

# COMMAND ROSTER

| PLAYER NAME |  | FACTION | Heretic Astartes |
|-------------|--|---------|------------------|
|-------------|--|---------|------------------|

| NAME  | MODEL TYPE                | WARGEAR   | EXP | SPECIALISM/ABILITIES   | DEMEANOUR | PTS |
|-------|---------------------------|---|-----|--|-----------|-----|
| 1 / 2 | Chaos Cultist Champion    | Shotgun,  |     | Leader, <Mark of Chaos>,   |           | 5   |
| 1 / 2 | Chaos Cultist Gunner      | Flamer,   |     | Veteran, <Mark of Chaos>,  |           | 8   |
| 1 / 2 | Chaos Cultist Gunner      | Flamer,   |     | Demolitions, <Mark of Chaos>,  |           | 8   |
| 1 / 2 | Berserker Champion        | Frag grenade, Krak grenade, Lightning claw,   |     | Zealot, Death to the False Emperor, Transhuman Physiology, Blood for the Blood God,    |           | 20  |
| 1 / 2 | Chaos Space Marine Gunner | Bolt pistol, Frag grenade, Krak grenade, Plasma gun - Standard, Plasma gun - Supercharge, |     | <Mark of Chaos>,<br>Transhuman Physiology,<br>Death to the False Emperor,              |           | 16  |
| 1 / 2 | Chaos Space Marine Gunner | Bolt pistol, Frag grenade, Krak grenade, Autocannon,                                      |     | <Mark of Chaos>,<br>Transhuman Physiology,<br>Death to the False Emperor,              |           | 16  |
| 1 / 2 | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1 / 2 | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1 / 2 | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| Swarm | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1     | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1     | Khorne Berserker          | Frag grenade, Krak grenade, Chainsword, Chainaxe,   |     | Death to the False Emperor, Transhuman Physiology, Blood for the Blood God,            |           | 17  |
| 1     | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1     | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1     | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 1     | Chaos Cultist             | Autogun,  |     | <Mark of Chaos>,   |           | 4   |
| 2     | Terminator Champion       | Chainfist, Combi-flamer - Boltgun, Combi-flamer - Flamer, Combi-flamer,                   |     | <Mark of Chaos>, Death to the False Emperor, Transhuman Physiology, Terminator Armour, |           | 38  |

1 / 2 &lt;Mark of Chaos&gt; 5 Points

| NAME                   | M  | WS | BS | S | T | W | A | LD | SV | MAX |
|------------------------|----|----|----|---|---|---|---|----|----|-----|
| Chaos Cultist Champion | 6" | 4+ | 4+ | 3 | 3 | 1 | 2 | 6  | 6+ | 1   |

|         |     |           |   |   |   |  |  |  |  |  |
|---------|-----|-----------|---|---|---|--|--|--|--|--|
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half range, add 1 to this weapon's strength. |  |  |  |  |
|---------|-----|-----------|---|---|---|--|--|--|--|--|

**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: ☐

1 / 2 &lt;Mark of Chaos&gt; 8 Points

| NAME                 | M  | WS | BS | S | T | W | A | LD | SV | MAX |
|----------------------|----|----|----|---|---|---|---|----|----|-----|
| Chaos Cultist Gunner | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 5  | 6+ | 2   |

|        |    |            |   |   |   |  |  |  |  |  |
|--------|----|------------|---|---|---|--|--|--|--|--|
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |  |  |  |  |
|--------|----|------------|---|---|---|--|--|--|--|--|

**Specialism:** Veteran

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

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

1 / 2 &lt;Mark of Chaos&gt; 8 Points

| NAME                 | M  | WS | BS | S | T | W | A | LD | SV | MAX |
|----------------------|----|----|----|---|---|---|---|----|----|-----|
| Chaos Cultist Gunner | 6" | 4+ | 4+ | 3 | 3 | 1 | 1 | 5  | 6+ | 2   |

|        |    |            |   |   |   |  |  |  |  |  |
|--------|----|------------|---|---|---|--|--|--|--|--|
| Flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |  |  |  |  |
|--------|----|------------|---|---|---|--|--|--|--|--|

**Specialism:** Demolitions

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

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

1 / 2

20 Points

| NAME                      | M     | WS         | BS   | S  | T  | W   | A | LD | SV | MAX |
|---------------------------|-------|------------|------|----|----|---|---|----|----|-----|
| <b>Berserker Champion</b> | 6"    | 3+         | 3+   | 5  | 4  | 1   | 3 | 8  | 3+ | 1   |
| WEAPON                    | RANGE | TYPE       | S    | AP | D  | ABILITIES   |   |    |    |     |
| Frag grenade              | 6"    | Grenade D6 | 3    | 0  | 1  | -   |   |    |    |     |
| Krak grenade              | 6"    | Grenade 1  | 6    | -1 | D3 | -   |   |    |    |     |
| Lightning claw            | Melee | Melee      | User | -2 | 1  | You can re-roll failed wound rolls for this weapon. If a model is armed with two lightning claws, each time it attacks it can make one additional attack with them. |   |    |    |     |

**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. |
| Transhuman Physiology      | Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.   |
| Blood for the Blood God    | In the Fight phase, after this model has fought in that phase for the first time, when it is your turn to pick a model to fight with later in the same phase, this model can be selected to fight for a second time if it is within 3" of any enemy models.                        |

**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: ☐

1 / 2

&lt;Mark of Chaos&gt;

16 Points

| NAME                             | M     | WS           | BS | S  | T  | W  | A | LD | SV | MAX |
|----------------------------------|-------|--------------|----|----|----|--|---|----|----|-----|
| <b>Chaos Space Marine Gunner</b> | 6"    | 3+           | 3+ | 4  | 4  | 1  | 1 | 7  | 3+ | 2   |
| WEAPON                           | RANGE | TYPE         | S  | AP | D  | ABILITIES  |   |    |    |     |
| Bolt pistol                      | 12"   | Pistol 1     | 4  | 0  | 1  | -  |   |    |    |     |
| Frag grenade                     | 6"    | Grenade D6   | 3  | 0  | 1  | -  |   |    |    |     |
| Krak grenade                     | 6"    | Grenade 1    | 6  | -1 | D3 | -  |   |    |    |     |
| Plasma gun - Standard            | 24"   | Rapid Fire 1 | 7  | -3 | 1  | -  |   |    |    |     |
| Plasma gun - Supercharge         | 24"   | Rapid Fire 1 | 8  | -3 | 2  | On an unmodified hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved. |   |    |    |     |

**Abilities:**

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

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

1 / 2 &lt;Mark of Chaos&gt; 16 Points

| NAME                      | M     | WS         | BS | S  | T  | W         | A | LD | SV | MAX |
|---------------------------|-------|------------|----|----|----|-----------|---|----|----|-----|
| Chaos Space Marine Gunner | 6"    | 3+         | 3+ | 4  | 4  | 1         | 1 | 7  | 3+ | 2   |
| WEAPON                    | RANGE | TYPE       | S  | AP | D  | ABILITIES |   |    |    |     |
| Bolt pistol               | 12"   | Pistol 1   | 4  | 0  | 1  | -         |   |    |    |     |
| Frag grenade              | 6"    | Grenade D6 | 3  | 0  | 1  | -         |   |    |    |     |
| Krak grenade              | 6"    | Grenade 1  | 6  | -1 | D3 | -         |   |    |    |     |
| Autocannon                | 48"   | Heavy 2    | 7  | -1 | 2  | -         |   |    |    |     |

**Abilities:**

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

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

1 / 2 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 / 2 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 / 2

&lt;Mark of Chaos&gt;

4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

Swarm

&lt;Mark of Chaos&gt;

4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1

&lt;Mark of Chaos&gt;

4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 17 Points

| NAME             | M     | WS         | BS   | S  | T  | W  | A | LD | SV | MAX |
|------------------|-------|------------|------|----|----|--|---|----|----|-----|
| Khorne Berserker | 6"    | 3+         | 3+   | 5  | 4  | 1  | 2 | 7  | 3+ | -   |
| WEAPON           | RANGE | TYPE       | S    | AP | D  | ABILITIES  |   |    |    |     |
| Frag grenade     | 6"    | Grenade D6 | 3    | 0  | 1  | -  |   |    |    |     |
| Krak grenade     | 6"    | Grenade 1  | 6    | -1 | D3 | -  |   |    |    |     |
| Chainsword       | Melee | Melee      | User | 0  | 1  | Each time the bearer fights, it can make one additional attack with this weapon. |   |    |    |     |
| Chainaxe         | Melee | Melee      | +1   | -1 | 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. |
| Transhuman Physiology      | Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.   |
| Blood for the Blood God    | In the Fight phase, after this model has fought in that phase for the first time, when it is your turn to pick a model to fight with later in the same phase, this model can be selected to fight for a second time if it is within 3" of any enemy models.                        |

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

1 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

1 &lt;Mark of Chaos&gt; 4 Points

| NAME          | M     | WS           | BS | S  | T | W         | A | LD | SV | MAX |
|---------------|-------|--------------|----|----|---|-----------|---|----|----|-----|
| Chaos Cultist | 6"    | 4+           | 4+ | 3  | 3 | 1         | 1 | 5  | 6+ | -   |
| WEAPON        | RANGE | TYPE         | S  | AP | D | ABILITIES |   |    |    |     |
| Autogun       | 24"   | Rapid Fire 1 | 3  | 0  | 1 | -         |   |    |    |     |

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

2 &lt;Mark of Chaos&gt; 38 Points

| NAME                   | M     | WS           | BS | S  | T | W   | A   | LD | SV | MAX |
|------------------------|-------|--------------|----|----|---|---|---|----|----|-----|
| Terminator Champion    | 5"    | 3+           | 3+ | 4  | 4 | 2   | 3   | 9  | 2+ | -   |
| Chainfist              | Melee | Melee        | x2 | -4 | 2 | When attacking with this weapon, you must subtract 1 from the hit roll. |   |    |    |     |
| Combi-flamer - Boltgun | 24"   | Rapid Fire 1 | 4  | 0  | 1 | -   |   |    |    |     |
| Combi-flamer - Flamer  | 8"    | Assault D6   | 4  | 0  | 1 | This weapon automatically hits its target.                              |   |    |    |     |
| Combi-flamer           | -     | -            |    |    | - | -   | When attacking with this weapon, choose one or both of the profiles below.<br>If you choose both, subtract 1 from all hit rolls made for this weapon. |    |    |     |

**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. |
| Transhuman Physiology      | Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.   |
| Terminator Armour          | This model has a 5+ invulnerable save.   |

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