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

									8	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	TY	PE	S	AP		D	I	ABILITIES	
Tzaangor blades	Melee	М	elee	User	-1		1	fights	time the b s, it can m al attack v weapon.	ake 1
Abilities:									-	
Aura of Dark Glory			Τ	This mode	l has a 5+	-invul	nerabl	e save.		
Specialism:	Leader									
Resourceful	As long				oattlefield	d and n	ot sha	ken, you g	ain an ad	ditional
		(Commai	nd Point a	t the begi	inning	of the	battle rou	nd.	
Experience: 🗆 🗆 🗆						-		battle rou escence: □		
Experience: 🗆 🗆 🗆						-			l New Re	ecruit: [
•	M]□□ F	Flesh Wou	ınds: □ [Conval	escence: \Box	l New Re	ecruit: □ Point
NAME Aspiring	M 6"					-			l New Re	ecruit: [
NAME Aspiring Sorcerer		WS 3+	BS	Flesh Wou	inds: □ [W 1	Conval A	escence: LD	New Re	Point MAX
NAME Aspiring Sorcerer Force stave	6"	WS 3+	BS 3+	S 4	T 4	W 1	A 2	LD 8 This wea	18 SV 3+	Point MAX 1
NAME Aspiring Sorcerer Force stave Warpflame pistol	6" Melee	WS 3+	BS 3+	\$ 4 +2	T 4 -1	W 1	A 2	LD 8 This wea	18 SV 3+ - pon auto	Point MAX 1
NAME Aspiring Sorcerer Force stave Warpflame pistol Abilities: Death to the False Emperor	6" Melee 6" If a mo	WS 3+ M Pisto	BS 3+ elee bl D6 th this a odel, ea the san	S 4 +2 3 ability ma	T 4 -1 -2 kes an att ou roll a la against i	W 1 cack in hit roll the san	A 2 D3 1	Bank Bank Bank Bank Bank Bank Bank Bank	18 SV 3+ - pon autous tis targewhich targenake an ac	Point MAX 1 maticall et. gets an ddition:

This model has a 5+ invulnerable save.

Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.

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.

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

Experience:

Tzeentch Transhuman

Physiology **Psyker:**

Psybolt

Grizzled

Specialism:

Manifest | Deny

Veteran

									20	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric										
Marine	5"	3+	3+	4	4	1	1	7	3+	1
Gunner										
Soulreaper Cannon	24"	Hea	vy 4	5	-3		1		-	
Abilities:										
Death to the False Emperor	IMPER	IUM m	odel, eac the sam	ch time y e weapo	ou roll a	hit roll the sam	of 6+ yo	. These at	ake an ac	lditional
All is Dust	In add	ition, th	e -1 mod	ifier to l	nit rolls f	or mov	ing and	Damage o shooting ab Occul	Heavy w	reapons
Favoured of Tzeentch			Tł	nis mode	el has a 5-	+ invulı	nerable s	save.		
Specialism:	Demol	itions								
Breacher	You	can add	1 to this	model's	s wound	rolls ag	ainst tar	gets that	are obscu	ıred.
Experience: $\Box\Box$			l□□ Fl	esh Woı	ınds: □	$\Box\Box$ C	onvales	cence: 🗆	New Re	cruit: 🗆

									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	. TY	PE	S	AP		D	A	BILITIES	
Tzaangor blades	Melee	e M	elee	User	-1		1	fights addition:	ime the b , it can m al attack v weapon.	ake 1
Abilities:										
Aura of Dark Glory			J	Γhis mode	l has a 5-	+ invulı	nerable	save.		
Specialism:	Comba	ıt								
Expert Fighter			Ad	d 1 to this	model's	Attacks	charac	cteristic.		
Experience:]	Flesh Wou	nds: □		onvale	scence: 🗆	New Re	cruit: 🗆

				Brayh	orn				10	Points
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	A	BILITIES	
Tzaangor blades	Melee	M	elee	User	-1		1	fights, additiona	me the b it can m l attack w veapon.	ake 1
Brayhorn	Add 1	to Adv		nd charge i					ithin 6"	of any
Abilities:										
Aura of Dark Glory			-	Γhis mode	l has a 5+	invulı	nerable	save.		
Specialism:	Comms									
Scanner			0 1	phase, if the team with rolls for		his mo	odel to s	hoot, you		
Experience: 🗆 🗆 🗖] 🗆 🗖]	Flesh Wou	ınds: 🗆 🗆	ПС	onvales	cence:	New Re	cruit: 🗆

		W.C					_			Poin
NAME	M	WS	BS	S	Ī	W	A	LD	SV	MAX
Tzaangor	6"	3+	4+	4	4	1	1	6	6+	-
WEAPON Tzaangor blades	Melee		elee	User	-1	Ī	1	Each ti fights, additiona		earer ake 1
Abilities:								,	veapon.	
Aura of Dark Glory			Т	his mode	el has a 5-	+ invul	nerable	e save.		
Specialism:	Zealot									
Frenzied				in	which th	ey chai	ged.	racteristics		
xperience: 🗆 🗆 🗆] 🗆 🗆 F	lesh Wou	ınds: 🗆		Convale	scence:	New Re	cruit:
									20	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-
Warpflamer	8"		ault 06	4	-2		1	This weap hit	oon autor s its targe	
Abilities:										
Emperor	atta	ck with		-	-		-	et. These at	tacks can	not
All is Dust		-	throws		nodel if	the atta	ck has a	itacks. i Damage c d shooting		
Favoured of	In addit	ion, th	throws e-1 mo apply to	for this 1 difier to h	nodel if ait rolls f Marine (the atta or mov Gunner	ck has a ing and s or Sca	n Damage o d shooting rab Occult	Heavy w	reapor
Favoured of Tzeentch	In addit	ion, th	throws e-1 mo apply to	for this 1 difier to b Rubric l	nodel if ait rolls f Marine (the atta or mov Gunner	ck has a ing and s or Sca	n Damage o d shooting rab Occult	Heavy w	reapor
All is Dust Favoured of Tzeentch Specialism: Breacher Experience:	In addited to do	tion, the bes not a	throws e-1 mo apply to T	for this r difier to b Rubric l his mode	model if nit rolls f Marine (el has a 5-	the atta for mov Gunner + invul rolls aş	ck has a ing and s or Sca nerable	a Damage c I shooting trab Occult e save.	Heavy w t Gunner	reaporrs.
Favoured of Tzeentch Specialism: Breacher	In addited to do	tion, the bes not a	throws e-1 mo apply to T	for this r difier to b Rubric l his mode	model if nit rolls f Marine (el has a 5-	the atta for mov Gunner + invul rolls aş	ck has a ing and s or Sca nerable	a Damage c I shooting trab Occult e save.	Heavy w t Gunner are obscu New Re	reaporrs. ured. cruit:
Favoured of Tzeentch Specialism: Breacher Experience:	In addit do	tion, the bes not a	throws e-1 mo apply to T	for this r difier to b Rubric l his mode	model if nit rolls f Marine (el has a 5-	the atta for mov Gunner + invul rolls aş	ck has a ing and s or Sca nerable	a Damage c I shooting trab Occult e save.	Heavy w t Gunner are obscu New Re	reaporers. ured. cruit:
Favoured of Tzeentch Specialism: Breacher Experience:	In addit do	tion, these not a	throws e-1 mo apply to T I 1 to th:	for this 1 differ to b Rubric I his mode is model's	model if ait rolls f Marine C	the atta for mov Gunner + invul rolls ag	ck has a ing and s or Sca nerable gainst ta Convale	a Damage of a shooting trab Occultion of the save. The save of th	Heavy w t Gunner are obscu New Re	reaporers. ured. cruit:
Favoured of Fizeentch Specialism: Breacher Experience:	In addit do	tions the standard transfer to the standard transfer tran	throws e-1 mo apply to T	for this I differ to h the Rubric I his model is model's S 4	model if nit rolls f Marine C el has a 5- s wound ands:	the atta for mov Gunner + invul rolls ag	ck has a ing and s or Sca nerable gainst ta Convale	a Damage of a shooting grab Occultive save. argets that a secence:	Heavy was Gunners are obscur. New Res	red. cruit: Poin MA
Favoured of Tzeentch Specialism: Breacher Experience: NAME Scarab Occult Gunner NEAPON Power sword	In addit do	tions the standard transfer to the standard transfer tran	throws e-1 mo apply to T	for this 1 differ to be Rubric 1 his model is model's Clesh Wou	model if nit rolls f Marine C el has a 5- s wound ands:	the atta for mov Gunner + invul rolls ag	ck has a ing and sor Scannerable gainst ta	a Damage of a shooting grab Occultive save. argets that a secence:	Heavy we Gunner are obscu New Re 37 \$V 2+	red. cruit: Poin MA
Favoured of Tzeentch Specialism: Breacher xperience: NAME Scarab Occult Gunner NEAPON Power sword Heavy	In addit do	tions the standard transfer of the standard tr	throws e-1 mo apply to T	for this I differ to h the Rubric I his model is model's S 4	model if nit rolls f Marine C el has a 5- e wound ands: T 4 AP	the atta for mov Gunner + invul rolls ag	ck has a control of the control of t	a Damage of a shooting grab Occultive save. argets that a secence:	Heavy we Gunner are obscu New Re 37 \$V 2+	red. cruit: Poin MA
Favoured of Tzeentch Specialism: Breacher	Demolit You M 4" RANGE Melee	tions the standard WS 3+ TY M Heav	throws e-1 mo apply to T I 1 to the S BS 3+	for this I differ to b Rubric I his model is model's Clesh Woo	model if nit rolls f Marine C ll has a 5-le wound ands:	the atta for mov Gunner + invul rolls ag	ck has a sing and and so or Sca	a Damage of a shooting grab Occultive save. argets that a secence:	Heavy we Gunner are obscu New Re 37 \$V 2+	red. cruit: Poin MA)
Favoured of Tzeentch Specialism: Breacher xperience: VAME Scarab Occult Gunner NEAPON Power sword Heavy warpflamer Hellfyre missile rack	In addit do	tions the standard WS 3+ TY M Heav	throws e-1 mo apply to T I 1 to this BS 3+ PE elee	of for this I differ to be Rubric I his model's smodel's Stesh Would Stesh Ste	model if nit rolls f Marine C lands: T AP -3	the atta for mov Gunner + invul rolls ag	ck has a sing and and a so or Scannerable cannerable ca	a Damage of a shooting grab Occultive save. argets that a secence:	Heavy we Gunner are obscu New Re 37 \$V 2+	red. cruit: Poin MA
Favoured of Tzeentch Specialism: Breacher Experience: NAME Scarab Occult Gunner NEAPON Power sword Heavy warpflamer Hellfyre missile	Demolityou of the second of th	tions can add WS 3+ TY M Heaver del wire UM m	throws e-1 mo apply to T I 1 to the S BS 3+ PE elee ry D6 avy 2 th this a todel, ear the san	for this 1 differ to be Rubric 1 his model is model's Substitute 1 Sub	model if it rolls f Marine Coll has a 5-les wound ands: T 4 AP -3 -2 -2 kkes an at ou roll an against	the atta or mov Gunner + invul rolls ag W 2	A 2 D 1 1 1 1 1 1 1 1 1 1 1 1	a Damage of dishooting urab Occuling urab Occuling esave. LD 8 A A A A A These at The	Heavy we Gunner are observed. New Ree 37 SV 2+ BILITIES	reapores. Poin MA -
Favoured of Tzeentch Specialism: Breacher Experience: NAME Scarab Occult Gunner NEAPON Power sword Heavy warpflamer Hellfyre missile eack Abilities: Death to the False	In addit do	tions the saving ion, th	throws e-1 mo apply to T I 1 to the S BS 3+ PE elee elee vy D6 avy 2 th this a codel, each the sam the sthrows e-1 mo	for this I differ to be Rubric I his model's lis model's lesh Would be Rubric I his model h	model if hit rolls f Marine Coll has a 5- s wound ands: T AP -3 -2 -2 kkes an at our roll an against generate model if hit rolls f	the atta for mov Gunner + invul rolls ag W 2 ttack in hit roll the sam e any fu the atta for mov	ck has a ring and a ring a	a Damage of dishooting urab Occuling urab Occuling esave. LD 8 A A A A A These at The	Heavy we Gunner are obscu New Re 37 SV 2+ BILITIES	reapores. Poin MA - gets an iddition not stic of veapor

									38	Points
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	TY	PE	S	AP		D	A	BILITIES	
Force stave	Melee	M	elee	+2	-1	Ι)3		-	
Inferno combi- bolter	24"		pid re 2	4	-2		1		-	
Abilities:										
Death to the False Emperor Terminator Armour			the sam th	e weapor emselves		the sam any fur	e target. ther atta	These at acks.	iake an ac tacks can	
Transhuman Physiology	Ignore t	he pen	alty to th	is mode	's hit rol	ls from	one fles	h wound	l it has su	ıffered.
Psyker:	Manifes	st 1 D	eny 1							
Psybolt	withi	n 18" of	f and vis	ible to th	e psyker	suffers	1 morta	ıl wound	enemy n (pg 33). rounds ir	If the
Experience: 🗆 🗆			•			-			New Re	
									36	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scarab Occult	4"	3+	3+	4	4	2	2	8	2+	-

									36	Points
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	TY	PE	S	AP		D	A	BILITIES	
Inferno combi- bolter	24"		pid re 2	4	-2		1		-	
Power sword	Melee	M	elee	User	-3		1		-	
Hellfyre missile rack	24"	Hea	ivy 2	8	-2	I	D3		-	
Abilities:										
Death to the False Emperor	IMPERI	UM m	odel, e	ability ma ach time y ne weapoi hemselves	ou roll a n against	hit roll the san	of 6+ yo	ou may m These at	ake an ac	ditional
All is Dust	In addit	ion, th	e -1 mc	s for this r odifier to b o Rubric I	it rolls f	or mov	ing and	shooting	Heavy w	reapons
Terminator Armour			Ί	Γhis mode	el has a 5-	+ invul	nerable s	save.		
Experience: $\Box\Box$] 🗆 🗆 I	Flesh Wou	ınds: 🗆		onvales	cence: 🗆	New Re	cruit: 🗆

				_						Poin		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
Inferno Boltgun	24"	Raj Fir		4	-2		1		-			
Abilities:												
Death to the False Emperor	IMPER	IUM m	odel, eac the sam	ch time y	ou roll a 1 against	hit roll the sam	of 6+ yo	u may m These at	hich targ ake an ad tacks can	ditior		
All is Dust	In addi	ition, th	e -1 mod	lifier to h	it rolls f	or movi	ng and	shooting	haracteri Heavy w Gunner	eapor		
Favoured of Tzeentch				nis mode								
Experience: 🗆 🗆 🗆			l□□ Fl	esh Wou	nds: 🗆	□□С	onvales	ence: 🗆	New Red	ruit:		
									16]	Poin		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Rubric Marine	5"	3+	3+	4	4	1	1	7	3+	-		
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES			
nferno Boltgun	24"	Raj Fir		4	-2	Т	1		-			
Abilities:												
Death to the False Emperor All is Dust	Add 1 to	ack with	the sam the throws	e weapor emselves for this n	n against generate nodel if	the sam any fur the attac	e target. ther atta k has a I	These at icks. Damage c	ake an ad tacks can haracteri: Heavy w	not stic of		
Favoured of	do	oes not a		Rubric N	Aarine C				Gunner			
Tzeentch				. 1			nerable s	ave.		s.		
	,	This model has a 5+ invulnerable save. □□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit:										
								cence: 🗆	New Red			
xperience: 🗆 🗆								cence: 🗆		cruit:		
XXperience: \(\sum \subseteq \subseteq \lambda \)	M	WS						LD				
Experience:	M 5"		l□□ Fl	esh Wou	nds: □	ППС	onvaleso		21	cruit: Poin		
NAME Rubric Marine	5" At the s	WS 3+ start of y m equip	BS 3+ our turnoped with	s 4	T 4 Sychic p	W 1 hase, ro	A 1 Ill a D6 f	7 For each m	21 3 SV 3+	Poin MA		
NAME Rubric Marine	5" At the s	WS 3+ start of y m equip	BS 3+ our turn pped wit tenemy ault	s 4 n in the Ph an Icor	T 4 Sychic p	W 1 hase, rone. On a " of the	A 1 Ill a D6 f a 6 inflic	7 For each n t 1 morta being roll This weap	21 3 SV 3+	Poin MAA		
NAME Rubric Marine	5" At the s	WS 3+ start of y m equip closes Ass	BS 3+ our turn pped wit tenemy ault	s 4 n in the P th an Icor model w	T 4 Sychic p n of Flan rithin 12	W 1 hase, rone. On a " of the	A 1 Ill a D6 f 6 inflic model b	7 For each n t 1 morta being roll This weap	SV 3+ nodel fro I wound ed for.	Poin MAA		
NAME Rubric Marine Icon of Flame Warpflamer	5" At the skill tear	ws 3+ start of y m equip closes Ass D	BS 3+ our turn pped with tenemy ault phone the this alodel, each the same	s 4 4 h in the P h an Icon model w 4 billity ma	T 4 Sychic p n of Flan within 12 -2 kes an at ou roll a	□□ C W 1 hase, rone. On a " of the tack in thit roll the sam	A 1 Ill a D6 f 6 inflic model b 1 The Fight of 6+ yc e target.	7 for each n t 1 morta being roll his weap hits t phase wan may m These at	3+ nodel fro l wound ed for. on autom s its targe	Poin MA The second of the sec		
NAME Rubric Marine Con of Flame Warpflamer Abilities:	5" At the s kill teat 8" If a m IMPER atta Add 1 to In addit	WS 3+ Start of y m equip closes Ass D Odel with the saving string, the saving string strin	BS 3+ our turn pped wit tenemy ault odel, each the sam the throws e-1 model.	s 4 n in the P th an Icon model w 4 billity ma th time ye e weapor emselves for this n ifier to h	r da sychic p n of Flan rithin 12 -2 kes an at ou roll a n against generate nodel if it rolls f	W 1 hase, ro ne. On a of the tack in t hit roll the sam any fun the attace or movi	A 1 Ill a D6 f 6 inflice model b The Fight of 6+ year e target. rther atta k has a I ng and s	7 for each n t 1 morta being roll his weap hits t phase was may m These at acks. Damage c shooting	3+ nodel fro I wound ed for. on auton s its targe	Poin MAN		
NAME Rubric Marine Con of Flame Warpflamer Abilities: Death to the False Emperor	5" At the s kill teat 8" If a m IMPER atta Add 1 to In addit	WS 3+ Start of y m equip closes Ass D Odel with the saving string, the saving string strin	BS 3+ our turn pped wit tenemy ault odel, each this alodel, each throws e-1 model pply to	s 4 n in the P th an Icon model w 4 billity ma th time ye e weapor emselves for this n ifier to h	T 4 sychic p n of Flan rithin 12 -2 kes an at ou roll a n against generate nodel if it rolls f Marine C	W 1 hase, rone. On a " of the tack in thit roll the same any furthe attactor moving Gunners"	he Fight of 6+ year etarget. Ther attack has a Ing and a or Scara	7 for each n t 1 morta being roll his weap hits t phase w u may m These at acks. Damage c shooting ab Occulu	21) SV 3+ nodel fro I wound ed for. oon auton s its targe hich targ ake an ad tacks cann haracteri: Heavy w	Poin MAN		

IAME		WC 54		-	111		1.5		Point
IAME	M	WS BS		T	W	A	LD	SV	MAX
Tzaangor	6"	3+ 4+		4	1	1	6	6+	-
VEAPON	RANGE	ТҮРЕ	S	AP)		BILITIES	
Tzaangor blades	Melee	Melee	User	-1		1	fights addition:	ime the b , it can m al attack v weapon.	ake 1
\bilities:									
Aura of Dark Glory			This mode	l has a 5+	-invuln	erable	e save.		
xperience: 🗆 🗆 🗆			Flesh Wou	ınds: □ [□□Co	onvale	escence: 🗆		cruit: Point
IAME	M	WS BS	S	T	W	A	7]		MAX
Tzaangor	6"	3+ 4+		4	1	1	6	6+	-
VEAPON	RANGE	TYPE	S	AP			A	BILITIES	
Tzaangor blades	Melee	Melee	User	-1		1	fights addition:	ime the b , it can m al attack v weapon.	ake 1
Abilities: Aura of Dark Glory			This mode	l has a 5+	-invuln	erable	e save.		
xperience: □□□ IAME Tzaangor	M 6"	WS BS 3+ 4+	S S - 4	inds: □ [T 4	W 1	A 1	LD 6		Point MAX
VEAPON	RANGE	TYPE	S	AP)	A	BILITIES	
				-1		1	fights	ime the b	
Tzaangor blades	Melee	Melee	User					al attack v weapon.	
	Melee	Melee	User						
Tzaangor blades Abilities: Aura of Dark Glory	Melee	Melee	User This mode			erable	,		ake 1 vith this

NAME	M	WS	BS	S	T	W		A	LD	SV	Poin:
Tzaangor	6"	3+	4+	4	4	1		1	6	6+	-
WEAPON	RANGE	TY	/PE	S	AP		D		A	BILITIES	;
Tzaangor blades	Melee	M	[elee	User	-1		1		Each time the bearer fights, it can make 1 additional attack with th weapon.		
Abilities:										-	
Aura of Dark Glory			T	his mode	l has a 5.	+ invii	Inera	ble	save		
Experience: 🗆 🗆 🗆			□□ F	lesh Wou	ınds: 🗆		Conv	ale	scence: 🗆	New Ro	ecruit:
Experience: 🗆 🗆 🗆			□□ F	Flesh Wou	ınds: 🗆		Conv	ale	scence:		
•	M	WS	BS BS	Flesh Wou	ınds: □	W	Conv	rale	scence: LD		Poin
NAME Tzaangor		WS 3+	BS 4+	\$ 4	T 4				LD 6	7 SV 6+	Poin MA) -
NAME Tzaangor	M	WS 3+	BS	S	T	W		A	LD 6	7 SV 6+ BILITIES	Poin MA) -
NAME Tzaangor WEAPON	M 6"	WS 3+	BS 4+	\$ 4	T 4	W		A	LD 6 A Each ti fights, additiona	7 SV 6+ BILITIES ime the b	Poin MA) - Dearer nake 1
NAME Tzaangor WEAPON Tzaangor blades	M 6" RANGE	WS 3+	BS 4+ /PE	\$ 4 \$	T 4 AP	W	D	A	LD 6 A Each ti fights, additiona	7 SV 6+ BILITIES ime the b , it can m al attack v	Poin MA) - Dearer nake 1
NAME Tzaangor WEAPON Tzaangor blades Abilities: Aura of Dark	M 6" RANGE	WS 3+	BS 4+ (PE	\$ 4 \$	T 4 AP	W 1	D	A 1	Each ti fights, additiona	7 SV 6+ BILITIES ime the b , it can m al attack v	Poin MA) - Dearer nake 1
NAME Tzaangor WEAPON Tzaangor blades Abilities: Aura of Dark Glory	M 6" RANGE	WS 3+	BS 4+ (PE	S 4 S	T 4 AP	W 1	D	A 1	Each ti fights, additiona	7 SV 6+ BILITIES ime the b , it can m al attack v	Poin MA) - Boearer nake 1