase, roll a D6 for each model from your kill team equipped with an Icon of Flame. On a 6 inflict 1 mortal wound on the closest enemy model within 12" of the model being rolled for.					

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.
All is Dust	Add 1 to saving throws for this model if the attack has a Damage characteristic of 1. In addition, the -1 modifier to hit rolls for moving and shooting Heavy weapons does not apply to Rubric Marine Gunners or Scarab Occult Gunners.
Favoured of Tzeentch	This model has a 5+ invulnerable save.

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

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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

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7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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

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7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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

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7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tzaangor blades	Melee	Melee	User	-1	1	Each time the bearer fights, it can make 1 additional attack with this weapon.

Abilities:

Aura of Dark Glory	This model has a 5+ invulnerable save.

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