



COMMAND ROSTER



PLAYER NAME	Seth	RESOURCES		CURRENT KILL TEAM'S FORCE	100 POINTS
FACTION	Adeptus Astartes	INTELLIGENCE	8	CURRENT KILL TEAM'S NAME	The Emperor's Might
MISSION	Speartip	MATERIEL	8		
BACKGROUND	Crusaders	MORALE	8		
SQUAD QUIRK	Exemplars	TERRITORY	8		

KT	NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISMS/ABILITES	PTS
✓	Marius Cassus	Intercessor Sergeant	Bolt Rifle, Bolt Pistol, Frag Grenades, Krak Grenades,		Leader Specialist, Resourceful, And They Shall Know No Fear, Transhuman Physiology	16
✓	Titus Acastian	Intercessor Gunner	Bolt Rifle, Bolt Pistol, Frag Grenades, Krak Grenades, Auxiliary Grenade Launcher		Demolitions Specialist, Breacher, And They Shall Know No Fear, Transhuman Physiology, Auxiliary Grenade Launcher	16
✓	Gaius Pallidus	Intercessor Gunner	Bolt Rifle, Bolt Pistol, Frag Grenades, Krak Grenades, Auxiliary Grenade Launcher		And They Shall Know No Fear, Transhuman Physiology, Auxiliary Grenade Launcher	16
✓	Cicero Acastian	Reiver	Combat Knife, Heavy Bolt Pistol, Frag Grenades, Krak Grenades, Shock Grenades		Scout Specialist, Swift, And They Shall Know No Fear, Transhuman Physiology, Grav-chute, Terror Troops, Grapnel Launcher	18
✓	Decimus Meridius	Eliminator	Bolt Sniper Rifle, Bolt Pistol, Frag Grenades, Krak Grenades		Sniper Specialist, Marksman, And They Shall Know No Fear, Transhuman Physiology, Camo Cloak, Concealed Position	18
✓	Cato Apollon	Intercessor	Bolt Rifle, Bolt Pistol, Frag Grenades, Krak Grenades,		And They Shall Know No Fear, Transhuman Physiology	16

UNITS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-
Intercessor Gunner	6"	3+	3+	4	4	2	2	7	3+	2
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1
Eliminator	6"	3+	3+	4	4	2	2	7	3+	-
Reiver	6"	3+	3+	4	4	2	2	7	3+	-

WARGEAR

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combat Knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Bolt Rifle	30"	Rapid Fire 1	4	-1	1	-
Bolt Pistol	12"	Pistol 1	4	0	1	-
Heavy Bolt Pistol	12"	Pistol 1	4	-1	1	-
Frag Grenades	6"	Grenade D6	3	0	1	-
Krak Grenades	6"	Grenade 1	6	-1	D3	-
Shock Grenades	6"	Grenade D3				This weapon does not inflict any damage. If an enemy infantry model is hit by any shock grenades it is stunned. Until the end of the next battle round that model cannot fire Overwatch or be Readied and your opponent must subtract 1 from hit rolls made for the model.
Bolt Sniper Rifle	A model firing a bolt sniper rifle does not suffer the penalty to hit rolls for the target being at long range. In addition, when attacking with this weapon, choose one of the profiles below.					
- Executioner Round	36"	Heavy 1	5	-1	1	Add 2 to hit rolls made for this weapon. In addition, this weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's BS or any modifiers.
- Hyperfrag Round	36"	Heavy D3	5	0	1	-
- Mortis Round	36"	Heavy 1	5	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

ABILITIES

NAME

And They Shall Know No Fear	You can re-roll failed Nerve tests for his model.
Transhuman Physiology	Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.
Camo Cloak	When an opponent makes a hit roll for a shooting attack that targets a model equipped with a camo cloak, and that model is obscured, that hit roll suffers an additional -1 modifier.
Concealed Position	When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" away from an enemy deployment zone.
Auxiliary Grenade Launcher	Increase the range of any Grenade weapons this model has by 30".
Grav-chute	A model armed with a grav-chute never suffers falling damage and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.
Terror Troops	Enemy models must subtract 1 from their Leadership if they are within 3" of any Reiver models.
Grapnel Launcher	A model with a grapnel launcher can climb any distance vertically (up or down) when it makes a normal move - do not measure distance moved in this way.
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.
Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
Swift	You can re-roll Advance rolls for this model.
Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.