COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Skitarii Vanguard Alpha	Radium carbine, Phosphor blast pistol, Taser goad,		Leader, Bionics, Rad- saturation,		11
	Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Sniper, Bionics, Rad- saturation,		13
	Skitarii Vanguard	Radium carbine, Omnispex,		Comms, Bionics, Rad- saturation,		10
	Corpuscarii Electro- priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro- priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro- priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Corpuscarii Electro- priest	Electrostatic gauntlets - ranged, Electrostatic gauntlets - melee, Electrostatic gauntlets,		Vision of the Motive Force, Voltagheist Field, Fanatical Devotion,		13
	Fulgurite Electro- priest	Electroleech stave,		Combat, Siphoned Vigour, Fanatical Devotion, Voltagheist Field,		14
	Skitarii Ranger	Galvanic rifle, Omnispex,		Bionics,		10
	Skitarii Ranger Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Bionics,		13
	Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Bionics, Rad-saturation,		13
	Skitarii Vanguard Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Bionics, Rad-saturation,		13
	Skitarii Ranger Gunner	Galvanic rifle,		Bionics,		10
	Skitarii Ranger Gunner	Plasma caliver - Supercharge, Plasma caliver - Standard,		Bionics,		13
	Infiltrator Princeps			Bionics, Neurostatic Aura,		15
	Sicarian Infiltrator			Bionics, Neurostatic Aura,		14
	Sicarian Infiltrator			Bionics, Neurostatic Aura,		14
	Skitarii Ranger	Galvanic rifle,		Bionics,		9

										INT		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Skitarii Vanguand	6"	4+	2 .	2	3	1	2	7	4+			
Vanguard Alpha	6	4+	3+	3	3	1	2	7	4+	1		
NEAPON	RANGE	TYI	PE	S	AP)		ABILITIES			
								Each time	•			
Radium carbine	18"	Assaı	ult 3	3	0		1	roll of 6+ for		*		
								THE IS TOSOIVE	3.	Jamage		
								Attacks ma	de with th	is weap		
Phosphor blast pistol	12"	Pist	ol 1	5	-1		1	do not suff	_	•		
								rolls for the target being obscured.				
								Each hit	roll of 6+ v	vith this		
Taser goad	Melee	Me	lee	+2	0		1	weapon o	auses 3 hi	ts rather		
Maria									than 1.			
Abilities Bionics				This mov	del has a 6-	⊦ invulne	rable s	ave				
	Reduce	the Tougl	nness ch					ave. hilst they are	within 1"	of one o		
Rad-saturation	raduce	the rough	1111033 011		e models w		•	inst they are	***************************************	or one c		
Specialism Leader												
Resourceful	As long	as this me					•	ı gain an ado	litional Co	mmand		
		1000			e beginnin				D			
xperience: 🗆 🗆 🗖				riesh wo	unds: L		nvales	cence: \square N	iew Recru	iit: 🗆		
									13 PC	INT		
IAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX		
Skitarii												
Vanguard	6"	4+	3+	3	3	1	1	6	4+	3		
Gunner												
VEAPON	RANGE	TYI	PE	S	AP)		BILITIES			
Plasma caliver -					-3			On an unn				
Supercharge	18"	Assaı	ult 2	8		the bearer is taken out of a after all of this weapon's						
								have	been resol	ved.		
Plasma caliver - Standard	18"	Assa	ult 2	7	-3		1		-			
Abilities												
wiiiuos								ave				
Bionics	This model has a 6+ invulnerable save.											
	Reduce	the Tougl	hness ch		_			hilst they are	within 1"	of one o		
	Reduce	the Tougl	nness ch	aracteristi	_	models	by 1 wl		within 1"	of one o		
Rad-saturation Specialism Sniper	Reduce			aracteristi mor	c of enemy e models w	models with this a	by 1 wl bility.	hilst they are		of one o		
Rad-saturation Specialism Sniper Marksman		You can	re-roll h	aracteristic mor	c of enemy e models w	models with this a	by 1 wl bility. n it ma	hilst they are	ng attack.			
Rad-saturation Specialism Sniper Marksman		You can	re-roll h	aracteristic mor	c of enemy e models w	models with this a	by 1 wl bility. n it ma	hilst they are	ng attack.			
Rad-saturation Specialism Sniper Marksman		You can	re-roll h	aracteristic mor	c of enemy e models w	models with this a	by 1 wl bility. n it ma	hilst they are	ng attack.	uit: 🗆		
Rad-saturation Specialism Sniper Marksman Experience:		You can	re-roll h	aracteristic mor	c of enemy e models w	models with this a	by 1 wl bility. n it ma	hilst they are	ng attack. Iew Recru	uit: 🗆		
Rad-saturation Specialism Sniper Marksman Experience: IAME	M	You can	re-roll h	aracteristic mor it rolls of 1 Flesh Wo	c of enemy e models w for this me unds:	r models vith this a codel whe	by 1 who bility. In it many aless	hilst they are	ng attack. Iew Recru 10 PC	uit: 🗆 DIN T		
Rad-saturation Specialism Sniper Marksman Experience:		You can	re-roll h	aracteristi mor it rolls of 1 Flesh Wo	c of enemy e models w for this ma unds:	models with this a codel whe	by 1 who is the second	hilst they are	ng attack. Iew Recru	uit: 🗆 DIN T		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard	M	You can	re-roll h	aracteristic mor it rolls of 1 Flesh Wo	c of enemy e models w for this me unds:	models with this a codel whee	by 1 who bility. In it many aless	kes a shooting cence:	ng attack. Iew Recru 10 PC	uit: 🗆 DIN T		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard	M 6"	You can	re-roll h	mor it rolls of 1 Flesh Wo	c of enemy e models we for this mounds:	models with this a codel whee	by 1 who bility. In it many alesses A	kes a shooting cence:	ng attack. Iew Recru 10 PC SV 4+	uit: DIN'T MAX		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Wanguard	M 6"	You can	BS 3+	mor it rolls of 1 Flesh Wo	c of enemy e models we for this mounds:	models in models in it this a codel when the code when the codel when the code	by 1 who bility. In it many alesses A	kes a shooting cence:	ng attack. Iew Recru 10 PC SV 4+ ABILITIES you make or this wea	DIN'T MAX a wound		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Wanguard	M 6" RANGE	You can WS 4+	BS 3+	aracteristi mor it rolls of 1 Flesh Wo \$ 3	c of enemy e models we models we for this mounds:	models in models in it this a codel when the code when the codel when the code	by 1 whibility. In it manyalese A 1	kkes a shooting the shooting th	ng attack. Iew Recru 10 PC SV 4+ ABILITIES you make or this wea	DIN'T MAX a wound		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Wanguard	M 6" RANGE	You can WS 4+ TYI Assau	BS 3+	aracteristi mor it rolls of 1 Flesh Wo	c of enemy e models we for this mounds:	models with this and odel when the code when	by 1 who by 1 who bility. In it mannaleses A 1	kes a shooting cence:	ng attack. 10 PC SV 4+ ABILITIES you make or this weard with a 1 3.	a woun-pon, the		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard VEAPON Radium carbine	M 6" RANGE 18"	You can WS 4+ TYI Assau	BS 3+ PE ult 3	aracteristi mor it rolls of 1 Flesh Wo	c of enemy e models we models we for this mounds:	models with this and odel when the code when	by 1 which bility. In it mannyalesee A 1 1 1 1 1 1 1 1 1 1 1 1	LD Each time roll of 6+ fe hit is resolved arii model woodel does not him to the control of the	ng attack. Iew Recru 10 PC SV 4+ ABILITIES you make or this wead with a 1 3. ithin 3" of ot suffer per	a woun-pon, tha		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard VEAPON Radium carbine	M 6" RANGE 18"	You can WS 4+ TYI Assau	BS 3+ PE ult 3	aracteristi mor it rolls of 1 Flesh Wo	c of enemy e models we models we for this mounds:	models with this and odel when the code when	by 1 which bility. In it mannyalesee A 1 1 1 1 1 1 1 1 1 1 1 1	kes a shooting tence: Note	ng attack. Iew Recru 10 PC SV 4+ ABILITIES you make or this wead with a 1 3. ithin 3" of ot suffer per	a woun-pon, tha		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard NEAPON Radium carbine Omnispex	M 6" RANGE 18"	You can WS 4+ TYI Assau	BS 3+ PE ult 3	aracteristi mor it rolls of 1 Flesh Wo S 3 S y mng phase y mnispex t or injury t	c of enemy e models we models we for this mounds:	models with this a codel wheel and codel wheel	by 1 who by	LD Each time roll of 6+ fo hit is resolved arii model woodel does noting obscureed.	ng attack. Iew Recru 10 PC SV 4+ ABILITIES you make or this wead with a 1 3. ithin 3" of ot suffer per	a woun-pon, tha		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard VEAPON Radium carbine Dimnispex Abilities Bionics	M 6" RANGE 18" At the state model equal to the state of	You can WS 4+ TYI Assau Assau art of eacl uipped w	BS 3+ PE ult 3 h Shootivith an C their hit	aracteristic more it rolls of 1 Flesh Wo S S S This moce	or of enemy e models we models we for this mounds:	models with this and odel when the code when	by 1 which the state of the sta	kes a shooting cence: LD 6 Each time roll of 6+ for hit is resolved arii model woodel does not ing obscurece ave.	10 PC SV 4+ ABILITIES you make or this weard with a I 3. ithin 3" of ot suffer pol.	a wound pon, the barrage a friend a friend		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard NEAPON Radium carbine Omnispex	M 6" RANGE 18" At the state model equal to the state of	You can WS 4+ TYI Assau Assau art of eacl uipped w	BS 3+ PE ult 3 h Shootivith an C their hit	aracteristi mor it rolls of 1 Flesh Wo S 3 S This mox aracteristi	or of enemy e models we models we for this mounds:	models with this and odel when the code with the code when the code when the code when the code with	pby 1 who by 1 who bility. In it many alesses A 1 If the control of the contr	LD Each time roll of 6+ fo hit is resolved arii model woodel does noting obscureed.	10 PC SV 4+ ABILITIES you make or this weard with a I 3. ithin 3" of ot suffer pol.	a wound pon, the barrage a friend a friend		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Wanguard WEAPON Radium carbine Dimnispex Ubilities Bionics	M 6" RANGE 18" At the state model equal residuation of the state of	You can WS 4+ TYI Assau Assau art of eacl uipped w	BS 3+ PE ult 3 h Shootivith an C their hit	aracteristi mor it rolls of 1 Flesh Wo S 3 S This mox aracteristi	c of enemy e models w for this mounds:	models with this and odel when the code with the code when the code when the code when the code with	pby 1 who by 1 who bility. In it many alesses A 1 If the control of the contr	kes a shooting cence: LD 6 Each time roll of 6+ for hit is resolved arii model woodel does not ing obscurece ave.	10 PC SV 4+ ABILITIES you make or this weard with a I 3. ithin 3" of ot suffer pol.	a wound pon, the barrage a friend a friend		
Rad-saturation Specialism Sniper Marksman Experience: IAME Skitarii Vanguard VEAPON Radium carbine Dmnispex Radisaturation	M 6" RANGE 18" At the state model equal reduce to the state of the	You can WS 4+ TYI Assau Assau Assau the Tough	BS 3+ PE ult 3 h Shootin vith an C their hit	aracteristic more it rolls of 1 Flesh Wo S 3 S This moxes aracteristic more	or of enemy e models we models we for this mounds:	models with this a codel whee codel whee codel whee codel whee code code code code code code code co	by 1 while bility. In it many alesses A 1 1 1 1 1 1 1 1 1 1 1 1	kes a shooting cence: LD 6 Each time roll of 6+ for hit is resolved arii model woodel does not ing obscurece ave.	ang attack. Io PC SV 4+ ABILITIES you make or this weard with a 1 3. ithin 3" of obt suffer poli.	a wounners a wounners a friend a friend of one of		

									13 PC	INTS
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Corpuscarii Electro-priest	6"	4+	3+	3	3	1	2	8	6+	-
WEAPON	RANGE	T	YPE	S	AP	D	١	A	BILITIES	
Electrostatic gauntlets - ranged	12"	Ass	ault 3	5	0	1	w	Each unm made for a reapon scor	an attack	with this
Electrostatic gauntlets - melee	Melee	М	elee	5	0	1	W	Each unm made for a reapon scor	an attack v	with this
Electrostatic gauntlets		•		-	ed weapon ranged pro melee j	file; when		•	-	-
Abilities										
Vision of the Motive	This m	ndel's sh	anting att	acke do no	t cuffer an	v nenaltv	to their	his malla fa	41	t model
Force	11115 111	04013311	ooting att	acks do no	being of		tothen	THE TOILS TO	r the targe	t model
	This mod	lel has a	5+ invuln	erable sav		oscured. nis model and roll a	finishes 1 D6. O1	a charge n	nove withi	n 1" of an
Voltagheist Field	This modernemy	lel has a model, p	5+ invuln pick an en	erable sav emy mode s	being of e. When the el within 1"	oscured. nis model and roll a rtal woun d, roll a D	finishes 1 D6. O1 1d.	a charge n n a roll of 6	nove withi	n 1" of an y model
Force Voltagheist Field Fanatical Devotion Experience:	This modernemy	lel has a model, p	5+ invuln oick an en ol with this	erable sav emy mode s s ability los	being obtee. When the left within 1" uffers a most a wound would be would be would be worth and the left with the left was a word word.	oscured. nis model and roll a rtal woun d, roll a D nd.	finishes D6. Or id.	a charge n n a roll of 6 5+ the mod	nove withi the enem	n 1" of an y model ot lose tha
Voltagheist Field Fanatical Devotion	This modernemy	lel has a model, p	5+ invuln oick an en ol with this	erable sav emy mode s s ability los	being obtee. When the left within 1" uffers a most a wound would be would be would be worth and the left with the left was a word word.	oscured. nis model and roll a rtal woun d, roll a D nd.	finishes D6. Or id.	a charge n n a roll of 6 5+ the mod	nove withithe enem	n 1" of an y model ot lose that
Voltagheist Field Fanatical Devotion Experience:	This modernemy	lel has a model, p	5+ invuln oick an en ol with this	erable sav emy mode s s ability los	being obtee. When the left within 1" uffers a most a wound would be would be would be worth and the left with the left was a word word.	oscured. nis model and roll a rtal woun d, roll a D nd.	finishes D6. Or id.	a charge n n a roll of 6 5+ the mod	nove withithe enem	n 1" of an y model ot lose tha
Voltagheist Field Fanatical Devotion	This modernemy	lel has a model, p e a mode	5+ invuln oick an en el with this	erable sav emy mode s' s ability los Flesh Wo	being ob re. When the el within 1" uffers a mo ses a wound wou unds:	oscured. ais model and roll a rtal woun d, roll a D nd.	finishes 1 D6. O1 1d. 16; on a 5	a charge n a roll of 6 5+ the mod	nove within the enem lel does not ew Recru	n 1" of an y model ot lose that uit: DINTS
Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii	This modernemy	lel has a model, pe a mode	5+ invuln oick an en el with this	erable saw emy mode s s ability los Flesh Wo	being obee. When the sel within 1" uffers a mosses a wound wou unds:	sscured. his model and roll a rtal woun d, roll a D nd.	finishes a D6. On ad. 6; on a s	a charge n n a roll of 6 5+ the mod nce: N LD	nove within the enem lel does not sew Recruite 13 PO	n 1" of an y model ot lose tha uit: DINTS
Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii Electro-priest NEAPON	This modernemy Each time M 6"	ws	5+ invulnoick an en	erable savermy mode s s ability los Flesh Wo	being obte. When the strength of the strength	oscured. nis model and roll a rtal woun tl, roll a D nd. Con	finishes 1 D6. On 1 D6. On 1 D6. on 2	a charge n n a roll of 6 5+ the mod nce: N LD 8 A Each unm	nove within the enem led does not see Recruit 13 PO SV 6+ BILITIES modified him an attack with the enem But the enem SV 6+	n 1" of an y model ot lose that the control of an it:
Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii Electro-priest	This modernemy Each time M 6" RANGE	ws 4+ T	5+ invulnoick an en	errable savermy mode s s s ability los	being obte. When the state of t	sscured. and roll a rtal wound, roll a D nd. Con W	finishes 1 D6. On d. (6; on a servalesce	a charge n n a roll of 6 5+ the mod nce: N LD 8 Each unm made for :	nove within the enem led does not good to be a second of the led to b	n 1" of an y model ot lose that it: DINTS MAX t roll of 6 with this ather that troll of 6 with this

This model's shooting attacks do not suffer any penalty to their hit rolls for the target model being obscured.

This model has a 5+ invulnerable save. When this model finishes a charge move within 1" of an enemy model, pick an enemy model within 1" and roll a D6. On a roll of 6 the enemy model

suffers a mortal wound.

Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that

wound.

Experience:

Abilities

Force

Vision of the Motive

Voltagheist Field

Fanatical Devotion

									13 PO	INTS	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Corpuscarii Electro-priest	6"	4+	3+	3	3	1	2	8	6+	-	
WEAPON	RANGE	T	YPE	S	AP	0	1	A	BILITIES		
Electrostatic gauntlets - ranged	12"	Ass	ault 3	5	0	1	· w	Each unm made for a reapon scor	an attack v	vith this	
Electrostatic gauntlets - melee	Melee	М	elee	5	0	1	· w	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather tha			
Electrostatic gauntlets						file; wher		pon. When		_	
Abilities											
				1 1	œ	1		1 . 11 .			
	This m	odel's sh	ooting att	acks do no	ot suffer an being ol		to their	hit rolls fo	r the targe	t model	
Vision of the Motive Force Voltagheist Field	This mod	lel has a	5+ invuln	erable sav	being of e. When th	oscured. nis model and roll a	finishes 1 D6. O1	a charge n	nove withi	n 1" of an	
Force Voltagheist Field	This modernemy	lel has a model, p	5+ invuln oick an en	erable sav emy mode s	being ob e. When the el within 1" uffers a mo	oscured. nis model and roll a rtal woun d, roll a D	finishes a D6. O1 ad.	a charge n	nove within	n 1" of an y model	
Force	This modernemy	del has a model, p	5+ invuln pick an en el with this	erable sav emy mode s s ability lo	being of e. When the el within 1" uffers a mo ses a wound wou	oscured. nis model and roll a rtal woun d, roll a D and.	finishes a D6. O1 ad. 96; on a 9	a charge n n a roll of 6 5+ the mod	the enem	n 1" of an y model t lose tha	
Force Voltagheist Field Fanatical Devotion	This modernemy	del has a model, p	5+ invuln pick an en el with this	erable sav emy mode s s ability lo	being of e. When the el within 1" uffers a mo ses a wound wou	oscured. nis model and roll a rtal woun d, roll a D and.	finishes a D6. O1 ad. 96; on a 9	a charge n n a roll of 6 5+ the mod	nove within the eneminate of the enemina	n 1" of an y model t lose that	
Force Voltagheist Field Fanatical Devotion Experience:	This modernemy	del has a model, p	5+ invuln pick an en el with this	erable sav emy mode s s ability lo	being of e. When the el within 1" uffers a mo ses a wound wou	oscured. nis model and roll a rtal woun d, roll a D and.	finishes a D6. O1 ad. 96; on a 9	a charge n n a roll of 6 5+ the mod	nove within the eneminate of the enemina	n 1" of an y model t lose that it: □	
Force Voltagheist Field Fanatical Devotion	This modenemy	lel has a model, p e a mode	5+ invulnoick an en	erable sav emy mode s s ability lo Flesh Wo	being of e. When the el within 1" uffers a mo ses a woun- wou unds:	osscured. nis model and roll a rtal wour. rtal wour. lind.	finishes a D6. O1 ad. 96; on a 5	a charge n n a roll of 6 5+ the mod nce: □ N	nove within the eneminated does not be the Recru	n 1" of an y model t lose that it:	
Force Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii	This modern enemy	lel has a model, pe a mode	5+ invulnoick an en	erable sav emy mode s s ability lo Flesh Wo	being of being of the	nis model and roll a rtal wour d, roll a D and.	finishes a D6. On ad. 16; on a 5 anvalesce	a charge n n a roll of 6 5+ the mod nce: N LD	nove within the enemy led does not ew Recru	n 1" of an y model t lose tha	
Force Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii Electro-priest NEAPON	This more enemy Each time M 6"	ws	5+ invulnoick an en	erable savemy mode s s ability loo Flesh Wo	being of the When the state of	sscured. is model and roll a and roll a and roll a rtal woun d, roll a D and. Con W	finishes a D6. Or ad. 66; on a 5	a charge n n a roll of 6 5+ the mod nce: N LD 8 A Each unm	nove within the enemy led does not ew Recruit 13 PO SV 6+ BILITIES odified him an attack was a straight for the straight for	n 1" of an y model t lose tha it: DINT'S MAX	
Force Voltagheist Field Fanatical Devotion Experience: NAME Corpuscarii Electro-priest	This modernemy Each time M 6" RANGE	ws 4+ T Ass	5+ invulnoick an en en el with this BS 3+	emp mode s s ability lo Flesh Wo	being of the When the state of	is model and roll a retal wound, roll a Dand.	finishes D6. Or D6. Or D6. Or D7.	a charge n n a roll of 6 5+ the mod nce: N LD 8 Each unm made for a recapon score	nove within the enemy led does not ew Recrusted to the second of the sec	n 1" of an y model t lose tha it: DINTS MAX - roll of 6 vith this ther than roll of 6 vith this	

This model's shooting attacks do not suffer any penalty to their hit rolls for the target model being obscured.

This model has a 5+ invulnerable save. When this model finishes a charge move within 1" of an enemy model, pick an enemy model within 1" and roll a D6. On a roll of 6 the enemy model

suffers a mortal wound.

Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that

wound.

Experience:

Abilities

Force

Vision of the Motive

Voltagheist Field

Fanatical Devotion

		wo	D 0	•	-	147				INTS
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Fulgurite Electro-priest	6"	3+	4+	3	3	1	2	8	6+	-
WEAPON	RANGE	Ţ	YPE	S	AP		D	ı	ABILITIES	
Electroleech stave	Melee	М	elee	+2	-2	I)3	attacks ma	wound roll ade by this t suffers D stead of th damage.	weapon, 3 mortal
Abilities									U	
Siphoned Vigour	If this n	nodel ta			el out of act 3+ for the r		-	phase, its in mission.	nvulnerabl	e save is
Fanatical Devotion	Each time	a mode	el with thi	s ability lo	ses a woun wou		06; on a	s 5+ the moo	del does no	ot lose tha
Voltagheist Field				emy mod		and roll	a D6. (es a charge i On a roll of 6		
Specialism Comba	t									
Expert Fighter Experience: 🗆 🗆 🗖					nis model's ounds: 🏻 🖺				Iew Recru	uit: 🗆
									10 PC	INTS
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
WEAPON	RANGE	T	YPE	S	AP		D	ı	ABILITIES	
Galvanic rifle	30"	Rap	id Fire	4	0		1	Each time roll of 6+ for hit is resolv		pon, that
Omnispex			with an (Omnispex	that is not	shaken.	That m	arii model w odel does no ing obscured	ithin 3" of ot suffer pe	a friendly
Abilities			with an (Omnispex t or injury	that is not	shaken. ' their tai	That m	odel does no ing obscured	ithin 3" of ot suffer pe	a friendly
Abilities Bionics	model eq	uipped	with an C	Omnispex t or injury This mo	that is not rolls due to del has a 6-	shaken. 'o their tan	That m	odel does no ing obscured ave.	ithin 3" of ot suffer pe	a friendly enalties to
Abilities Bionics	model eq	uipped	with an C	Omnispex t or injury This mo	that is not rolls due to del has a 6-	shaken. 'o their tan	That m	odel does no ing obscured ave.	ithin 3" of ot suffer ped. I.	a friendly enalties to
Abilities Bionics Experience:	model eq	uipped	with an C	Omnispex t or injury This mo	that is not rolls due to del has a 6-	shaken. 'o their tan	That m	odel does no ing obscured ave.	ithin 3" of ot suffer ped. I.	a friendly enalties to
Abilities Bionics Experience: NAME Skitarii Ranger	model eq	uipped	with an (Omnispex t or injury This mo	that is not rolls due to	shaken. 'o their tan	That m rget bes erable s	odel does n ing obscured ave.	ithin 3" of of ot suffer ped i.	a friendly enalties to iit:
Abilities Bionics Experience: NAME Skitarii Ranger Gunner	model eq	ws 4+	with an C their hi	Omnispex t or injury This mo Flesh Wo	that is not rolls due to del has a 6-	shaken. 'o their tan their tan tinvulne Cc W	That m rget be: erable s	odel does no ing obscured ave.	ithin 3" of ot suffer pe i.	a friendly enalties to uit: DINTS
Abilities Bionics Experience: NAME Skitarii Ranger Gunner WEAPON Plasma caliver -	model eq	WS 4+	with an C their hi	Omnispex t or injury This mo	that is not rolls due to del has a 6-	shaken. o their tan	That mrget be	odel does no ing obscured ave.	ithin 3" of ot suffer ped. Jew Recru 13 PC SV 4+ ABILITIES modified h is taken ou	a friendly enalties to
Abilities Bionics Experience: NAME Skitarii Ranger Gunner WEAPON Plasma caliver - Supercharge	M 6" RANGE	WS 4+ I Ass	with an C their his	Omnispex t or injury This mo Flesh Wo	that is not rolls due to del has a 6-	shaken. o their tan	That mraget best best best best best best best be	odel does no ing obscured ave.	ithin 3" of ot suffer poil. Jew Recrustry 13 PC SV 4+ ABILITIES modified his taken ou of this weapon	a friendly enalties to dit:
Abilities Bionics Experience: NAME Skitarii Ranger Gunner WEAPON Plasma caliver - Supercharge Plasma caliver - Standard	M 6" RANGE	WS 4+ I Ass	BS 3+ YPE	Omnispex t or injury This mo Flesh Wo	that is not rolls due to del has a 6-bunds:	shaken. o their tan	That mraget best best best best best best best be	odel does no ing obscured ave.	ithin 3" of ot suffer poil. Jew Recrustry 13 PC SV 4+ ABILITIES modified his taken ou of this weapon	a friendly enalties to dit:
Abilities Bionics Experience: NAME Skitarii Ranger Gunner WEAPON Plasma caliver - Supercharge Plasma caliver - Standard Abilities Bionics	M 6" RANGE	WS 4+ I Ass	BS 3+ YPE	Omnispex tor injury This mo Flesh Wo \$ 3 \$ 7	that is not rolls due to del has a 6-bunds:	shaken. o their tan	That mrgget best provided a second se	odel does no ing obscured ave.	ithin 3" of ot suffer poil. Jew Recrustry 13 PC SV 4+ ABILITIES modified his taken ou of this weapon	a friendly enalties to

	-									INTS
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Skitarii	6"	4+	2.	,	2	1	1	6	4+	2
Vanguard Gunner	6	4+	3+	3	3	1	1	6	4+	3
VEAPON	RANGE	T	YPE	S	AP	-	1		ABILITIES	
	IUIIIUL							On an unn		it roll of 1
Plasma caliver - Supercharge	18"	Ass	ault 2	8	-3	2	2	the bearer i	s taken ou	t of action
Plasma caliver - Standard	18"	Ass	ault 2	7	-3	1	L		-	
Abilities										
Bionics	D 1	.1 T			del has a 6			ave. nilst they are	.1	C
Rad-saturation				mor	re models v	vith this a	bility.			
experience:				Flesh Wo	ounds: L L	Co:	nvales	cence: □ N		iit: □ OINTS
NAME	М	WS	BS	S	Т	W	A	LD	SV	MAX
Skitarii										
Vanguard Gunner	6"	4+	3+	3	3	1	1	6	4+	3
WEAPON	RANGE	T	YPE	S	AP	ı)	ı	ABILITIES	
								On an unn		
Plasma caliver - Supercharge	18"	Ass	ault 2	8	-3	2	2	the bearer i after all of have		on's shots
Plasma caliver - Standard	18"	Ass	ault 2	7	-3	1	l		-	
Abilities										
				I his mo	del has a 6	+ invulne	rable s	ave.		
Bionics	Daduas	sh a Taur	-l l-		i	ad ala 1	11		wishin 1"	of
	Reduce	the Toug	ghness ch		ic of enemy re models v		•	nilst they are	within 1"	of one or
Rad-saturation				mor	re models v	vith this a	bility.	cence:□ N	lew Recru	iit:□ DINTS
Rad-saturation Experience: IMME				moi	re models v	vith this a	bility.	·	lew Recru	uit: 🗆
Bionics Rad-saturation Experience: NAME Skitarii Ranger Gunner				mor	re models v	vith this a	bility.	cence:□ N	lew Recru	iit:□ DINTS
Rad-saturation Experience: NAME Skitarii Ranger	M	WS 4+	BS	Flesh Wo	re models v	with this a	bility. nvaleso A	LD 6	10 PC SV 4+	DINTS MAX 3
Rad-saturation Experience: NAME Skitarii Ranger Gunner	M 6"	WS 4+	BS 3+	Flesh Wo	ounds:	with this a	bility. nvaleso A	LD 6	10 PC SV 4+ ABILITIES you make or this wear	DINTS MAX 3 a wound pon, that
Rad-saturation Experience: NAME Skitarii Ranger Gunner	M 6" RANGE	WS 4+	BS 3+	Flesh Wo	t T 3	with this a	bility.	LD 6 Each time roll of 6+ for	10 PC SV 4+ ABILITIES you make or this wear	DINTS MAX 3 a wound pon, that

									13 PC	<u> INTS</u>
IAME	M	WS	BS	S	Ţ	W	A	LD	sv	MAX
Skitarii Ranger Gunner	6"	4+	3+	3	3	1	1	6	4+	3
NEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES	
Plasma caliver - Supercharge	18"	Ass	ault 2	8	-3		2	On an unm the bearer is after all of have l	s taken ou	t of action on's shots
Plasma caliver - Standard	18"	Ass	ault 2	7	-3		1			
Abilities Bionics				This mod	el has a 6+	·invulne	erable sa	ive.		
		.		Fl. d. W.	1. 🗆 🗆	1	1	🗆 N	D	.i. []
Experience:				riesn wot	ınas: 🗆 🗀		onvaiesc	ence: \square N		
NAME	M	WS	BS	S	T	W	A	LD	15 PC	OINTS MAX
Infiltrator										
Princeps	8"	3+	3+	4	3	2	3	7	4+	1
Abilities Bionics				This mod	el has a 6+	invulne	erable sa	ıve.		
Neurostatic Aura	Subtract	1 from t	he Leade		cteristic of re models v			whilst they	are withir	a 3" of one
Experience: 🗆 🗖 🗖	0	<u> </u>		Flesh Wot	ınds: 🗆 🗆]□ Co	onvalesc	rence:□ N		
									14 PC	DINTS
NAME Sicarian	M 8"	WS 3+	BS 3+	Flesh Wou	ınds: □ □ □	□ Co	onvalesc A 2	ence: □ N		
NAME Sicarian Infiltrator	М	WS	BS	S	T	W	A	LD	14 PC	DIN'TS Max
NAME Sicarian Infiltrator Abilities	M 8"	WS 3+	BS 3+	\$ 4 This mod	T 3	W 2	A 2 erable sa	6 ave.	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	T 3	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	3 del has a 6+	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	3 del has a 6+	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	3 del has a 6+	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	3 del has a 6+	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics	M 8"	WS 3+	BS 3+	\$ 4 This mod	3 del has a 6+	W 2 invulne	A 2 erable sa	LD 6 ave. whilst they	14 PC sv 4+	DIN'TS MAX
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade	S 4 This modership charater or modern mode	3 del has a 6+ exteristic of re models v	W 2 invulne Genemy with this	A 2 cerable se models ability.	6 ave.	14 PC SV 4+	MAX - a 3" of one
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade	S 4 This modership charater or modern mode	3 del has a 6+ exteristic of re models v	W 2 invulne Genemy with this	A 2 cerable se models ability.	6 ave.	14 PC SV 4+ are within	MAX a 3" of one
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura Experience:	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade	S 4 This modership charater or modern mode	3 del has a 6+ exteristic of re models v	W 2 invulne Genemy with this	A 2 cerable se models ability.	6 ave.	14 PC SV 4+ are within	MAX - a 3" of one
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura Experience: □ □ □	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade:	This mod rship chara or mo	T 3 lel has a 6+ acteristic of re models v	w 2 invulne fenemy with this	A 2 2 models a ability.	LD 6 ave. whilst they	14 PC sv 4+ are withir	DINTS MAX 1 3" of one DINTS
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura Experience: NAME Sicarian Infiltrator	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade:	This mod rship chara or mo	T 3 lel has a 6+ acteristic of re models v	W 2 invulne Genemy with this	A 2 crable sa models sability.	LD 6 ave. whilst they	14 PC sV 4+ are withir 14 PC sV	DINTS MAX 1 3" of one DINTS
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura	M 8" Subtract	WS 3+ 1 from t	BS 3+ he Leade:	This mod rship chara or mo	T 3 lel has a 6+ acteristic of re models v	W 2 invulne Genemy with this	A 2 models s ability.	LD 6 ave. whilst they tence: □ N LD 6	14 PC sV 4+ are withir 14 PC sV	DINTS MAX 1 3" of one DINTS
NAME Sicarian Infiltrator Abilities Bionics Neurostatic Aura Experience: □ □ □ NAME Sicarian Infiltrator Abilities	M 8" Subtract M 8"	WS 3+ 1 from t WS 3+	BS 3+ he Leade:	This mod rship chara or mo	3 lel has a 6+ acteristic of re models v I 3	W 2 invulne Genemy with this Co W 2	A 2 crable sa models sability.	LD 6 ave. whilst they LD 6 ave. whilst they	14 PC sV 4+ are withir 14 PC sV 4+	DINTS MAX a 3" of one DINTS MAX

									9 PC	INTS
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6 4+		-
WEAPON	RANGE	TY	PE	S	AP	I)	ı	ABILITIES	
Galvanic rifle	30"		d Fire	4	0	1	1	Each time roll of 6+ for hit is resolv	or this wea	pon, that
Abilities										
Bionics				This mo	del has a 64	- invulne	rable sa	ave.		
Experience: \Box \Box \Box				Flesh Wo	unds: □ □	☐ Co	nvalesc	ence: 🗆 N	Iew Recru	it: 🗆