COMMAND ROSTER

PLAYER NAME FACTION Adeptus Astartes

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Scout Sergeant	Bolt pistol, Frag grenade, Krak grenade, Boltgun,		Leader, And They Shall Know No Fear, Transhuman Physiology,		11
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade,		Sniper, And They Shall Know No Fear, Transhuman Physiology,		11
	Intercessor	Frag grenade, Krak grenade, Bolt pistol, Bolt rifle, Auspex,		Comms, And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Gunner	Frag grenade, Krak grenade, Bolt pistol, Grav- cannon and grav- amp,		Heavy, And They Shall Know No Fear, Transhuman Physiology,		19
	Sternguard Veteran	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Grav-gun, Combi,		And They Shall Know No Fear, Transhuman Physiology,		17
	Tactical Marine Gunner	Frag grenade, Krak grenade, Bolt pistol, Boltgun, Plasma gun (Standard), Plasma gun (Supercharged),		And They Shall Know No Fear, Transhuman Physiology,		16
	Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Special- issue boltgun,		And They Shall Know No Fear, Transhuman Physiology,		14
	Company Veteran	Frag grenade, Krak grenade, Chainsword, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Tactical Marine Gunner	Bolt pistol, Frag grenade, Krak grenade, Boltgun, Flamer,		And They Shall Know No Fear, Transhuman Physiology,		16
	Scout Gunner	Bolt pistol, Frag grenade, Krak grenade, Heavy bolter,		And They Shall Know No Fear, Transhuman Physiology,		14
	Sternguard Veteran	Bolt pistol, Frag grenade, Krak grenade, Boltgun, Flamer, Combi,		And They Shall Know No Fear, Transhuman Physiology,		18

MARIF		we	D.C.	•		w		I.D.		Point
NAME Scout Sergeant	6"	WS 3+	3+	4	4	1	2	8 8	\$V 4+	MAX 1
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Bolt pistol	12"	Pist	tol 1	4	0		1		-	
Frag grenade	6"	Grenade D6		3	0		1		-	
Krak grenade	6"	Gren	nade 1	6	-1	I)3		-	
Boltgun	24"	•	d Fire 1	4	0		1		-	
Abilities:										
And They Shall Know No Fear			You ca	n re-roll i	failed Ne	erve Tes	ts for th	is model.		
Transhuman Physiology	Ignore	e penalt	ties to th	is model	s hit roll		one flesl	n wound	this mod	lel has
Specialism:	Leader									
Specialism: Resourceful								n, you ga attle roui		ditiona
Resourceful	As long	С	omman	d Point a	t the beg	ginning	of the b	attle rou	nd.	
	As long	С	omman	d Point a	t the beg	ginning	of the b	attle rou	nd. New Re	
Resourceful Experience: 🗆 🗆	As long	С	omman	d Point a	t the beg	ginning	of the b	attle rou	nd. New Re	cruit: [
Resourceful Experience: NAME	As long	C	omman l□□ F	d Point a lesh Wou	t the beg ınds: □ l	ginning	of the b	attle rour	nd. New Re 11	cruit: [Poin
Resourceful Experience: NAME Scout Gunner	As long	WS 3+	omman	d Point a lesh Wou	t the beg ands: □ l	ginning Co W 1	of the bonvales	LD	nd. New Re 11 SV	Poin MAX
Resourceful Experience: NAME Scout Gunner WEAPON	As long M 6"	WS 3+	omman	d Point a lesh Wou \$ 4	t the beg ands: □ I T 4	ginning Grant	of the bonvales	LD	nd. New Re 11 SV 4+	Poin MAX
Resourceful Experience: NAME Scout Gunner WEAPON Bolt pistol	As long M 6" RANGE	WS 3+ TY Pist	BS 3+	d Point a lesh Wou	t the beg	ginning Grant	of the bonvales	LD	nd. New Re 11 SV 4+	Poin MA)
Resourceful Experience: NAME Scout Gunner WEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 3+ TY Pist	BS 3+ (PE tol 1 nade	d Point a lesh Would S 4	t the begands: T 4 AP 0	w 1	A 1 D	LD	nd. New Re 11 SV 4+	Poin MAX
Resourceful Experience: NAME Scout Gunner WEAPON Bolt pistol Frag grenade Krak grenade	M 6" RANGE 12" 6"	WS 3+ TY Pist	BS 3+ PE tol 1 nade 06	S 4 S 4	the begands: T 4 AP 0	w 1	A 1 D 1	LD	nd. New Re 11 SV 4+	Poin MA)
Resourceful	M 6" RANGE 12" 6"	WS 3+ TY Pist	BS 3+ (PE tol 1 nade 06 nade 1	S 4 S 4 3 6	the begunds: T 4 AP 0 0 -1	ginning Co W 1	A 1 D 1 1 1 2 3	LD	nd. New Re 11 SV 4+ BILITIES	Poin MA)

You can re-roll hit rolls of 1 for this model when it makes a shooting attack.

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

Specialism:

Marksman

Sniper

								16	Poin			
NAME	M	WS BS	S	T	W	A	LD	SV	MAX			
Intercessor	6"	3+ 3+	4	4	2	2	7	3+	-			
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES				
Frag grenade	6"	Grenade D6	3	0		1	-					
Krak grenade	6"	Grenade 1	6	-1	Ι)3		-				
Bolt pistol	12"	Pistol 1	4	0		1		-				
Bolt rifle	30"	Rapid Fire 1	4	-1		1						
Auspex	ASTAR	the start of th TES model w en. That mod	vithin 3″ o del does no	f a friend	ly mode penaltie	el equi s to th	pped with	an auspo	ex that			
Abilities:				-	-							
And They Shall Know No Fear		You	can re-roll	failed Ne	erve Tes	ts for	this model					
Transhuman Physiology	Ignore	penalties to	this model	s hit roll's suffe		ne fle	sh wound	this mod	lel has			
Specialism:	Comms	01 .	1 .0.1	1. 1.	1.	1 1	1	. 1				
Scanner	Once p model fi	per Shooting rom your kill	team with rolls for	nin 6" of t r that mo	this mod del in th	lel to : is pha	shoot, you ise.	can add	1 to hi			
Scanner Experience: □□□	Once p	rom your kill	team with rolls for Flesh Wou	nin 6″ of t r that mo unds: □ [this moo del in th □ □ Co	del to : nis pha onvale	shoot, you ise. scence:	can add New Re	1 to hi cruit: Poin			
Scanner Experience: NAME	Once p model fi	rom your kill	team with rolls for	nin 6" of t r that mo	this mod del in th	lel to : is pha	shoot, you ise.	can add New Re	1 to hi cruit: Poin			
Scanner Experience: NAME Sternguard	Once p	rom your kill	team with rolls for Flesh Wou	nin 6″ of t r that mo unds: □ [this moo del in th □ □ Co	del to : nis pha onvale	shoot, you ise. scence:	can add New Re	1 to hi cruit: Poin			
Scanner Experience: NAME Sternguard Gunner	Once p model fi	rom your kill	team with rolls for Flesh Wou	nin 6" of t r that mo unds: I	this moodel in the Co	del to sais pha	shoot, you use. scence:	New Re	1 to hi			
Scanner Experience: NAME Sternguard Gunner WEAPON	Once p model fi	WS BS 3+ 3+	team with rolls for Flesh Wou	nin 6" of transition that mounds: T 4	chis moodel in the Co	A	shoot, you use. scence:	New Re 19 SV 3+	1 to hi			
Scanner Experience: NAME Sternguard Gunner WEAPON Frag grenade	Once p model fi	WS BS 3+ 3+ TYPE Grenade	team with rolls for Flesh Wood	nin 6" of that mo that	this moodel in the	A 2	shoot, you use. scence:	New Re 19 SV 3+	1 to hi			
Scanner Experience: NAME Sternguard Gunner WEAPON Frag grenade Krak grenade	Once p model fi	WS BS 3+ 3+ TYPE Grenade D6	team with rolls for Flesh Woods	nin 6" of t r that mo unds: T AP	this moodel in the	A 2	shoot, you use. scence:	New Re 19 SV 3+	1 to hi			
Scanner	Once p model fi	WS BS 3+ 3+ TYPE Grenade D6 Grenade 1	team with rolls for Flesh Woods \$ 4 \$ \$ 3 \$ 6	in 6" of t r that mo unds: T 4 AP 0 -1	w 1	A 2 D	shoot, you use. scence: LD 8 A If the tacharact better, the start of the star	can add New Re 19 SV 3+ BILITIES arget has eristic of	1 to h. Point MAD 2 a Save a Save 3+ or on has			
Scanner Experience: NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp	Once p model fi	WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1	s 3 6 4	in 6" of t r that mo unds: □ □ T 4 AP 0 -1 0	w 1	A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	shoot, you use. scence: LD 8 A If the tacharact better, the start of the star	New Re 19 SV 3+ BILITIES arget has recristic of his weapon	1 to h. Point MAD 2 a Save a Save 3+ or on has			
Scanner Experience: NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and	Once p model fi	WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4	s 3 6 4	nin 6" of t r that mo unds: □ [T 4 AP 0 -1 0 -3	w 1	A 2 D 11	shoot, you use. scence: LD 8 A If the tacharact better, the dame	can add New Re 19 SV 3+ BILITIES arget has eristic of his weapenage of I	1 to h. Point MAD 2 a Save a Save 3+ or on has			
NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp Abilities: And They Shall	Once prode for model for m	WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4	s S A S Can re-roll	in 6" of that mounds: T 4 AP 0 -1 0 -3	erve test	A 2 D 1 1 2 3 1 1	shoot, you use. scence: LD 8 If the tracharact better, the dame this model.	New Re 19 SV 3+ BILITIES arget has eristic of his weapenage of I	1 to h. Point MAD 2 a Save as Save as Save 3+ or on has 33.			
NAME Sternguard Gunner WEAPON Frag grenade Krak grenade Bolt pistol Grav-cannon and grav-amp Abilities: And They Shall Know No Fear Transhuman	Once prode for model for m	WS BS 3+ 3+ TYPE Grenade D6 Grenade 1 Pistol 1 Heavy 4	s S A S Can re-roll	in 6" of that mounds: T 4 AP 0 -1 0 -3	erve test	A 2 D 1 1 2 3 1 1	shoot, you use. scence: LD 8 If the tracharact better, the dame this model.	New Re 19 SV 3+ BILITIES arget has eristic of his weapenage of I	1 to h cruit: Poin MA 2 a Save 73+ oron has			

Experience:

	17 I											
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-		
WEAPON	RANGE	Ţ	YPE	S	AP		D	ABILITIES				
Frag grenade	6"		enade D6	3	0		1					
Krak grenade	6"	Grei	nade 1	6	-1	I)3		-			
Bolt pistol	12"	Pis	tol 1	4	0		1		-			
Boltgun	24"		id Fire 1	4	0		1					
Grav-gun	18"		id Fire	5	-3		1	If the target has a Save characteristic of 3+ or better, this weapon has a Damage of D3.				
Combi			-	-				n of the pr e with thi				
Abilities:												
And They Shall Know No Fear			You c	an re-roll	failed N	erve tes	ts for t	nis model.				
Transhuman Physiology	Ignore	the per	nalty to	this mode	el's hit ro	lls from	one fl	esh woun	d it has sı	ıffered.		
Experience: 🗆 🗆 🗖			□□ F	lesh Wou	ınds: 🗆		onvale	scence: 🗆	New Re	cruit: □		
									16	Point		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Tactical												
Marine	6"	3+	3+	4	4	1	1	7	3+	2		
Gunner												

								16 Poi				
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Tactical Marine Gunner	6"	3+	3+	4	4	1	1	7	3+	2		
WEAPON	RANGE	TY	PE	S	AP		D		ABILITIES			
Frag grenade	6"	Grer D		3	0		1		-			
Krak grenade	6"	Gren	ade 1	6	-1		D3		-			
Bolt pistol	12"	Pist	ol 1	4	0		1	-				
Boltgun	24"	Rapio 1		4	0		1	-				
Plasma gun (Standard)	24"	Rapio 1		7	-3		1	-				
Plasma gun (Supercharged)	24"	Rapio 1		8	-3		2	of 1, the weapon action weapon	On an unmodified hit of 1, the bearer of th weapon is taken out action after all this weapon's shots have b			
Abilities:												
And They Shall Know No Fear			You ca	ın re-roll i	failed Ne	rve Te	sts for	this mode	l.			
Transhuman Physiology	Ignore	e penalti	ies to th	nis model'	s hit roll suffe		one fle	esh wound	l this mod	lel has		
Experience: 🗆 🗆 🗆			□□ F	lesh Wou	ınds: 🗆 [Convale	escence: 🗆	New Re	cruit: [

	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON	RANGE	TY	/PE	S	AP		D	ABILITIES		
Bolt pistol	12"	Pis	tol 1	4	0		1		-	
Frag grenade	6"		nade 06	3	0		1	-		
Krak grenade	6"		nade 1	6	-1	Ι)3		-	
Special-issue ooltgun	30"	_	d Fire	4	-2		1		-	
Abilities:										
And They Shall Know No Fear			You c	an re-roll	failed Ne	erve test	s for t	his model.		
Franshuman Physiology ———	U	•	•					esh wound		
xperience: 🗆 🗆] 🗆 🗆 F	Flesh Wou	ınds: 🗆 🛚	□ C	onvale	scence:	New Re	cruit: 🗆
									16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Company Veteran	6"	3+	3+	4	4	1	2	8	3+	4
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	i
Frag grenade	6"		nade D6	3	0		1	-		
Krak grenade	6"	Gren	nade 1	6	-1	Ι)3	-		
Chainsword	Melee	M	elee	User	0		1	Each time the b fights, it can mak additional attack v weapon.		ke one
Flamer	8"		sault 06	4	0		1	This weap	oon auto s its targe	
Abilities:										
And They Shall Know No Fear			You c	an re-roll	failed Ne	erve test	s for t	his model.		
Franshuman Physiology	Ignore	the pen	alty to	this mode	el's hit rol	ls from	one fl	esh wound	d it has si	uffered.
Physiology										
Physiology Experience: □□□			□□ F	Flesh Wou	ınds: 🗆 [□ C	onvale	scence: 🗆	New Re	ecruit: Points
Physiology Experience: RAME									New Re	cruit: 🗆
Physiology Experience: □□□			□□ F	Flesh Wou	ınds: 🗆 [□ C	onvale	scence: 🗆	New Re	ecruit: Points
Physiology Experience: NAME Factical Marine Gunner	M	WS 3+	BS	flesh Wou	ınds: □ [W 1	onvale A	LD 7	New Re	Points MAX 2
Physiology Experience: VAME Factical Marine Gunner	M 6"	WS 3+	BS 3+	S 4	nds: □ [W 1	A 1	LD 7	16 \$V 3+	Points MAX 2
Physiology Experience:	M 6" RANGE	WS 3+ Ty Piss Green	BS 3+	S 4	T 4 AP	W 1	A 1	LD 7	New Rev Rev 16 SV 3+	Points MAX 2
Physiology Experience: NAME Factical Marine Gunner NEAPON Bolt pistol Frag grenade	M 6" RANGE 12"	WS 3+ TY Pissi Gree	BS 3+ /PE tol 1	S 4	T 4 AP 0	W 1	A 1 D 1	LD 7	New Rev Rev 16 SV 3+	Points MAX 2
Physiology Experience: NAME Tactical Marine Gunner NEAPON Bolt pistol Frag grenade Krak grenade	M 6" RANGE 12" 6"	WS 3+ TY Piss Gre Grer Rapi	BS 3+ (PE tol 1 enade 26	S 4 3	T 4 AP 0 0	W 1	A 1 D 1	LD 7	New Rev Rev 16 SV 3+	Points MAX 2
Physiology Experience: NAME Tactical Marine Gunner NEAPON Bolt pistol Frag grenade Krak grenade Boltgun	M 6" RANGE 12" 6" 6"	WS 3+ Piss Gree I Grer Rapi Ass	BS 3+ (PE tol 1 enade 06 nade 1 id Fire	\$ 4 3 6	T 4 AP 0 -1	W 1	A 1 D 1 1 23	LD 7 A	New Red 16 SV 3+ BILITIES	Points MAX 2
Physiology Experience: VAME T'actical Marine	M 6" RANGE 12" 6" 6" 24"	WS 3+ Piss Gree I Grer Rapi Ass	BS 3+ (PE tol 1 made D6 made 1 dd Fire 1 sault	\$ 4 3 6 4	T 4 AP 0 0 -1	W 1	A 1 1 1 1 1 1 1 1 1 1	LD 7 A	New Res 16 SV 3+ BILITIES	Points MAX 2
Physiology Experience: NAME Tactical Marine Gunner NEAPON Bolt pistol Frag grenade Krak grenade Boltgun Flamer	M 6" RANGE 12" 6" 6" 24"	WS 3+ Piss Gree I Grer Rapi Ass	BS 3+ (PE tol 1 made D6 made 1 dd Fire 1 sault D6	\$ 4 3 6 4 4	T 4 AP 0 0 -1 0	W 1	A 1 1 1 1 1 1 1 1 1	LD 7 A	New Res 16 SV 3+ BILITIES Doon auto s its targe	Points MAX 2

									14	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Scout Gunner	6"	3+	3+	4	4	1	1	7	4+	2
WEAPON	RANGE	TYP	E	S	AP		D		ABILITIES	
Bolt pistol	12"	Pisto	l 1	4	0		1		-	
Frag grenade	6"	Grena De		3	0		1		-	
Krak grenade	6"	Grena	de 1	6	-1	I)3	-		
Heavy bolter	36"	Heav	y 3	5	-1		1	-		
Abilities:										
And They Shall Know No Fear		`	You can	re-roll f	ailed Ne	rve Tes	ts for 1	this mode	l.	
Transhuman Physiology	Ignore	penaltie	es to this	model'	s hit rolls suffe		one fle	sh wound	l this mod	lel has
Experience: 🗆 🗖 🗖			□□ Fle	sh Wou	nds: □ [ПС	onvale	scence: □	l New Re	cruit: 🗆
									18	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sternguard Veteran	6"	3+	3+	4	4	1	2	8	3+	-
WEAPON RANGE TYPE S AP D ABILITIES										

										Points				
NAME	М	WS	BS	S	T	W	A		LD	SV	MAX			
Sternguard Veteran	6"	3+	3+	4	4	1	2		8	3+	-			
WEAPON	RANGE	T۱	/PE	S	AP		D		A	BILITIES				
Bolt pistol	12"	Pis	tol 1	4	0		1			-				
Frag grenade	6"		nade 06	3	0		1		-					
Krak grenade	6"	Grei	nade 1	6	-1		D3		-			-		
Boltgun	24"		d Fire	4	0		1		-					
Flamer	8"		sault O6	4	0		1	This		on autoi s its targe	•			
Combi			0	this weap h subract										
Abilities:														
And They Shall Know No Fear			You c	an re-roll	failed N	erve tes	ts for	this m	nodel.					
Transhuman Physiology	Ignore	the per	nalty to	this mode	el's hit ro	lls fron	n one f	flesh v	vound	d it has su	iffered.			
Experience:			□□ F	lesh Wou	ınds: 🗆 l		onval	escen	ce: 🗆	New Re	cruit: 🗆			