

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, Omnisplex,		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, Omnisplex,		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

11 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Vanguard Alpha	6"	4+	3+	3	3	1	2	7	4+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Radium carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 3.				
Phosphor blast pistol	12"	Pistol 1	5	-1	1	Attacks made with this weapon do not suffer the penalty to hit rolls for the target being obscured.				
Taser goad	Melee	Melee	+2	0	1	Each hit roll of 6+ with this weapon causes 3 hits rather than 1.				
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Rad-saturation	Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability.									
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.									
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13 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Vanguard Gunner	6"	4+	3+	3	3	1	1	6	4+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Plasma caliver - Supercharge	18"	Assault 2	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.				
Plasma caliver - Standard	18"	Assault 2	7	-3	1	-				
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Rad-saturation	Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability.									
Specialism Sniper										
Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.									
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10 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Vanguard	6"	4+	3+	3	3	1	1	6	4+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Radium carbine	18"	Assault 3	3	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with a Damage of 3.				
Omnispex	At the start of each Shooting phase you can chose another Skitarii model within 3" of a friendly model equipped with an Omnispect that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.									
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Rad-saturation	Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability.									
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.									
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13 POINTS

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13 POINTS

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	TYPE	D	AP	D	ABILITIES				
Electrostatic gauntlets - ranged	12"	Assault 3	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.				
Electrostatic gauntlets - melee	Melee	Melee	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.				
Electrostatic gauntlets	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch, use the ranged profile; when making close combat attacks, use the melee profile.									
Abilities										
Vision of the Motive Force	This model's shooting attacks do not suffer any penalty to their hit rolls for the target model being obscured.									
Voltagheist Field	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.									
Fanatical Devotion	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.									
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13 POINTS

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	TYPE	S	AP	D	ABILITIES				
Electrostatic gauntlets - ranged	12"	Assault 3	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.				
Electrostatic gauntlets - melee	Melee	Melee	5	0	1	Each unmodified hit roll of 6 made for an attack with this weapon scores 3 hits rather than 1.				
Electrostatic gauntlets	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch, use the ranged profile; when making close combat attacks, use the melee profile.									
Abilities										
Vision of the Motive Force	This model's shooting attacks do not suffer any penalty to their hit rolls for the target model being obscured.									
Voltagheist Field	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.									
Fanatical Devotion	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.									
Experience: □□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □										

13 POINTS

[illegible]

14 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Fulgurite Electro-priest	6"	3+	4+	3	3	1	2	8	6+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Electroleech stave	Melee	Melee	+2	-2	D3	For each wound roll of 6+ for attacks made by this weapon, the target suffers D3 mortal wounds instead of the normal damage.				

Abilities

Siphoned Vigour	If this model takes an enemy model out of action in the Fight phase, its invulnerable save is improved to 3+ for the remainder of the mission.
Fanatical Devotion	Each time a model with this ability loses a wound, roll a D6; on a 5+ the model does not lose that wound.
Voltagheist Field	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.

Specialism Combat

Expert Fighter Add 1 to this model's Attacks characteristic.
Experience: □□□□□□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit: □

10 POINTS

Name	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
Weapon	Range	Type	S	AP	D	Abilities				
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.				
Omnispex	At the start of each Shooting phase you can chose another Skitarii model within 3" of a friendly model equipped with an Omnispex that is not shaken. That model does not suffer penalties to their hit or injury rolls due to their target being obscured.									

Abilities

Bionics	This model has a 6+ invulnerable save.
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Experience: ☐ ☐ ☒ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☒ Flesh Wounds: ☐ ☐ ☐ Convalescence: ☐ New Recruit: ☐

13 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger Gunner	6"	4+	3+	3	3	1	1	6	4+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Plasma caliver - Supercharge	18"	Assault 2	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.				
Plasma caliver - Standard	18"	Assault 2	7	-3	1	-				

Abilities

Bionics	This model has a 6+ invulnerable save.
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Experience: ☐ ☐ ☒ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☒ Flesh Wounds: ☐ ☐ ☐ Convalescence: ☐ New Recruit: ☐

13 POINTS

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

13 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Vanguard Gunner	6"	4+	3+	3	3	1	1	6	4+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Plasma caliver - Supercharge	18"	Assault 2	8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action after all of this weapon's shots have been resolved.				
Plasma caliver - Standard	18"	Assault 2	7	-3	1	-				
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Rad-saturation	Reduce the Toughness characteristic of enemy models by 1 whilst they are within 1" of one or more models with this ability.									

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

10 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger Gunner	6"	4+	3+	3	3	1	1	6	4+	3
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.				
Abilities										
Bionics	This model has a 6+ invulnerable save.									

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

13 POINTS

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

15 POINTS

Name	M	WS	BS	S	T	W	A	LD	SV	MAX
Infiltrator Princes	8"	3+	3+	4	3	2	3	7	4+	1
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Neurostatic Aura	Subtract 1 from the Leadership characteristic of enemy models whilst they are within 3" of one or more models with this ability.									

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

14 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sicarian Infiltrator	8"	3+	3+	4	3	2	2	6	4+	-
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Neurostatic Aura	Subtract 1 from the Leadership characteristic of enemy models whilst they are within 3" of one or more models with this ability.									

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

14 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Sicarian Infiltrator	8"	3+	3+	4	3	2	2	6	4+	-
Abilities										
Bionics	This model has a 6+ invulnerable save.									
Neurostatic Aura	Subtract 1 from the Leadership characteristic of enemy models whilst they are within 3" of one or more models with this ability.									

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

9 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Skitarii Ranger	6"	4+	3+	3	3	1	1	6	4+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Galvanic rifle	30"	Rapid Fire 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -1.				

Abilities

Bionics	This model has a 6+ invulnerable save.
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Experience: ☐☐☐☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐